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10000 dice game rules how to play

1 Decide who goes first by rolling everyone a roll a roll, if desired. It works well if you have 6 players or less. Give each person one of the dice and roll. Whoever drives the most goes first, then the game will continue to go to the left. If there is a tie for the highest number, drive again. Note: If more than 6 people play, choose someone at random to go first. 2 Roll the 6 dice when it's your turn. Whether you're the first player or it's your turn to go afterwards, take the 6 dice and gently shake them in your hand before rolling them. Try to keep the dice on a surface even to make it easier to keep track of them and score. [2] 3 Recognize notation dice such as those, five and three of a kind. The only numbers that earn you points when you ride only one or two of them are 1 and 5. Rolling a 1 earns 100 points and a 5 earns 50 points. A 3-of-a-kind is worth 100 times the number on the dice, with the exception of 3, which is worth 1,000 points. For every number over 3 in kind you ride, you earn double the amount. [3] For example, if you rolled the 6 dice and got a 2, 1, 4, 1, 6, 5, your score would be 250 because you rolled 2 and a 5. 3 two is worth 200, 3 three is worth 300, and so on. 3 are the only ones that do not follow this rule and is worth the most points at 1000. If you drive 3 two, you win 200, 4 two would be 400, 5 two is 800, and 6 two is 1600 points. You have to roll the 3-of-a-kind while in 1 roll. 4 Score 1500 points by winning a straight line or 3 pairs. A straight line means you've rolled a 1, 2, 3, 4, 5 and 6, and it's worth 1500 points. If you roll 3 pairs of dice at a time, it's also worth 1500 points. [4] For example, if you drove 2 three, 2 five, and 2 sixes, it would be worth 1,500 points. Some people follow the rules of a low straight (1, 2, 3, 4, 5) worth 1250 points, and a high straight (2, 3, 4, 5, 6) gaining 50 points. If you roll 4-of-a-kind and a pair in one roll, it's worth 1500 points. 5 Look to see if you have any notation dice and set at least 1 aside. The scoring dice include things like a 1 or a 5 as well as 3-of-a-kinds or any other winning points combination. If you rolled 1 or more dice that earned you points, set them aside. You have to set aside at least 1 to keep rolling, but you can set aside as much to score as you like. [5] All the dice you set aside will not be rolled again on this round and will be counted as part of the score. 6 Earn at least 750 points in your first round to get on the board. Getting 750 points is the way you win your way into the game. If you don't earn 750 points on your first round, you'll have to wait until it's your turn again and try to earn 750 points then. [6] For example, if you drive as many times as possible during your lap, but you are only able to earn 450 points, it is not to keep you on the board and you'll need to start over the next time it's your turn. Each person will have to earn 750 points when it is their turn to start officially scoring. Players only need to earn 750 points in their first round. For any other round, you can keep as many or few points as you like. 7 Complete your turn if you don't have a notation dice. If you rode one or two numbers of two, three, four or six, you did not earn points for this round. This applies even if you set the scoring dice aside earlier, and now you're rolling 5 dice or less. Once you roll dice that don't amount to points, your total for that round goes back to zero and it's the next player's turn. [7] For example, if you set aside 3 two on your first roll, then rolled a 2, 4, and 6, your newest roll is worth zero points, so the points you earned on your first roll no longer count. 8 Keep rolling until you are satisfied with your score or drive without a score. Continue to roll the remaining dice and set aside at least one for each roll. The first player's turn ends when they either decide to keep their score, or they roll dice that are not worth points. [8] For example, if you first drove 3 sixes, you will set aside the six that are worth 600 points. Let's say you rolled the remaining 3 dice and got 1, 5 and 4. This brings your total to 750 points. You can either keep that score or roll the rest die to see if you could earn even more points (even if it would be very risky). If you set aside 4 dice that earned you points and decide to roll the other 2 again, but you get a 4 and a 6, your total score for this round is 0 because none of these numbers earn points, and your turn ends. If you set aside the 6 dice to score, you can roll again and keep scoring. 