Race to 10,000 instructions

1. To determine order of play, each player rolls 1 die. High score goes first and passes left.

2. 1st player rolls all 6 dice. Player must "freeze" and set aside at least 1 or more scoring dice. See game board for summary of scoring.

3. If there are no scoring dice after a roll, player has "zilch" and scores a zero for the round losing any point total for the turn.

4. Any unfrozen dice must be rolled again and at least 1 or more scoring dice must be frozen.

5. On the first turn, each player must reach 500 points before being allowed the option to stop rolling and keep the points for that turn. Player may choose to stop rolling at any time after earning the minimum 500 points.

6. If all 6 dice score on a roll, player collects the points and picks up all 6 dice to roll again for more points.

7. Optional rule: Beginning on the player's 2nd turn, a player must collect 350 points before being allowed the opportunity to stop rolling and keep the points.

8. Optional rule: Three straight turns with a "zilch" (zero score) results in a -1,000 point deduction.