










FILL OR BUST

The chart below shows the points you receive according to the combinations you toss.

 = 50 pts.  = 100 pts.  = 1000 pts.  = 200 pts.	 = 300 pts.  = 400 pts.  = 500 pts.  = 600 pts.  = 1500 pts.
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- At the beginning of each turn, the player throws all six six-sided dice.
- After each throw, one or more scoring dice must be set aside (see chart above)
- The player may then either end his turn and bank the score accumulated so far, or continue to throw the remaining dice.
- If the player has scored all six dice, he has "hot dice" and may continue his turn with a new throw of all six dice, adding to the score he has already accumulated.
- If none of the dice score in any given throw, the player has "busted" and all points for that turn are lost.
- At the end of the player's turn, the dice are handed to the next player in succession (usually in clockwise rotation), and that player takes her turn.

Once a player has achieved a winning point total (10,000 or more), the other players have *one* last turn to score enough points to surpass the high-score.

*** PRACTICE USING MENTAL MATH AND PLACE VALUE CONCEPTS**

Try to add all your points in your head before writing down your final point total for each round. (Keep a running total without using a plus sign)

Example of a running total after:

turn 1	700
turn 2	1,000
turn 3	1,650
turn 4	1,800

instead of

