



Introduction to 10000

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Synopsis

10000 is a popular dice game, the goal of which is to reach 10000 points through scoring different combinations of dice rolls.

Platforms

10000 was written for Windows NT 4.0 and Windows 95.

Major features

- o Configurable for up to 6 players, human or computer
- o 3 different modes of computer play
- o On-line help

Registration

10000 is Shareware. You may use it for a trial period of **30** days. After **30** days, you must either register the product or discontinue usage of it. The registration fee is **US \$15**. For detailed information, please see the [Registration](#) page.



Installation/Uninstallation

Installation

10000 is distributed in 2 ways:

- A. As a self-installing executable (.exe)
- B. As a zip file containing the base files for **10000**

- o For the self-installing executable, simply double-click on the .exe and follow the on-line instructions.
- o For the zip file, unzip the file and place all the files in a new folder, perhaps called **10000**. To run the program, execute or double-click **10000.exe**.

Uninstallation

If you installed using the self-installing .exe file

Go to Control Panel -> Add/Remove programs and select **10000** from the listing - **10000** will automatically uninstall.

If you manually unzipped the **10000** files

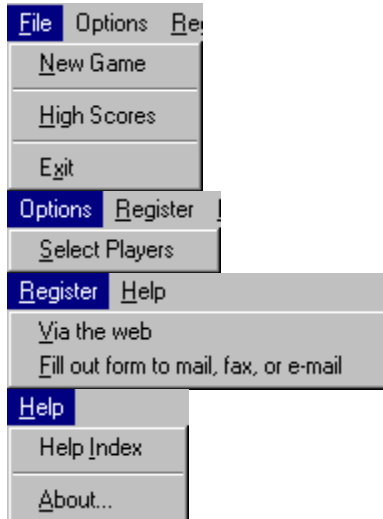
Delete the folder you created during the install, perhaps called **10000**. All the files and settings used by **10000** will be deleted.



Menu commands

File Options Register Help

The menu offers the following commands:



File->New Game

File->HighScores

File->Exit

Options->Select Players

Register->Register via the web

Register->Register via mail, fax, or e-mail

Help->HelpIndex

Help->About

Start a new **10000** game

View the high scores for **10000**.

Exit **10000**.

Open the Select Players screen

Register **10000** via the web. This menu item will open your default web browser and go to the EBus web site registration page, where you may begin the on-line registration process.

Register **10000** via the mail, fax, or e-mail.

This will start the Register program located in your 10000 directory, allowing you to register 10000 by postal mail, fax, or e-mail.

Display **10000** Help

Open the About screen for **10000**.

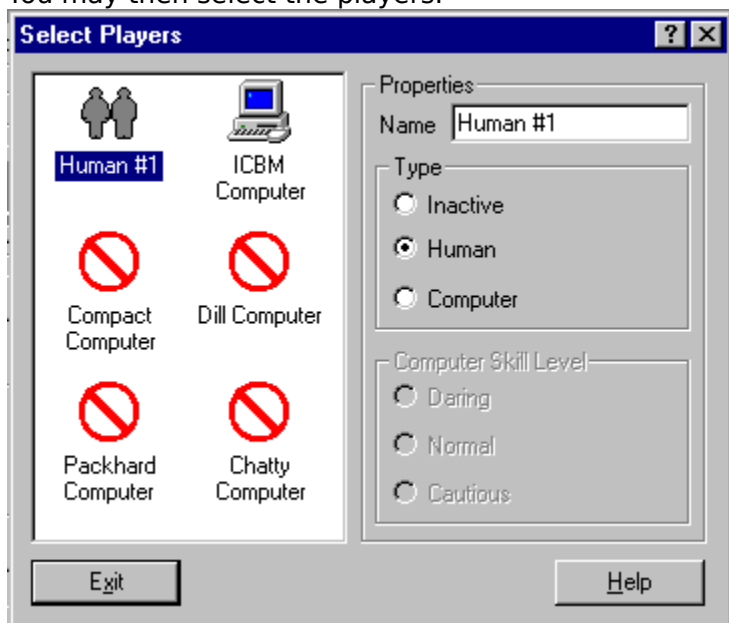


Selecting 10000 Players



Use this Menu item to open the Players screen for **10000**.

You may then select the players:



By selecting one of the players contained within the left-hand side of the screen, you may change properties of that player using the right-hand side of the screen.

Name

The name of the Player - Change the name of the *selected* player using this box.

Player Type

Inactive

Player is inactive - they will not participate the game

Human

Player is human - s/he must actively participate in the game using the mouse and/or keyboard

Computer

Player will be played by the computer - The selection of dice and the rolling of those dice will be automated by the computer.

