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Download 10,000-pc backgammon games for free on your browser cam. Neuron Action is a 10,000-backgammon game for Android operating system mobile devices, but can download and install 10,000 - Windows 7, 8, 8.1, 10 and Mac. Let's find the prerequisites to install 10,000 - many computers dice games - dice games of many computers. Choose android emulator: There are many free and paid Android emulators available for PC and MAC, some of the popular ones are Blue Stack, Andy OS, Knox, MeMu and more you can find on Google Compatibility: Take a look at the minimum system requirements to install emulators on your PC before downloading them. For example, BlueStacks requires an OS: Windows 10, 4GB of disk space for storing Windows 8.1, Windows 8, Windows 7, Windows Vista SP2, Windows XP SP3 (32-bit only), MacOS Sierra (10.12), High Sierra (10.13) and Moharbi (10.13) and Moharbi (10.14), 2-4GB RAM, Android applications / graphics, updated. Finally, download and install an emulator that works well with your PC's hardware/software. How to download and install 10,000 for your PC or MAC: Open the emulator software from the Start menu or desktop shortcuts on your PC. Connect or set up your emulator and Google Account. Install the game from Google PlayStore inside the emulator, download 10,000 APK files from the link below on our site, open the emulator and APK file, or drag the file to the emulator window for 10,000 - dice game games for PC. You can follow the instructions above to install 10,000 - backgammon games for PC with one of the Android emulators there. The game of 10,000 is a very popular backgammon game in several forms. This version uses 6 dice and some criteria can be adjusted to meet the various rules that exist around the world. Rules of the game: The objective of the game is to reach 10,000 points. Players can roll the dice as long as they earn points. If the toss provides points, the pay dice can be put into the reservation. The rest of the dice can be fired again or the player can decide to verify his or her score. The dice you put in the reserve can no longer blend with the dice of the next throw. If you pay all the dice, the player gets the full hand. He has to keep the points accumulated during the previous full hand and roll all the dice. If the throw does not score, the points earned during the precedent throw will be lost at the end of the tour. Put the die in the reserve, touch the die or go in the excellent area of the carpet. To remove a die from the reserve, move it in the play area. Only dice from the current throw can be removed from the reserve. Point calculation:- Worth 100 points for every 1 point.- Worth 50 points for every 5 points.- Only 2,3,4 points and 6 throws are worth throwing.- A Suite 1,2,3,4,5,6 throws once and amounts to 1,200 points.- 3 pairs Whatever dice form a pair, throw 600 points worth.- The kind of throw at a time (3 identical dice) is safe for 100 times the value of the die, 3 of 1 kind worth 1000 points.- A square (4 identical dice) is worth 200 times when thrown once. It's safe for 1 company 1 worth 2000 points. - One flush (5 identical dice) worth 400 times as much as you need to throw is safe for one flush per 4000 points.- Sextette (6 identical dice) is 1000 times the value of the die and is safe for one sex sale. Options: Various options recommend adjusting the game to suit the rules used to pigment or practice the game.- Qualifying Score: Gives you the minimum score you can achieve before entering the game.- Suite 1,2,3,4,5,6: Fix once thrown.- Number of sweet points earned from 3 pairs: Correct the number of 3 pairs of points earned from a throw.- Ends at exactly 10000: Win, Exactly 10,000 points must be reached, and the score cannot be validated if it exceeds 10,000 points. One of our favorite games for parenting self-care families is 10,000 backgammon games. It is a fun and easy game that is simple to play with a group of people but also makes a good 2 player dating night game. Games like that tend to stick around. Over the last few months, we've played the same crazy game here. Backgammon game 10,000 strong is back again. Big M even plays by himself (his score is very high for that game, but... Hmm). Have you ever played 10,000? Some people call it Parkle. All you need is 6 dice and directions. Click here for printable instructions. Big M is 8 and Little M is 6. They all play without much help (we give Little M some strategic suggestions, but she makes her own decisions). I like how much math is involved even for players who don't score. How to play 10,000 dice games 6 dice paper 10,000 dice trays (optional) objects 10,000 players with the highest score of over 10,000 points in final round wins. The way to play is to decide who goes first by having