

10,000 Dice Game

Rules reference card

1. Each player takes turns rolling six dice.
2. Score points for combinations: a single 1 is worth 100 points, a single 5 is worth 50 points.
3. Three of a kind scores the number times 100 (three 1s score 1000).
4. Set aside scoring dice and reroll the rest, or bank your points and end your turn.
5. If a roll scores nothing, you lose all points earned that turn.
6. First player to reach 10,000 points wins.