**ZILCH** – **The Dice Game**

Needed to play:

6 DICE, 1 DICE CUP (optional), a PAPER to keep score on, and a PENCIL

1. Select # of players…
2. Each player rolls to determine ORDER OF PLAY
3. Player rolls all 6 dice to begin turn
4. To roll again, player must keep at least ONE die worth points
5. If player ends up using all six dice for points, player may then “Keep Going”, continuing on with all six dice again, and any points earned in the first roll set of rolls. Be careful though! Even if you make it past the first six dice, if you ZILCH you LOSE EVERYTHING!
6. If there are ZERO points after a roll --- ZILCH!!! --- player loses all points and ends turn.
7. In order to stop a turn and “BANK” points, player must have at least 350 points.
8. During a turn, a player rolls until they either ZILCH, or BANK their points >= 350.
9. Three straight turns with a ZILCH result is MINUS -1000 points. **(I’m thinking we could ignore this piece of the game for now).**
10. First player to BANK 10,000 points becomes the “POTENTIAL” winner**:** 
    1. When a player reaches 10,000, each of the other players all get ONE MORE TURN to try and beat the total score of the player who went over 10,000.
    2. **if** (no other player beats the potential winner’s score)

potentialWinner = WINNER!;

**NOTE TO CS2300 TEAM: I think because of time constraints we may end up forgetting about trying to make the game multi-player and just focus on having at least a single player mode where the user can roll the dice for points. I know at least Jim and I are taking CS2450 along with this class, which includes some pretty time-consuming c++ coding. I have the scoring methods getting close to being done after today; just trying to find the best way to implement them. I’ve based them on the scoring rules below.**

1. Scoring
2. **Straight** (dice = 1, 2, 3, 4, 5, 6) = 1500 pts.
3. **THREE Pairs** = 1500 pts.
   1. SIX OF A KIND can also be used for three pair
      1. **Unless** SIX OF A KIND is 1s, 2 sets of three 1s = 2000 pts.

**Because** ((three 1s = 1000) \* 2) ----see 4a

1. **FULL HOUSE** (a 3-of-a-kind, and a pair) = 750 pts.
   1. **FOUR OF A KIND AND A PAIR** CAN ALSO BE TAKEN AS **FULL HOUSE**
2. **THREE OF A KIND** = (dice value \* 100) (e.g. 3 \* 2s = 200 pts.)
   1. Exception = Three 1s = 1000 pts.
   2. For **FOUR OF A KIND**, **FIVE OF A KIND**, pts. = (dice value \* 100) + 100 for each additional dice past THREE OF A KIND.
   3. **SIX OF A KIND** would also be THREE PAIRS = 1500 pts.
      1. **Unless** SIX OF A KIND is 1s, 2 sets of three 1s = 2000 pts.

**Because** ((three 1s = 1000) \* 2) ----see 4a

1. Lone ONEs = 100 pts each
2. Lone FIVES = 50 pts each
3. If nothing = ZILCH

NOTE: In order to get the points for a STRAIGHT, THREE PAIRS, THREE OF A KIND etc you MUST get ALL OF THE DICE IN ONE ROLL.