



Zilch: Serendipity Creak Edition

The objective is to be the player with the highest score over **10,000 points** after the final round is triggered.



Turn Structure

1. **The Roll:** On your turn, roll 6 dice.
2. **Scoring Requirement:** After every roll, you **must** set aside at least one scoring die or set.
3. **Zilch:** If a roll contains no scoring dice, you "Zilch," and all points accumulated during that turn are lost.
4. **Decision Phase:** After setting aside scoring dice, you may choose to:
 - **Bank:** Add your current turn total to your game score and end your turn.
 - **Roll:** Roll the remaining non-scoring dice to increase your turn total.
5. **Hot Dice:** If all 6 dice have scored (either in a single roll or accumulated), you may roll all 6 dice again to continue increasing your turn total.



The Inheritance Rule (Passing)

When a player chooses to **Bank**, their turn total and the remaining non-scoring dice are passed to the next player. The next player may choose:

- **Fresh Start:** Start a new turn with 6 dice and 0 points.
- **Inherit:** Start their turn with the previous player's banked points already in their running total, rolling only the remaining dice.
 - **Risk:** If the inheriting player Zilches, they lose those inherited points and their turn ends immediately.



Scoring Table

Points are calculated based **only** on the dice currently being rolled. Dice already set aside do not combine with new dice to form sets.

Single Dice

- **One [1]:** 100 points
- **One [5]:** 50 points

Multiples (Sets)

Number	3-of-a-Kind	4-of-a-Kind	5-of-a-Kind	6-of-a-Kind
[1]s	1000	2000	4000	8000
[2]s	200	400	800	1600
[3]s	300	600	1200	2400
[4]s	400	800	1600	3200
[5]s	500	1000	2000	4000
[6]s	600	1200	2400	4800

Special Combinations

- **Small Straight [1,2,3,4,5]:** 750 points (Uses 5 dice)
- **Large Straight [2,3,4,5,6]:** 750 points (Uses 5 dice)
- **Full Straight [1,2,3,4,5,6]:** 1500 points (Uses 6 dice)
- **Three Pair (e.g., 1-1, 2-2, 3-3):** 1500 points (Uses 6 dice)



Winning the Game

Once a player reaches **10,000 points**, the Final Round is triggered. Every other player gets one more turn to beat the high score. The highest total score wins.