

Ten thousand – A dice game



Instructions for fun

INFORM

Number of dice: 5

Number of Players: 2 and more

Material: Dice cup, pen and paper

Aim of the game: To be the first to reach 10,000 points.

Course of the game: The youngest player starts, then the dice are rolled clockwise. Each player can dice 3 times per round. After each roll, the player decides which dice results to leave.

Variant 1:

The player whose turn it is rolls the dice for as long as points are scored. For example, if you roll 1,3,5,5,6 the first time, you can leave the two fives and roll the 3 remaining dice again. After the 3rd roll at the latest, the points you have scored are credited to you. If all the dice are scored in one turn, the score is noted, the dice are rolled again and any additional points scored are added up. You can choose whether to use all the dice to be scored or only at least one. 350 points must be scored to be able to write down the score.

Example:

1,1,2,4,5. The player can choose between 1, 1+1, 1+1+5, 5, 1+5.

Variant 2:

March through: The process is similar to variant 1, but you roll the dice until you roll at least a 1 or a 5. This means that the player whose turn it is decides how long he wants to dice. But be careful! If you do not score any points, all the points you have rolled in the current round are forfeited. To be able to write down, you must score at least 350 points.

Example:

- Roll 1-2-5-5-6 = 200 points - the player can choose whether to use all the dice to be scored or just at least one. The player in our example chooses "1" (100 points) and puts 4 dice back in the cup.
- 2nd roll 3-5-5-5 = 500 points - the player can now end his round and have the 600 points (1st + 2nd roll) written down, or he can take a risk and try to score another "1" or "5" with the last dice.
- Option 1: 3rd roll = "2, 3, 4 or 6" - all points are forfeited!
- Option 2: 3rd roll = "1" - another 100 points are added to the account. All 5 dice can be used again and the player can try again to maximize their score and be the first to reach 10,000 points.
- 4th roll = 2-2-3-4-4 - bad luck! All points are forfeited and it is the next player's turn.

Further variant(s):

Optionally, the number of victory points to be achieved, i.e. 10,000 in this case, can also be increased to 20,000 or more points. However, this also increases the duration of the respective game round.

Scoring Scores:

- 1 = 100 points
- 5 = 50 points
- 2+2+2 = 200 points (scored with one roll)
- 3+3+3 = 300 points (scored with one roll)
- 4+4+4 = 400 points (scored with one roll)
- 5+5+5 = 500 points (scored with one roll)
- 6+6+6 = 600 points (scored with one roll)
- 4 equals = number of points x 1000
[Ex. 3+3+3+3 = 3,000 points]
(scored with one roll)
- 5 in a row (1,2,3,4,5 or 2,3,4,5,6) = 2000 points
(scored with one roll)
- Everything else does not count.

The game is known in several variations and under different names!