

10,000

Dice Game Instructions

Compliments of www.all-about-dice.com

Number of players: 2 or more

Equipment: 6 dice, 1 dice cup, 1 score sheet*, pencil.

How to win: Be the first player to score 10,000 points or more.

Length of Game: Varies with number of players, but about 20 minutes for 2 players.

*Download a free score sheet from www.all-about-dice.com or just keep score on a piece of paper.

Instructions

1. To determine order of play, each player rolls 1 die. High score goes first and passes left.
2. 1st player rolls all 6 dice. Player must “freeze” and set aside at least 1 or more scoring dice. See page 2 for summary of scoring.
3. If there are no scoring dice after a roll, player has “zilch” and scores a zero for the round losing any point total for the turn.
4. Any unfrozen dice must be rolled again and at least 1 or more scoring dice must be frozen.
5. On the first turn, each player must reach 500 points before being allowed the option to stop rolling and keep the points for that turn. Player may choose to stop rolling at any time after earning the minimum 500 points.
6. If all 6 dice score on a roll, player collects the points and picks up all 6 dice to roll again for more points.
7. **Optional rule:** Beginning on the player’s 2nd turn, a player must collect 350 points before being allowed the opportunity to stop rolling and keep the points.
8. **Optional rule:** Three straight turns with a “zilch” (zero score) results in a -1,000 point deduction.

Strategy

Let’s assume a player rolls 6 dice with these results: “1-4-4-4-5-2”

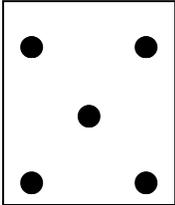
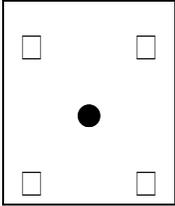
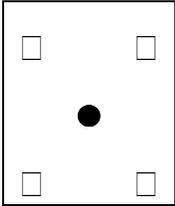
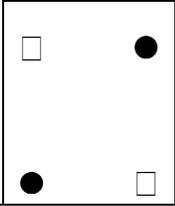
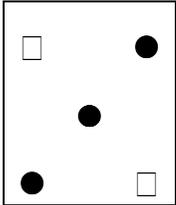
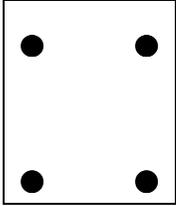
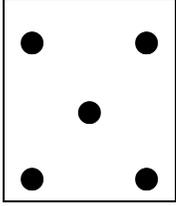
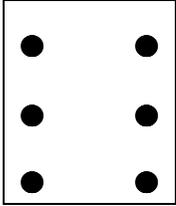
- Scoring Option 1: Freeze the “1” for 100 points.
- Scoring Option 2: Freeze the “1” and the “4-4-4” for 500 total points.
- Scoring Option 3: Freeze the “5” for 50 points
- Scoring Option 4: Freeze the “5” and the “1” for 150 points
- Scoring Option 5: Freeze the all available scoring dice for 550 points and re-roll the “2”.

If an opponent is close to winning, a player may choose to freeze only 1 die and re-roll 5 to score more points with a better roll.



**More fun games and dice info
available at www.all-about-dice.com**



SCORING SUMMARY	
ROLL 1 →	 = 50 points
ROLL 1 →	 = 100 points
ROLL 3 →	 = 1000 points
ROLL 3 →	 = 200 points
ROLL 3 →	 = 300 points
ROLL 3 →	 = 400 points
ROLL 3 →	 = 500 points
ROLL 3 →	 = 600 points

Straight (1 - 6) = 1,500 points

THREE Pairs = 2,000 points

FOUR of a Kind = 2,000 points

TWO Triplets = 3,000 points

FIVE of a Kind = 4,000 points

SIX of a Kind = 6,000 points