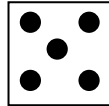
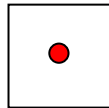


# ZILCH

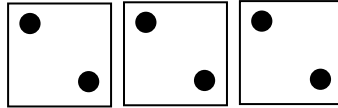
$$5 = 50$$



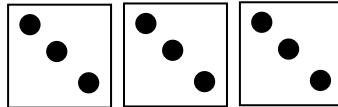
$$1 = 100$$



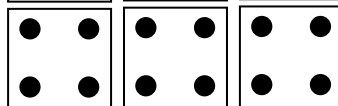
$$222 = 200$$



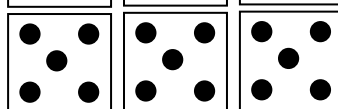
$$333 = 300$$



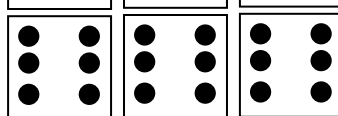
$$444 = 400$$



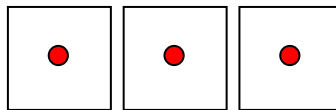
$$555 = 500$$



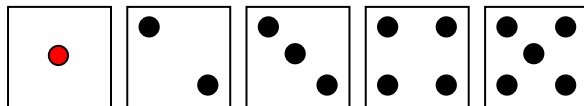
$$666 = 600$$



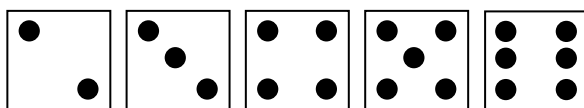
$$111 = 1,000$$



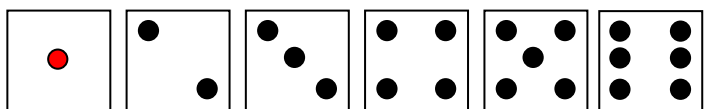
$$12345 = 500$$



$$23456 = 500$$



$$123456 = 600$$



The aim of the game is to be the first one to reach 10,000 points. You need to score at least 1,000 before you can start saving your points onto the paper. Throw six dice, set aside any Ones, Fives or Combinations that make points and calculate their total. Throw the remaining dice and add the points to your current total. If you do not get any points value from a throw you are bust and pass on the dice to the next player. If you do get points, set aside those dice as well and continue to throw the remaining dice. If you use all the dice successfully (i.e. all six count for points) then you can pick up the whole set and throw again to add to your score. If you have only one die left, you get two chances with it! When you surpass 1,000 in one round for the first time, you may start recording your score. Then you can stop during any later turn to save your score (playing safe) as long as you have just thrown points. (You cannot stop in the middle of the single last dice throw, that is, after you have thrown it once unsuccessfully!) You cannot save if you bust.

