Chapter 2.7 Playing Yahtzee

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Chapter 2 Counting Methods

Introduction

- Yahtzee is a popular game played with five dice.
- ► The game is similar to the card game poker in both games, one is trying to achieve desirable patterns in the dice faces or cards.
- Some of the dice patterns in the first roll in Yahtzee are described.
- ► The problem of determining the chances of several of the patterns are considered.

Outcomes of one roll of five dice

▶ When a player rolls five dice in the game Yahtzee, the most valuable result is when all of the five dice show the same number such as

- ► This is called a "Yahtzee" and the player scores 50 points with this pattern.
- ➤ A second valuable pattern is a "four-of-a-kind' where you observe one number appearing four times, such as
- 3, 4, 3, 3, 3.

Table gives all of the possible patterns when you roll five dice in Yahtzee.

Sample of pattern	Point value
4, 4, 4, 4, 4	50
6, 6, 6, 4, 6	
2, 6, 4, 5, 3	40
4, 2, 1, 3, 2	30
5, 1, 1, 5, 1	25
2, 2, 3, 4, 2	
6, 3, 3, 6, 2	
4, 3, 4, 1, 5	
1, 3, 2, 5, 6	
	6, 6, 6, 4, 6 2, 6, 4, 5, 3 4, 2, 1, 3, 2 5, 1, 1, 5, 1 2, 2, 3, 4, 2 6, 3, 3, 6, 2 4, 3, 4, 1, 5

Total number of outcomes

- ▶ It is useful to distinguish the five dice when one counts outcomes.
- One can represent an outcome by placing a value of individual die rolls (1 through 6) in the six slots.

- So two possible outcomes are
- 2, 3, 4, 5, 5 and 3, 2, 4, 5, 5.

Number of outcomes

Each die has 6 possibilities and so, applying the multiplication rule, the total number of outcomes in the rolls of five dice is

$$6 \times 6 \times 6 \times 6 \times 6 = 7776$$
.

Since all of the outcomes are equally likely, we assign a probability of 1/7776 to each outcome.

Probability of a Yahtzee

One represents the Yahtzee roll as the outcome

where x denotes a roll of one die. There are six possible choices for x, and so the number of possible Yahtzees is 6.

Since each outcome has probability 1/7776, the probability of a Yahtzee is

$$Prob(Yahtzee) = \frac{6}{7776}.$$

Probability of four-of-a-kind

- ▶ In the pattern "four of a kind", one wants to have one number appear four times and a second number appear once.
- One is interested in counting outcomes of the form

where the four x's and the single y can be in different orders.

Representation of 4-of-a-kind

- To apply the multiplication rule, think of writing down a possible "four-of-a-kind" in three steps.
- ▶ Step 1: Choose the number for *x* (the number that appears four times).
- ▶ Step 2: Next choose the number for the singleton *y*.
- Step 3: Mix up the orders of the four x's and the one y.
- ▶ For example, one chooses the outcome 5, 5, 5, 3, 5 by (1) choosing 5 to be the number that appears four times, (2) choosing 3 as the number that appears once, and then arranging the digits 5, 5, 5, 5, 3 to get 5, 5, 5, 3, 5.

Counting outcomes

- Step 1: There are 6 ways of choosing x.
- ► Step 2: Once *x* has been chosen, there are 5 ways of choosing the value for *y*.
- Step 3: Last, once x and y have been selected, there are $\binom{5}{4} = 5$ ways of mixing up the x's and y's.
- Apply the multiplication rule:

Number of ways = $6 \times 5 \times 5 = 150$.

► The corresponding probability of four-of-a-kind is

$$Prob(\text{four-of-a-kind}) = \frac{150}{7776}.$$