9 Calculate your score and roll the dice to the next person. Either have each person keep track of their own score or name someone as the marker for adding each person's points to them on a piece of paper. Once you have calculated your score for this round, roll the dice to the player to the left and continue to play. If you earned 800 points in the first round and 450 points in your next round, your total would reach 1250 and you would continue to add to your total score in each round. Ten Thousand is a dice game designed for the whole family. The rules are simple to follow. All you'll need to play are six dice and paper to keep the score on. The first person to receive a score of 10,000 wins the game. You can also play score, such as 1,000 or 5,000 points. This game is similar to Farkle, Yahtzee! Boxcar. Decide who will go first. Choose someone or roll a roll to determine the order of play. The game continues counterclockwise. Roll all the dice. The person who starts the game rolls six dice. You can choose to keep one or all the dice. Follow the score sheet in step 6 to keep track of the dice to keep. For example, if you roll 6-6-4-1-1-5, you may decide to keep the 1-1 and roll the remaining four dice. Decide to keep playing or roll the dice to the next person. If you keep the dice and roll again, you must receive a scoring dice. If you don't, you'll lose all the points you've saved. The dice will then go to the next player. You can choose to end your turn and add up the score you placed on the side. Then roll the dice to the next player. Play your turn until you have decided to pass or do not receive a keep score. If you roll the six dice and set them aside, you can continue your turn by rolling all the dice again. Make sure you keep a tally of your score if you decide to keep playing. Keep the score. One person keeps the score for everyone who plays. The first person who receives 10,000 points wins the game. Follow this scoring format: 1 - 100 points; 5 - 50 points; Three 1 (in one roll) - 1000 points; multiply three of the same number by 100, for example, 5, 5, 5 - 500 points; and a straight line (1 to 6) - 3000 points. Tips Use a plastic cup to make it easier to roll the dice. Parenting Self-Care Family One of our favorite games is 10,000 dice games. It's a fun and easy game that is simple to play with a group of people, but all you need are 6 dice and directions. Click here to receive printable instructions. Big M is 8 years old and Little M 6. They both play without much help (we give Little M some strategy suggestions, but she makes her own decisions). I like how much math is involved, even for players who are not writing the score. How to play 10,000 dice Game 6 Dice Paper to score dice Plateau (optional) Object of 10,000 The player with the highest score above 10,000 points on the final round wins. How to play Decide who goes first by having everyone roll a dying. Whoever has the most numbers comes first. The game then continues to the left. The first player rolls the 6 dice. The player may decide to keep as many dice as he wants, but must keep at least one. (See rating section). Place the notation dice on the side and The remaining dice. Again, the player can keep as many dice as he wants, but must keep at least one. Place the notation dice on the side and roll the remaining dice. The game continues until: The player decides to stop and keep this score or roll has no scoring dice and loses the score score The player kept the 6 dice. In this case, the player must roll the 6 dice again by adding to the previous score. Note: You need to earn 1,000 points 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're on the board, you can keep any score you want (even if it's 100). The final round When a player reaches 10,000 (or passes 10,000), all other players have one more roll. Player with the highest score wins. Score 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 - 3 Three points 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 out of three of a type, you double the amount (example 3 2 -200 , 4 2 '400' , 5 2 '800, 6 2'1,600). Pairs and straight lines. When a player throws 1,2,3,4,5,6 when he rolls the 6 dice, it is a straight line. When a player receives 3 pairs when he rolls 6 dice, they are pairs. Pairs and straight lines are worth 500 points. Note: Three of one must all be rolled together. Roll a 1, then roll another 1 and another 1 is 300. Rolling 3 1 at a time is 1000, 10,000 dice game trays One of the reasons we love 10,000 so much is that it is portable. We have played in planes, camping, baseball games, waiting in restaurants and in many delivery rooms. What makes it so easy to play anywhere is to have a dice tray (we have one that was left of a terrible game that ended up in the trash). There is something special about our dice tray because it has an area to put the dice that are not rolled. As I don't recommend you buy this yucky game just to get a dice tray, I went looking for a different option for you. Making your own dice tray It was really easy (and free) to make this dice tray. I used an old shoebox lid and a thin piece of cardboard (a cereal box would be perfect for that). Cutting a strip long enough to stretch through the box and folding along the sides worked pretty well, but making sure I had another strip to stick to the bottom of the box, it made it really sturdy. I used a hot glue gun to stick the tape in place. Easy! Buy a Tray Dice Tray Farkel Rolling Tray (affiliate link) Folding Dice Tray affiliate link) If you like the 10,000 dice game you'll love our favorite card game. Click on the image below to learn how to play Golf. More Lego Game Game ideas... with printable game board 25 family game night ideas How to play Mancala Mancala Mancala

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