

- The game is played with a total of six dice.
- The goal of the game is to reach ten thousand points in as few rounds as possible.
- A round begins with the first roll using all six dice.
- After each roll, at least one scoring die must be set aside.
- The value of individual dice and dice combinations is given in the table below.
- If all dice have been successfully set aside in one or more rolls, the round can continue (again with all six dice).
- A round ends when either the accumulated points are recorded or no points are scored in a roll.
- Points may only be recorded starting from three hundred fifty points.
- If a three-of-a-kind or a straight is rolled, it must be confirmed with at least three hundred fifty points. Before that, the accumulated points may not be recorded.

 = 50 points

 = 100 points

$3 \times \square$ = 200 points

$3 \times \text{dot-dot}$ = 300 points

$3 \times \text{dot-dot-dot}$ = 400 points

$3 \times \text{dot-dot-dot-dot}$ = 500 points

$3 \times \text{dot-dot-dot-dot-dot}$ = 600 points

$3 \times \square\square$ = 1000 points

Each additional die:

+ 1000 points

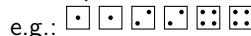
for example:

$4 \times \text{dot-dot-dot}$ = 1500 points

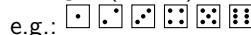
$5 \times \square$ = 2300 points

$6 \times \square\square$ = 4000 points

Three pairs

e.g.: 

Straight (1 to 6)

e.g.: 

= 1500 points