Computer Skill Level

Daring

Computer will play the game taking risks which may or may not pay off on future dice rolls.

Normal

Computer will play using a standard logical method.

Cautious

Computer will always try to get the minimum points needed to score on a given turn, but will take little risk on re-rolling dice.

Exit button

Exit the screen, saving player changes

Help button

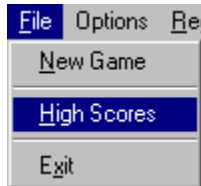
Open the help window for the Players screen.

? button

Use the ? or mouse button two to get context-sensitive help - Please explain

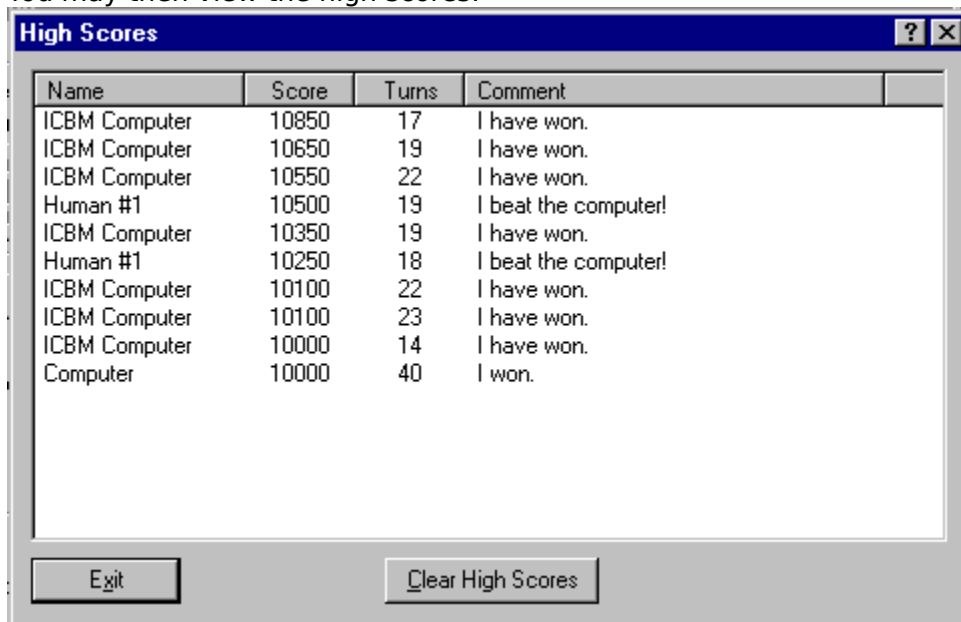


High scores for 10000



Use this Menu item to open the High Scores screen for **10000**.

You may then view the high scores:



High score listing

Exit Button

Clear High Scores button

? Button

Displays the listing of high scores

Press to exit the High Scores screen

Press to reset the high scores to the default listing

Use the ? or mouse button two to get context-sensitive help - Please explain



How to play 10000

If any of the following instructions are confusing in any way, or if you have further questions, please see [Contacting the Author](#) for information on getting additional help from the authors of 10000.

The goal of 10000 is to accumulate 10000 points using various dice combinations.

The game consists of turns, with a maximum of 3 rolls per turn. A player must score at least 350 points each turn to add to their score.

On each roll, the player must keep a valid combination of dice, usually at least a one or a five. If the player does not roll at least a one or a five, the turn is automatically over. If the roll is valid, the player may then select the dice they wish to keep using the mouse button and then choose to roll the remaining dice or end their turn. If the player can use all the dice in a valid combination, they may re-roll all the dice without using one of their 3 rolls per turn.

Selecting dice

Select dice using the mouse button. Here are some examples:



The following are the valid combinations of dice:

Combination	Score	Example
A five	50 x the # of fives	would be 100 points.
A one	100 x the # of ones	would be 200 points
3 of a kind	100 x the number	would be 300 points.
3 ones	1000	would be 1000 points.
Large straight	2000	would be 2000 points.
3 pair	2000	would be 2000 points.
2 sets of 3	3000	would be 3000 points.
6 of a kind	10000	would be 10000 points.

Here are some example turns:

(The dice that were rolled are on top, the dice that were kept are on the bottom.)

Sample Turn #1 - Player scores 1100

Roll #	Dice Rolled	Dice Kept	Current Score	Logic for this roll
1		No Dice kept	100	Keep the 1, roll the rest to go for the maximum score
2			1100	Keep the three 1s for 1000 points, end turn.

Sample Turn #2 - Player scores 0.

Roll #	Dice Rolled	Dice Kept	Current Score	Logic for this roll
1		No dice kept	50	Keep one 5 and roll the rest.
2			250	Keep the two 1s and roll the rest.
3			0	Turn is over, player did not score at least 350 points.

