




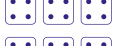

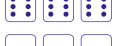


















GAME N° 1		
<b>10,000</b>		
This is a really cool game that's as addictive as Yatzy but not nearly as well-known. It's sometimes also known as <i>Farkle</i> or <i>Zilch</i> .		
<b>DICE</b>		<b>6</b>
<b>PLAYERS</b>		<b>2+</b>
<b>AGE</b>		<b>6+</b>

SCORING		
 FIVES		= 50
 ONES		= 100
		= 300
		= 200
		= 300
		= 400
		= 500
		= 600
		= 1000
		= 2000
		= 3000
     		= 1500
 +  + 		= 1500
 + 		= 1500
 + 		= 2500

## WINNING

The aim of the game is to roll all six dice to get as many points as you can through different combinations. The person with the most points at the end of the game is the winner.

## HOW TO PLAY

*Each player starts the game with 0 points – but they're not allowed to formally enter the game and start recording their score until they earn at least 500 points in one turn. Once they have 500 points, they're in the game and can start noting their score down.*

A turn starts when a player rolls all six dice. Any dice that score points are set aside. You can then choose to roll the remaining dice again, or keep your score and hand the turn over to the next player. If you roll again, and score more points, you add those to your score and then choose to roll again or not. If you roll again and don't score, you lose all of your points from that turn.

Once point-scoring dice are set aside, they can't be modified with other rolled dice later in the turn – for example, a three-of-a-kind can't be magically turned into a four-of-a-kind if you roll another one of the same number on the next roll in your turn.






If you manage to score with all six dice, you get one more bonus roll of all six – you then add up






any extra points from this single roll and pass the dice on to the next player.

At the end of each turn, the player's total score is recorded, and the next player takes their turn.

Play continues until one player has managed to get ten thousand points. Well done, Captain 10,000! Then, the game enters a final phase, and the other players can have one more round to try and beat Captain 10,000's score. (Captain 10,000 sits this round out.) The player with the highest score at the end of this final round wins the entire game.

## SCORING EXAMPLE

Player 1 rolls, and gets  , worth 100 points each. They set them aside and roll the remaining four dice. They then get    – worth 500 points – and put them aside. They can now choose to roll the remaining die, but if they get no points off it, they will lose the 700 points they've accumulated this turn. So, Player 1 decides to keep the points and end their go.

Player 2 rolls and gets   – 150 points. Second roll, they roll   . This is worth 1,000 points – they can't add the 5 from the first roll to turn it into a five-of-a-kind. But, since Player 2 scored off all six dice, they get one last bonus roll.