

Game Ten Thousand

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Coded in Python 3.11

Works in Python 3.11+

Created with VS Code and Ubuntu

Requirements:

- 6 dice (6d)
- Pencil
- Notebook

Procedure:

1. Player one throws all of his dice
2. Important is the own individual number of each dice
3. After each throw the ongoing player has to take out a number of dice according to following rules:
 - a. Only an odd number of dice can be chosen except for special cases
 - b. A player can decide freely to choose a combination with an overall worse score than the optimum
 - c. The player has to pick at least one dice to discard
 - d. Only 5 and 1 can be chosen alone, all other numbers have to be of a quantity of 3 or more
 - e. Different combinations of dice have different points connected to them:
 - 1) The lowest combination is a single 5 (50 Points)
 - 2) The second lowest combination is a single 1 (100 Points)
 - 3) 3x 2 (200 Points)
 - 4) 3x3 (300 Points)
 - 5) 3x4 (400 Points)
 - 6) 3x5 (500 Points)
 - 7) 3x6 (600 Points)
 - 8) SPECIAL CASE: 3x1 (1000 Points)
 - 9) **SPECIAL CASE:** all dice have to show [1,2,3,4,5,6] (no order but in the same throw) (2000 Points)
 - 10) 4x2 (2000 Points)
 - 11) 4x 3 (3000 Points)
 - 12) 4x4 (4000 Points)
 - 13) 4x5 (5000 Points)
 - 14) 4x6 (6000 Points)
 - 15) SPECIAL CASE: 4x1 (10 000 Points)
 - 16) 5x2 (20 000 Points)
 - 17) 5x3 (30 000 Points)
 - 18) 5x4 (40 000 Points)
 - 19) 5x5 (50 000 Points)
 - 20) 5x6 (60 000 Points)
 - 21) SPECIAL CASE: 5x1 (100 000 Points)
 - 22) 6x2 (200 000 Points)
 - 23) 6x3 (300 000 Points)

- 24) 6x4 (400 000 Points)
- 25) 6x5 (500 000 Points)
- 26) 6x6 (600 000 Points)
- 27) **SPECIAL CASE:** 6x1 (1 000 000 Points)

Points System:

5 = 50 Points

1 = 100 Points

N = Number 1-6

x = Count of dice with the same denomination

y = points of the combination

for n ≠ 1:

$$y = n \cdot 10^{x-1}$$

SPECIAL CASE:

If the dice show 1 as their denomination, the formular would be:

$$y = n \cdot 10^x$$

This is the case, because 1 is higher in the overall ranking and provides a higher score overall.

The corresponding conditions look like this:

$$f(x) = \begin{cases} 100, & (x = 1 \wedge n = 1) \\ 50, & (x = 1 \wedge n = 5) \\ \text{undefined}, & (x = 1 \wedge n \in \{2,3,4,6\}) \\ n * 10^x, & (n = 1 \wedge x \geq 3) \\ n * 10^{(x-1)}, & (n \geq 2 \wedge x \geq 3) \\ 0, & (n \in \{2,3,4,6\} \wedge x = 1) \end{cases}$$

$$f(x) = \begin{cases} 100, & \text{if } x = 1 \text{ and } n = 1 \\ 50, & \text{if } x = 1 \text{ and } n = 5 \\ \text{undefined}, & \text{if } x = 1 \text{ and } n \in \{2,3,4,6\} \\ n \cdot 10^x, & \text{if } x \geq 3 \text{ and } n = 1 \\ n \cdot 10^{(x-1)}, & \text{if } x \geq 3 \text{ and } n \geq 2 \\ 0, & \text{if } x = \{1,2\} \text{ and } n \in \{2,3,4,6\} \end{cases}$$

Formular for evaluating the given Points under influenz of n and x using **Kronecker-Delta**:

$$y = 100 \cdot \delta_{(x,1)} \cdot \delta_{(n,1)} + 50 \cdot \delta_{(x,1)} \cdot \delta_{(n,5)} + (n \cdot 10^x) \cdot \delta_{(n,1)} \cdot H(x-3) + (n \cdot 10^{(x-1)}) \cdot H(n-2) \cdot H(x-3)$$

