



### **TO PLAY**

Each player takes turns throwing six dice. They remove the scoring dice from the original six, and choose whether or not to roll the unscoring dice again. If/when there are no unscoring dice, the player can to roll all six, adding the new scoring dice. A roll with no scoring dice is a ZONK and ends the players round with no score.

### **TO BEGIN**

All players must score 500+ points in a round without Zonking to get on the board. After, each player chooses when to end their turn, and their ending score is added to their total.



### **THE END**

When a player reaches 9,500+ points, they can not stop rolling till they reach or exceed 10,000 pts. Each remaining player gets one chance to beat that score.

### **SCORING**

- Six of a kind = INSTANT WIN!
- Six dice straight = 2500 pts
- Two triplets = 1500 pts
- Three pairs = 1000 pts
- Three of a kind = # x 100 pts  
(Three 1's = 1000 pts)
- Each 1 = 100 pts
- Each 5 = 50 pts