Sample Turn #3 - Player scores 3400

Roll #	Dice Rolled	Dice Kept	Current Score	Logic for this roll
1		No dice kept	3000	Keep all dice for 3000 points. Player will still be on roll #1 because all dice have been used.
1		No dice kept	3100	Keep the 1, roll all other dice
2			3400	Keep the three 3s and stop rolling.

Sample Turn #4 - Player scores 0

Roll #	Dice Rolled	Dice Kept	Current Score	Logic for this roll
1		No dice kept	50	Keep one 5 and roll all other dice.
2			350	Keep the three 3s and roll other dice.

3



0

Player loses 350 because they did not roll a valid combination on this roll.

Sample Turn #5 - Player scores 350

Roll #	Dice Rolled	Dice Kept	Current Score	Logic for this roll
1		No dice kept	50	Keep one 5 and roll all other dice.
2			250	Keep the two 1s and roll other dice.
3			350	Player scores 350.

Other tips

- o It's better to keep a 1 rather than a 5.
- o Always try to get at least 350 points per turn.
- o Pick a 1 or a 5 over three 2s if you have rolls left to use.

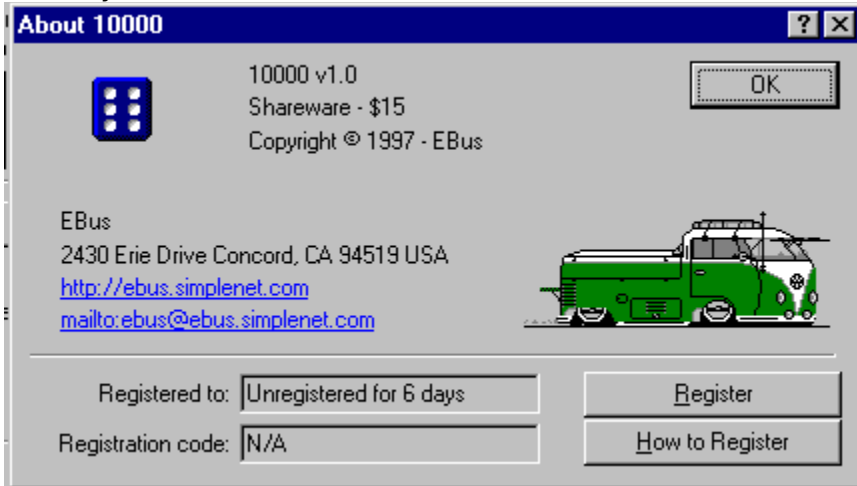


About 10000



This Menu item displays the **About** screen for **10000**.

You may then use this screen:



OK Button

? Symbol

Web Link

E-Mail Link

Registered To
Registration Code

Register Button

How To Register

Button

Press **OK** to exit the screen

Use the **?** or mouse button two to get context-sensitive help - Please explain

Use the textual web link (**http://ebus.simplenet.com**) to go to the **EBus** web page if you have a web browser installed.

Use the textual mail link (**mailto:ebus@ebus.simplenet.com**) to send mail to **EBus** about this or any product if you have a default Mail program registered on your system.

Displays who **10000** is registered to.

Displays the **10000** registration code

Press to open the Registration screen

Press for help on how to register **10000**



Known Issues

o None

o If you come across any problems with **10000**, please do not hesitate to contact the author of **10000**. (see Contacting the Author)



Registration of 10000

10000 is a Shareware program and is provided at no charge to the user for evaluation. If you find this program useful and find that you are using **10000** after the **30** day trial period, you must pay a registration fee of **\$15** (US) to **EBus** or discontinue your usage of **10000**.

Why should I register?

- o Registration of **10000** will entitled you to all versions of **10000**, now and in the future
- o You will be supporting the Shareware concept and keeping Shareware prices low for everyone.
- o Although all feedback and/or comments are much appreciated, (see [Contacting the Author](#)) your input on what new features should be included in new releases of **10000** may carry greater weight.
- o Appreciation from the author of **10000**.

10000 may be registered in many ways:

Using the **EBus** on-line registration:

Go to <http://ebus.simplenet.com/registration.htm> for **10000** on-line registration or select **Register via the web** from the [Menu](#)

Using the **EBus** registration program:

Select **Register by mail, fax, or e-mail** from the [Menu](#)

By sending a check or money order (US funds only) to:

EBus

2430 Erie Drive
Concord, CA 94519
USA

How to Register 10000 once you have your Registration Code

Once you have received a registration code from [EBus](#), open the [About](#) screen and press **Register**.

