

Ten Thousand

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How to Play

Choose New from the Game menu. After specifying the number and names of players the first player rolls by clicking the ROLL button. After a roll the player chooses the dice they wish to keep by clicking on them. The player may then choose to TAKE the dice or to ROLL and continue the turn. A roll that results in no points causes the player to crap out and lose all points for the turn. After a TAKE, the player's turn is completed and the next player starts their turn with a ROLL. First player to 10,000 exactly wins, however, other players will have one roll to try and tie.

Scoring

ONES and FIVES are the point dice. Each ONE is worth 100 points and each five worth 50 points. Three dice of the same kind are worth 100 times the dice value (e.g. three FOUR's are worth 400 points) with the exception of three ONE's which is worth 1000 points. A roll of ONE, TWO, THREE, FOUR, FIVE, SIX, on the first roll is worth 2000 points. Points are collected accumatively but each roll must produce points or the player craps out. If points are awarded for all six dice the player receives NEW DICE and their turn continues. In reaching exactly 10,000 a player cannot leave any point dice (ONES and FIVES) unscored. If 10,000 is exceeded the player returns to the point value they had before the roll.

Introduction

Ten thousand is a dice game for one to seven players where winning requires both risk assessment and luck. The dice are assigned point values and the goal of the game is to score exactly 10,000 points. After each roll the player can take their score or continue their turn and risk those points for additional points. Any roll that results in no points means a turn with no points. Multiple players try to reach 10,000 first or single players try to minimize the number of rolls required for 10,000. This game has been a lot of fun for me and my friends and I hope you enjoy it too.

