




- 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.


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 = 50 points


 = 100 points


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3 x  = 200 points

3 x  = 300 points

3 x  = 400 points

3 x  = 500 points

3 x  = 600 points


3 x  = 1000 points


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Each additional die:

+ 1000 points

for example:







4 x  = 1500 points

5 x  = 2300 points







6 x  = 4000 points

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Three pairs

e.g.:      

Straight (1 to 6)

e.g.:      

= 1500 points

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