

EZ Yahtzee Dice

This dice game is similar to Yahtzee but without any complicated dice rolls. Players take turns trying to roll the most ones, twos, threes, and so on, recording the sum of their roles on a simple scorecard.

Number of players: 2–10

Object of game: Win by rolling the highest total score.

Supplies:






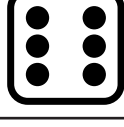
- Printed copies of the [Scorecard](#) for each player
- Five dice (or five dice per player) and a rolling cup
- Pen or pencil for each player



Directions:

1. Players sit at a table and take turns rolling five dice. Each player can roll the dice up to three times per turn.
 2. First, each player takes turns trying to roll as many 1's as they can. So, the first player rolls, and if they roll any 1's, they set them aside.
 3. The first player can roll two more times, again setting aside any 1's, until they've taken all three rolls. If they roll five 1's in fewer than three turns, they can stop.
 4. The player adds up the sum of their 1's. If they have rolled four 1's, their score is 4, and they record it on their scorecard.
 5. After everyone playing has rolled for 1's and it's the first player's turn again, that player rolls the dice in hopes of getting 2's.
 6. Play continues like this until all players have rolled for 1's through 6's.
 7. The player with the highest total score after all the rounds wins.
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Scorecard

One		1	Score
Two		2	Score
Three		3	Score
Four		4	Score
Five		5	Score
Six		6	Score
			Total Score: