

Train Wreck![®]

(a.k.a. Ted's Fun and Exciting Dice Game[®])

Starting Out

An unlimited number of people can play this dice game. However, the more players there are, the longer the game will last.

It is recommended that a tablecloth or a large towel be placed on the tabletop. Otherwise, if the dice are rolled on a hard surface, they will tend to scatter.

Each player is given 5 dice, or else one or more sets of 5 dice can be passed from player to player. It usually is best to have at least two or three sets of 5 dice to pass around if each player cannot have his/her own set.

Each player rolls 1 die. The player who rolls the highest number starts the play. If two or more players roll the highest number, each of those players rolls 1 die until one of them rolls the highest number. Play continues counter-clockwise (that is, the person to the first player's right plays next, and so on.)

One person should volunteer or be chosen to keep score, using a pencil or pen and a Dice Game Scoresheet.

Goal of the Game

The winner of the game is the first one to attain at least **1,000 points** (unless another player, on his/her next turn, ties or surpasses the top score, in which case the first player has another chance on his/her next turn to tie or surpass that score, etc.). A lower goal (such as **750 points** or **500 points**) may be set to reduce the total playing time.

Getting on the Scoreboard

Each player must score *at least* **35 points** on a roll or sequence of rolls to “get on the scoreboard” (so that any scores after that turn will count). Until a player scores *at least* **35 points** on one turn, no other points made on any turn will count for that player.

Playing and Scoring

On his/her turn, a player begins by rolling all 5 dice and, after setting aside any die/dice which may have scored, may continue rolling the non-scoring die/dice. The player *must* score *at least* **5 points** every time he/she rolls the dice to be able to continue a turn. (See the next section: “**Ways to Score**.”) If a player fails to score points on any single roll of the dice (referred to as a “train wreck”), he/she loses any points accumulated *on that turn* (thereby scoring **0 points** for the turn), and the turn is over. (Exceptions to this are the rolling of a *sequential straight* or a *sequential quintuple*—see the “**Sequential Straights**” and “**Sequential Quintuples**” sections.)

When a player rolls and scores on one or more dice, the non-scoring die/dice may be rolled again, if the player wishes. (Exceptions are the cases where a *triple* or a *quadruple* is rolled—see the “**Triples**” and “**Quadruples**” sections—and/or when the player scores on all 5 dice; in any of these cases, the player *must* roll again.) As long as a player scores each time the dice are rolled, he/she *may* (but does not have to) continue rolling the remaining (non-scoring) die/dice *indefinitely* until one of the following occurs:

1. The player fails to score any points on any one roll of the dice (a “train wreck”), unless the player is attempting a *sequential straight* or a *sequential quintuple*.
2. The player fails to roll the required die on the way to a *sequential straight* or a *sequential quintuple*.
3. The player opts to stop rolling and takes the cumulative score for that turn.

As a player is rolling, he/she announces the cumulative score up to that point in that turn (by adding the score on a roll to any points accumulated so far in the turn). If it is noticed by the other players that the player who is rolling has announced his/her score incorrectly, the correct score should be stated by someone before that player continues rolling.

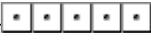
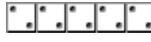
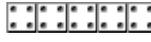
If a player scores on *all 5 dice* (whether all at once or in a sequence of rolls), that player should announce his/her cumulative score so far in the turn and then *must* roll all 5 dice again. If there are no scoring dice on the next roll, or no die/dice that potentially could be turned into a score, that roll is a “train wreck” and the player gets **0 points** for that turn. If there is at least one scoring die or dice on that next roll, then the player may quit (and add the score on that roll to the score so far in the turn), or he/she may opt to continue rolling—player’s choice. (Of course, if a *triple* or a *quadruple* is rolled (see the “**Triples**” and “**Quadruples**” sections), and/or all 5 dice happen to score again, the player *must* roll again.)

When a player’s turn is over, the score on that turn is added to his/her score accumulated so far in the game on a scoresheet, giving a running total. (If a player scores **0 points** on a turn, the running total for that player on the scoresheet is unaffected.)

Ways to Score

There are six (6) ways to score on any *single* roll of the dice:

1. A  scores **5 points** (unless it is part of a *triple*, *quadruple*, *straight*, or *quintuple*—see #3-6).
2. A  scores **10 points** (unless it is part of a *triple*, *quadruple*, *straight*, or *quintuple*—see #3-6).
3. A *triple* (any 3 dice of the same number—, , , , , or —rolled *at once*) scores **10 times the value of that number**. See the “**Triples**” section. A *quadruple* (any 4 dice of the same number—, , , , , or —rolled *at once*) scores **25 times the value of that number**. See the “**Quadruples**” section.

