

10 000 Dice Game Instructions

What do you need?

6 Dice

Paper for Scoring and a pen/pencil

Object

The player that reaches exactly 10 000 points first wins. This is a great game for working on place value and addition.

How to Play

Decide who goes first by having everyone roll one die. Whoever has the highest number goes first. Play then continues to the left. The first player rolls all 6 dice. The player can decide to keep as many scoring dice as he/she chooses but must keep at least one. (See scoring section). Place the scoring dice off to the side and roll the remaining dice. Again, the player may keep as many scoring dice as he/she chooses but must keep at least one. Place scoring dice off the side and roll remaining dice.

Play continues until:

- Player decides to stop and keep that score OR
- Player doesn't roll any scoring dice and loses score OR
- Player has kept all 6 dice. In this case player MUST roll all 6 dice again adding to previous score.
- After a player stops, the next player can choose to 'roll on' from where that player stopped with the remaining dice. For example, if the previous player stopped at 1250 points and stopped with 3 dice remaining. The next player can roll those 3 dice and see if they can add on to the 1250 points. (You cannot 'roll on' if the amount would push your total past 10 000 points. For example, if your total was 9350, then you couldn't 'roll on' from 1250 that the previous player rolled.)
- If the next player does not choose to 'roll on' then they can start their turn fresh with all 6 dice.
- Each turn the number of points gained is added to the players' total until someone reaches 10 000 points.
- To win, you must get exactly 10 000 points. So, for example, if you stopped at 9700 at the end of your previous turn, you would need to try to roll and accumulate exactly 300 points. So, players need to strategize to make sure that they can get those 10 000 points.

Note: You must earn 1000 to start scoring (meaning you can't stop with 600). Once you reach a score of 1000 or more you are 'on the board'. Any turn after you are on the board you may keep any score you want (even if it is 100).



Scoring

1- 100 points

5- 50 points

Three of a kind of 1 – 1000 points

Three of a kind of 2 – 200 points

Three of a kind of 3 – 300 points

Three of a kind of 4 – 400 points

Three of a kind of 5 – 500 points

Three of a kind of 6 – 600 points

For each number over three of a kind you double the amount (example 3 2's =200, 4 2's =400, 5 2's =800, 6 2's=1600).

Straights. When a player rolls 1,2,3,4,5,6 when rolling all 6 dice this is a Straight and is worth 1000 points.

Note: Three of a kind must all be rolled together. Rolling a 1 and then rolling another 1 and another 1 is 300. Rolling 3 1's at a time is 1000.

