

Dice Game

Objective

Score the most points by rolling combinations with five dice. Players take turns rolling, optionally rerolling some dice once, and scoring based on the chart below.

Setup

5 standard six-sided dice
A scoresheet or paper
A pen or pencil

Your Turn & How to Score

Roll all 5 dice.

You may choose any number of dice to reroll once.

After the reroll (or if you skip it), your final 5 dice determine your score.

Record your points. (Use the highest-value combination your dice qualify for.)

Play passes to the next player

Winning

Play to a target score (recommended: 1,000 or 2,000).

First player to reach or exceed the target wins.

Three of a Kind

 100 points

 20 points



 30 points

 40 points

 50 points

 60 points

Singles

 10 points  5 points

Full House 120 points
(Three of one number + two of another)

Straight 150 points
(1-2-3-4-5 or 2-3-4-5-6)

Four of a Kind (Any) 250 points

Five of a Kind (Any) 500 points