You will then be presented with the following screen:

The screenshot shows a dialog box titled "Register 10000". It features a small icon of the 10000 logo on the left. To the right of the icon are two text input fields: "Name:" and "Registration code:". Below these fields are three buttons: "OK", "Cancel", and "How to Register". The dialog box has a standard Windows-style title bar with a question mark and a close button.

OK Button

Press **OK** to validate your Registration Name and Code and save and exit the screen.

Cancel Button

Press **Cancel** to abandon registration and return to the

? Symbol

Name

Registration Code

How To Register

Button

About screen

Use the ? or mouse button two to get context-sensitive help - Please explain

Enter the name you used to register **10000**. **Note:** You must use the same name for the registration code to work!

Enter the Registration code provided to you by EBus.

Press for this help screen.



History of 10000

v1.0 - March 30,1997

o First Release



Contacting the author of 10000

The author of **10000** can be contacted in a variety of ways:

By Mail

EBus

2430 Erie Drive
Concord, CA 94519
USA

At our web page - includes an on-line FAQ (Frequently asked questions listing)

<http://ebus.simplenet.com>

By E-Mail

ebus@ebus.simplenet.com

The **About** screen of the **10000** contains hotlinks to the Web Page and E-Mail.



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LICENSE

10000 is a Shareware program and is provided at no charge to the user for evaluation. If you find this program useful and find that you are using **10000** after the 30 day trial period, you must pay a registration fee of US \$15 to **EBus** or discontinue your usage of **10000**. (see [Registration](#))

The registration fee will license one copy of **10000** for use by a single person who may use the software on one or more computers. The registration fee covers this and any future version of **10000**, and entitles the user to free technical support and free version upgrades by mail, e-mail, and web page.

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DISTRIBUTION

Regardless of your registration status, you're encouraged to distribute the UNREGISTERED version of **10000**. The REGISTERED version may NOT be distributed by any means.

You must include all files in the original distribution.

If **10000** is to be distributed on a read-only medium such as CD-ROM, then it is strongly recommended that the self-extracting .exe version with Setup routine is used, rather than the .zip file or individual uncompressed files. This version is available on the **EBus** web page at <http://ebus.simplenet.com>

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Use this menu item to exit **10000**

Use this menu item to view the about screen for **10000**

Use this menu item to start a new game of **10000**

Use this menu item to view the high scores for **10000**

Use this menu item to change player options for the players of **10000**

Use this menu item to register **10000** via the web.

Use this menu item to register **10000** using a form you can print, fax, or e-mail.

Use this menu item to reset the high scores for **10000**

Press to end your current turn

Press to roll the dice.

Comments from the **10000** Brain

One of the **10000** dice that can be rolled

One of the **10000** dice that can be rolled

One of the **10000** dice that can be rolled

One of the **10000** dice that can be rolled

One of the **10000** dice that can be rolled

One of the **10000** dice that can be rolled

One of the **10000** dice that is being held

One of the **10000** dice that is being held

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One of the **10000** dice that is being held

One of the **10000** dice that is being held

Enter any comments you wish

The number of elapsed rolls on this turn.

The current accumulates score for this turn

Player Name

The number of elapsed turns in the current game

The list of players

The list of scores

Select to make the computer player cautious in its playing style

Select this to make the player a Computer

Select to make the computer player daring in its playing style

Select this to make the player a Human

Select this to make the player Inactive - player will not be involved in future games.

Select to make the computer player normal its playing style

The collection of computer strategies.

Press to Save and Exit the screen

Press to Cancel changes and Exit the screen

Press for Help.

10000 animation

EBus animation

No specific help available

Company name

Press to send email to the author of **10000**

Company address

Program copyright

Program name

Program type and price

EBus logo

Press to browse the **10000** web page

Who **10000** is registered to

The registration code for **10000**

Who **10000** is registered to

The registration code for **10000**

Press to open the **Registration** screen

Press to view help on **How to Register**

Enter the name you registered **10000** with here

Enter the registration code provided to you by **EBus** here

Enter the name you registered **10000** with here


Enter the registration code provided to you by **EBus** here


EBus
2430 Erie Drive
Concord, CA 94519
USA


Web Page: <http://ebus.simplenet.com>
E-Mail: ebus@ebus.simplenet.com



Home of TrayDrive, TrayCalendar, and 10000

By pressing the help button in the upper right of the dialog()

the cursor will change to a  . You may then click on anything in the dialog to receive help on that specific topic.

By clicking with mouse button 2 on anything in the dialog, you will get a popup menu,  if that item has specific help associated with it. Select **What's this?** From the menu to receive specific help on that item.



No Help Available

No help is available for this area of the window.



No Help Available

No help is available for this message box.