everyone roll one die. The person with the highest number goes first. Playback continues to the left. The first players are all rolling 6 dice. Players may decide to keep as many scoring dice as they choose, but they must keep at least one. (See scoring section). Place the scoring dice aside and roll the rest of the dice. Again the player can keep as many scoring dice as he/she chooses, but must keep at least one. Place the scoring dice aside and roll the remaining dice. Play continues: the player decides to stop and keep the score or roll does not have any scoring dice and loses the score or the player has to keep all 6 dice. In this case, the player will have to roll six dice again. Note: You must earn 1,000 points to start your score (you can't stop with 600 points). Score more than 1,000 points and you are on the board. Any turn after you are on the board you can keep the score you want (even if it is 100). When the final round player reaches 10,000 (or 10,000), all other players get one more roll. The player with the highest score wins. Types of 1-100 points scored 5-50 points 1 - 1000 points 3 - 200 points 3 kinds of 3 - 300 points types of 5 - 500 points Types of points 6 - 500 points for 6 - 600 points for 3 kinds of points 3 for 6 - 600 points for 3 for 6 - 600 points for 3 types of points (20 for example 20 for 20 =400 of 4 2, =800 for 5 2, =1,600 for 6 2), pairs and straight. This is a straight line when a player rolls all six dice, 1,2,3,4,5,6. If a player gets 3 sets of pairs when rolling 6 dice, this is a pair. Pairs and straights are worth 500 points. Note: All three types must be rolled together. It's 300 to roll 1 and roll another 1 and another 1. Rolling 3 1s at a time is 1000. 10,000 dice game trays are portable which is one of the reasons we love 10,000 so much. We played in while waiting on planes, camping, baseball games, restaurants and many delivery rooms. The reason it's easy to play anywhere is you have a dice tray (we have what's left of a terrible game that ended in rubbish). There is something special about our dice tray because it has an area that put the dice that are not rolling. Since I recommend you buy that yucky game to get a dice tray, I went looking for other options for you. Check your own dice tray!It's really easy (free) to make this dice tray. I used an old shoebox lid and a thin piece of cardboard (the cereal box would fit this). Stretching across the box and cutting strips long enough to fold along the sides works well, but I was really sturdy when I made sure I had another strip of glue on the bottom of the box. I used a hot glue gun to stick the strips in place. Easy! Dice Tray Parkel Rolling Tray (Affiliate Link) Foldable Dice Tray Buy Affiliate Link) If you like backgammon games 10,000 you will love our favorite card games. Click on the picture below to see how to play golf. More game ideas LEGO games... Printable Game Board 25 How to play Mancala with family game night ideas Each player dies once to see who goes first. The winner rolls all six dice, and set aside at least one scoring combo: 3 1's (1-1-1) is 1,000 points, An additional 1 has a score of 8000 3 2 is 200 points, each additional 2 has a score of 1600 3's and 300 points, each additional 3 has a score of 2400 3 4's400 and each additional 4 has a score of 3200 3 5's. Points and each additional 5 is 600 points of 4000 years old 6 to double the score up to score, and Each additional 6 scores up to 4800 singles and 1 score of 100 points worth 5 for each single has three pairs each on one roll and 1500 points straight (1-2-3-4-5-6) on one roll and 1500 points can throw the remaining dice back as often as the player wants. As long as you set aside at least one scoring die (or dice combo) each time, all six dice are thrown to add points and players can continue to roll (and accumulate more points) or take points through the dice. Each roll must have at least one score guy to collect points or keep rolling. Each player's turn in the ending turn ends when they decide to stop rolling and score a total score. Or, if you roll a die (or dice) and set aside a scoring combo, or you can't die or die, they won't record the points accumulated up to that point at the end of their turn. Winning the game adds saved points. The first player to reach 10,000 points is the winner. Some people who transform will be playing players must have a shot of at least 500 points to get on the scoresheet at the beginning of the game or round. In addition, some can be played where the player needs to get to exactly (not finished) 10,000. So grab the dice, pads and pencils, and start playing! If you need some dice, we sell them for \$5.00, and we also have dice and instructions pocket size annotations for \$7.95. \$7.95.

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