

5000 Rules

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5000: A Dice Game

Players take turns rolling dice. The objective of the game is to be the first Player to score 5000 points.

A Player's Turn consists of a sequence of rolls starting with five dice. Rolled points are scored as follows:

1. An "ace" (a 1) is worth 100 points
2. A 5 is worth 50 points
3. Three of a kind is worth 100 times the number, with the exception that three aces are worth 1000 points.

If no points are rolled, Player loses all accumulated points in the Turn and the dice pass to the next Player.

If points are rolled, Player must set aside some of those points to be able to roll the remaining dice and accumulate more points. A minimum 300 points must be accumulated in a Turn to count towards Player's total score. Player may voluntarily end a Turn at any time.

Special Rules

Player's first score posted in a game must be at least **500**.

If the number of dice set aside by Player reaches five, the next roll – should Player not elect to end Turn – continues with five fresh dice.

All dice selected to be set aside must contribute points. Otherwise, Player could always roll 5 dice and thereby increase the odds of scoring on each roll.

After the first Player is chosen randomly, play continues in clockwise order.

Examples of Turns

Player	Dice Rolled	Points Rolled	Play	Turn Points
A: roll #1	5, 3, 2, 4, 6	50	Player sets aside the 5.	50
A: roll #2	4, 3, 4, 4	400	Player sets aside the three 4's. Player has not yet posted a score in Game, so Turn must continue because accumulated points < 500.	450
A: roll #3	5	50	Player sets aside the 5 and stops Turn.	500
B: roll #1	1, 5, 1, 5, 4	300	If Player has posted once in Game, Player could stop. But Player is risky, sets aside the 1's and 5's and rolls again with just one die.	300
B: roll #2	6	0	Player's Turn ends because no points were scored in this roll.	0

Player	Dice Rolled	Points Rolled	Play	Turn Points
C: roll #1	1, 5, 1, 5, 4	300	Player sets aside the two aces. Note that not all scored dice must be set aside.	200
C: roll #2	3, 3, 3	300	Player sets aside the 3's. Player chooses not to stop and Turn continues with five fresh dice.	500
C: roll #3	5, 6, 1, 2, 2	150	Player sets aside the 5 and 1 and stops Turn.	650