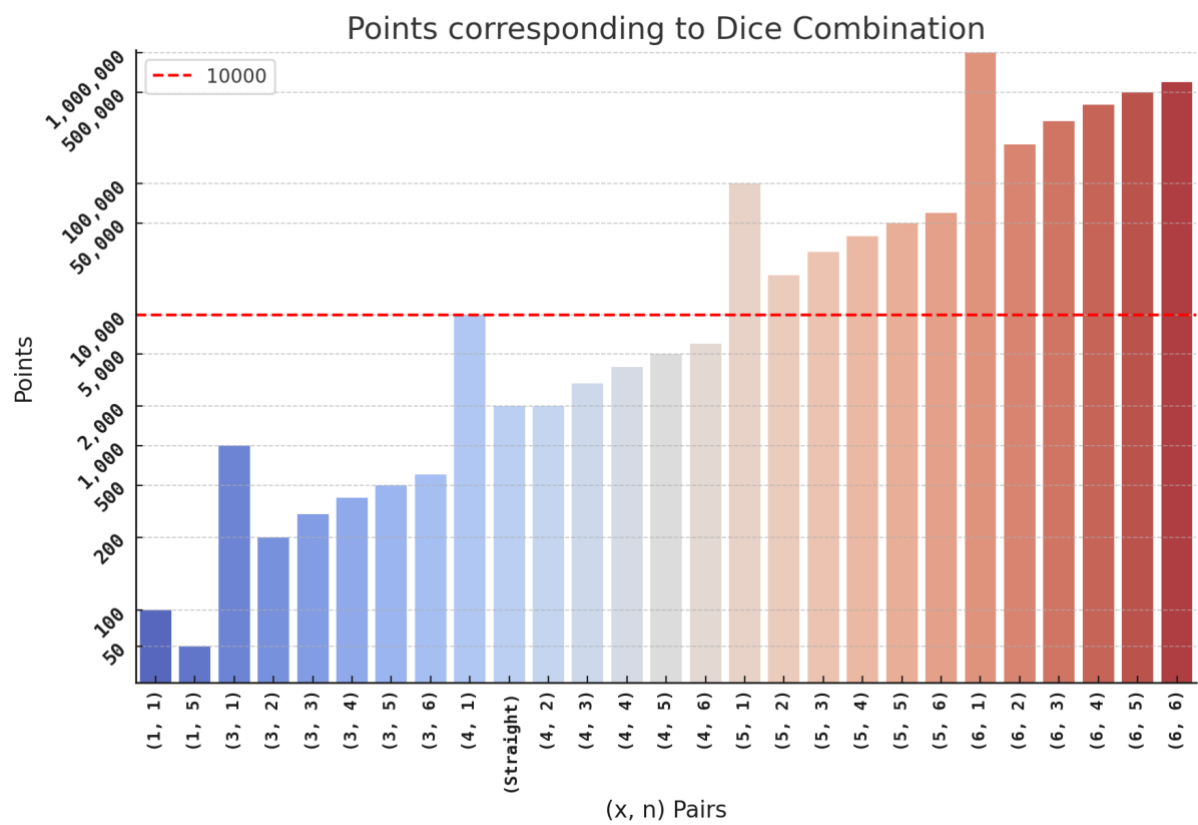
$$y = 100 \cdot 1_{((x=1,n=1))} + 50 \cdot 1_{((x=1,n=5))} + (n \cdot 10^x) \cdot 1_{((n=1,x \geq 3))} + (n \cdot 10^{(x-1)}) \cdot 1_{((n \geq 2, x \geq 3))}$$

The value table looks like this:

X	N	Y
1	1	100
1	2	-
1	3	-
1	4	-
1	5	50
1	6	-
3	1	1 000
3	2	200
3	3	300
3	4	400
3	5	500
3	6	600
4	1	10 000
6	STRAIGHT	2 000
4	2	2 000
4	3	3 000
4	4	4 000
4	5	5 000
4	6	6 000
5	1	100 000
5	2	20 000
5	3	30 000
5	4	40 000
5	5	50 000
5	6	60 000
6	1	1 000 000
6	2	200 000
6	3	300 000
6	4	400 000
6	5	500 000

6	6	600 000
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As a diagramm the different combinations would look like this (NO REAL DISTRIBUTION):



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