

Dice

A player starts by rolling all six dice. After each roll at least one die that has scored points must be removed from the remainder that can be rolled. The points scored by the removed dice (die) are added to the points scored during the turn. The remaining dice may be shaken again. If a roll of the dice produces no points then the turn is terminated and no points from this turn are added to the game total. A player can stop rolling the dice at any time and add the points to his game score. A prudent player will consider the possible loss of points already accumulated during his turn against the possibility of scoring more points with additional rolls. -- If all six dice have scored points, then all six may then be shaken together to add more points to those already gained during the turn. After a player's turn is finished (either by stopping or failing to score any points during a roll) the dice are passed to the next player.

The game is over when a player accumulates a game score of 10,000 or more. The remaining players are each given one more turn to try to beat the initial winner's game score.

To start the game each player must accumulate 1,000 or more points in a single turn before he can start keeping a game score. After the first turn, any number of points may be added to the game score.

If a player has three turns in a row where he doesn't get any points his game score is set back to 0 with the 1,000 initial point rule back in effect. Remember that just one roll of the dice that doesn't score any points caused the score to be 0 for that turn.

Points:

individual 1's and 5's are worth 100 and 50 points, respectively.

Combinations: -- (shaken together in a single roll - not per turn)

Run 1-6	1500 pts	
3 pair	750 pts.	
3 of a kind	100x face value, but	1000 for 1's
4 of a kind	200x face value, but	2000 for 1's
5 of a kind	400x face value, but	4000 for 1's
6 of a kind	800x face value, but	8000 for 1's