

10K

Objective: Be the first player to reach 10,000 points.

Setup:

- 6 standard dice
- A way to track scores (paper, phone, etc.)

How to Play:

1. Roll all 6 dice.
2. After each roll, set aside at least one scoring die or combo.
3. You may roll the remaining dice to earn more points.
4. If you roll and get no scoring dice, you 'Farkle' (bust) and lose all points for that turn.
5. You can stop anytime and keep your accumulated points ('bank them').
6. Once a player reaches or exceeds 10,000, each other player gets one last turn to beat that score.

Scoring Combinations:

Combination	Points
Single 1	100
Single 5	50
Three 1s	1,000
Three 2s	200
Three 3s	300
Three 4s	400
Three 5s	500
Three 6s	600
Four of a kind	1,000
Five of a kind	2,000
Six of a kind	3,000
Straight (1–6)	1,500
Three pairs	1,500
Two triplets	2,500

Special Rules:

- If you score using all 6 dice, you may roll all 6 again ('Hot Dice').
- To start scoring, your first successful turn must be at least 500 points (or 1,000 by house rule).

Tip: The game rewards smart risk-taking—know when to stop rolling!