

# The History of Yahtzee



2500  
BCE

Dice created over 2500 years ago have been found at sites across the globe, including Egypt, India, Iran, and Scotland. Dice were the world's first random number generators, used to play some of the earliest games of chance.



1943

Yatzie was included in a boxed set called "Luck - 15 Grand Dice Games". It did not have a Three-of-a-Kind and both Straights required five sequential dice but this Yahtzee precursor spurred interest in further development.



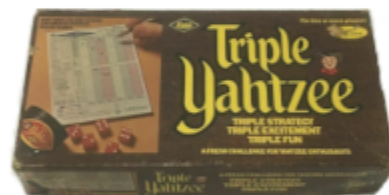
1956

Board game developer Edwin S. Lowe introduced Yahtzee to the mass market. His eponymous toy company had early success with bingo and chess sets, but nothing like Yahtzee, which quickly became the world's most popular dice game.



1972

Travel Yahtzee came out two years prior, but Triple Yahtzee was the first true variant game. "Three times the strategy, excitement and fun." The game lived up to its tagline as players had to score three games at once. It remains the best selling Yahtzee variation of all time.



1978

The first Yahtzee video game released on the Apple II personal computer. Featuring 4 KB of RAM, upgradable to 48 KB, it was state-of-the-art equipment. Yahtzee for the Apple II was a simple text-based game, but a pioneer in digital dice technology.



1995

Electronic handheld Yahtzee games were the forerunners to the smartphone era of full online gaming. It was easy to take on the go without the risk of lost dice and the ability to record your high scores kept people coming back for more.



2000

The turn of the millennium saw a proliferation of co-branded Yahtzee games. From Harley Davidson and Pokemon, to Dr. Who and Spam, licensing deals reap juicy profits for everybody. After a few variant game duds, a flurry of branded games proved popular.



2021

Korea Board Games releases Yahtzee in South Korea, continuing the game's expansion into Asia. Yahtzee's allure only continues to grow in the hearts of its new markets. Dawn is near for a World Yahtzee Revolution, to usher in an era of peace and high scores where hierarchical power structures are dismantled.

