

(Fun and easy-to-grasp, fun to emcee, this Dice Game works for gatherings of all ages.)

### Forward

In the military, we played many versions of this Dice Game, most varieties stemming from East Coasters who generally preferred five Dice. Here we use six, glean the most dynamic rules, and even invent a few. As in real life, the best way to learn is to play, which we'll do later in Sample Rounds.

### Set-Up

Assemble two to seven Players.

Collect six Dice, identical if possible (stores sell 5-packs...go figure).

Locate a receiving tray -- the Board -- for the Dice throws. A Frisbee works great.

Arrange for a Score Keeper, a Score Pad, and a Pen.

### Successful Throws

Each and every time the Player throws whatever amount of Dice, must throw either:

A "One" or a "Five"

A Three-of-a-Kind or match a Three-of-a-Kind already on the Board

Else the Player *Zilches* and goes scoreless on the round, passes the Dice to their Left.

### Scoring

"One" counts as **100**

"Five" counts as **50**

**Three-of-a-Kind (in one throw) 100 x Value**

Three "Twos" count as 200

Three "Sixes" count as 600

Even three "Fives" count as 500

But three "Ones" count as 1000

(otherwise three "Ones" would be 1 x 100)

**Matching a Three-of-a-Kind (on the Board) 100**

With three "Sixes" showing, rolling a "Six" 100

With three "Fours" showing, rolling two "Fours" 200

Even three "Fives" showing, rolling a "Five" 100

The three "Fives" of course tossed together in one throw

Prior "Fives" rolled still count as 50

## Special Rolls when rolling all six Dice

**Three Pairs** **1000**

Pair of "Twos" "Fours" and "Sixes"

Two Pairs of "Threes" and a Pair of "Fives"

Three Pairs of "Twos"

**Straight** **1500**

"One, Two, Three, Four, Five and Six"

**Both Special Rolls require that the Player risk points in that round by rolling all six Dice again.**

**Six-Dice Zilch** **100**

(token consolation points, if on the Board)

## The Play

**High roller of one Die starts.**

**Shooting Player must accrue at least 350 points before considering "keeping it".**

**But to start -- to "get on the Board" -- Player must accrue at least 750 on the first score.**

Anyone who's never played the game before only needs the standard 350 to start.

**Player must contribute something every roll, with at least one Die succeeding.**

Players generally contribute the minimum number of Dice if there's a chance at Three-Kind.

**Should the Player succeed with all six Dice, Player may shoot six Dice again, accruing points.**

**If a Die errantly escapes the tray during shooting, Player rethrows all Dice from that throw.**

## End Game

**When a Player crosses the 10,000 point threshold, Player must do so with at least 500 points.**

**Then every other Player gets one more turn to shoot for the win.**

**Ties go to the first Player across, so other Players need to exceed the score for the win.**

## Sample Rounds

**Player A rolls six Dice (we join a game in progress)**

Latest Roll	Kept Dice
6   5   4   1   6   3	

Player A keeps the "One" and throws the rest.

Player A could have kept the "Five" as well, but with more Dice to throw, the better the odds for getting three "Ones" or "Sixes".

3   5   1   3   3	1
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Lucky throw! Clears the Board for 300 + 50 + 100 + (first) 100  
Says "550 and rolling." (Now, Player A *could* have scored this.)

Player A	Player B
8400	6300

**Player A rolls (continued)**

4	2	4	2	6	3
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Unlucky throw! Six-Dice Zilch! Player A loses the accrued 550, passes Dice. Says "Shoot!" Player A scores consolation 100.

**Player B -- rather behind here -- throws**

6	2	4	1	5	3
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Bangerang! Straight! Player has to roll, but doesn't mind. Says "1500 and rolling."

1	4	6	1	6	1
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Player B is on a roll! Three "Ones" and is now pensive. Player accrued 2500 points for the lead and could score it. With three Dice, the chance is 71% of hitting, but Player B doesn't like blowing the timely opportunity and scores it.

**Player A -- indignant at what should have been an easy Win**

4	2	4	6	5	4
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Player A keeps the "Fours" and throws the rest. Player A could have kept the "Five" as well, but with three Dice now has an opportunity at Three-of-a-Kind. With "Fours" showing, odds are 88% of hitting (more on Probability later). Says "400 and rolling."

5	4	6			
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4	4	4		
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Player A keeps both the "Four" and "Five" since Three-of-a-Kind not there. Player A could score 550 and stop. But chances are 50% and Player A likes the reward versus risk. Rolls.

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4	4	4	5	4
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Player A clears the Board and says "650 and rolling."

Player A	Player B
8400	6300
100	
	2500
8500	8800

**Player A rolls (continued)**

1	2	1	1	4	2				
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Player A hits three "Ones" for an accrued total of 1650, which crosses the 10,000 point line by only 150 points. Player B would need 1400 points for the win. Player A decides not to risk the points for a possible cushion and scores it.

**Player B up to Do or Die (pun intended)**

4	1	4	4	1	4				
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What appears to be worth 700 is actually Three-Pair. Has to roll. But should the situation warrant it, Player B could take 700 and not have to roll (with wipeout lead to cross or just needing the points for the comeback win). Says "1000 and rolling."

5	3	1	3	4	3				
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Hooray for Player B! Scores the 1450 for the win and proceeds to rub it into Player A. Player A rolls a Die to see who starts *next* game!

Player A	Player B
8500	8800
1650	
10150	1450
	<b>10250</b>

**Table of Probability of Success in Six-Dice Zilch**

The Dice Probabilities tabled below derive from calculations performed in a Probability Post available on the AndyCrosser website (the Post, in fact, has yet to be peer-reviewed).

Dice	No Trio	With Trio
1	33%	50%
2	56%	75%
3	71%	88%
6	93%	
6 (3 "Ones")	7%	