4. A *straight* (a consecutive sequence of all 5 dice— or —rolled *at once*) scores **150 points**. See the “**Straights**” section.
5. A *quintuple* (all 5 dice of the same number—, , , , , or —rolled *at once*) scores **100 times the value of that number**. See the “**Quintuples**” section.

There are two (2) ways to score on any *sequential* rolls of first *five*, then *four*, then *three*, then *two*, then *one* dice/die:

1. A *sequential straight* (the rolling of a *straight*, in *consecutive numerical order*, forwards or backwards, in five rolls) scores **300 points**. There are four (4) ways to roll a *sequential straight*. See the “**Sequential Straights**” section.
2. A *sequential quintuple* (the rolling of any number, *sequentially*, on all 5 dice in five rolls) scores **75 times the value of that number**. There are six (6) ways to roll a *sequential quintuple*. See the “**Sequential Quintuples**” section.

Note: It is permissible to re-roll dice which have scored, providing *at least one* scoring die from the previous roll has been set aside. For instance, if a player rolls , rather than setting aside the  (**20 points**) and re-rolling the , the player may opt to set aside only the  (**10 points**) and re-roll the . The advantage of doing this is that there is a greater chance of scoring points with 4 re-rolled dice than with 2 re-rolled dice, and a player *must* score on every roll (or accumulate a die each roll on the way to a *sequential straight* or *sequential quintuple*) or his/her turn is over and there are no points for the turn.

Note: The *most common* scores to roll on any turn are **20 points** and **25 points**.

See “**Dice Game Sample Rolls**” for samples of various rolls in this game and how they are scored.

Triples

On any one roll, if 3 of the dice rolled are the same number, this is known as a *triple*. The value of a *triple* is **10 times the value of the number** in the *triple*. These are all the possible *triples* (groups of three of the same number, rolled *at once*) and their values:

$$\begin{array}{l}
 \begin{array}{|c|} \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \end{array} = 10 \text{ points} \times 10 = 100 \text{ points} \\
 \begin{array}{|c|} \hline \bullet \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \bullet \\ \hline \end{array} = 6 \text{ points} \times 10 = 60 \text{ points} \\
 \begin{array}{|c|} \hline \bullet \bullet \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \bullet \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \bullet \bullet \\ \hline \end{array} = 5 \text{ points} \times 10 = 50 \text{ points} \\
 \begin{array}{|c|} \hline \bullet \bullet \bullet \\ \hline \bullet \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \bullet \bullet \\ \hline \bullet \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \bullet \bullet \\ \hline \bullet \bullet \\ \hline \end{array} = 4 \text{ points} \times 10 = 40 \text{ points} \\
 \begin{array}{|c|} \hline \bullet \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \bullet \\ \hline \bullet \\ \hline \end{array} = 3 \text{ points} \times 10 = 30 \text{ points} \\
 \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \end{array} = 2 \text{ points} \times 10 = 20 \text{ points}
 \end{array}$$

Whenever a *triple* is rolled, the player must roll again. The dice in the *triple* are set aside, and the remaining die/dice are re-rolled. If any one of the die/dice which are rolled again is the *same* as the number in the *triple*, those die/dice must be rolled yet again (up to a maximum of 10 total times, including the initial re-roll) until *none* of the die/dice being rolled is the number in the *triple* (as long as that happens within 10 re-rolls; otherwise, **0 points** are scored for the turn).

There is one exception to the above rule. If two dice are re-rolled, and if the number on *both* dice is the same as the number in the *triple* (meaning that all 5 dice on the table show the same number), then those two re-rolled dice, alone, *do not* have to be re-rolled again. If, on that roll, those two dice *are not*  or , then the player can elect to take the score up to that point and quit *or* can roll all 5 dice and continue his/her play. However if, on that roll, those two dice *are*  or , then the player has scored on all 5 dice; therefore, he/she needs to add the score of the 5 dice to his/her cumulative score so far in the turn and must roll all 5 dice again.

When a re-roll results in no die/dice being the same as the number in the *triple*, the value of any  (unless the *triple* is ) and/or  (unless the *triple* is ) may be scored and added to the value of the *triple*. However, if no  or  die/dice appear in that re-roll, then that is a scoreless roll; the player's turn is over, and he/she receives **0 points** for that turn.

Quadruples

On any one roll, if 4 of the dice rolled are the same number, this is known as a *quadruple*. Essentially, a *quadruple* is a *triple* with a couple of “bonuses” attached to it.

Firstly, the value of a *quadruple* is **25 times the value of the number** in the *quadruple*. These are all the possible *quadruples* (groups of four of the same number, rolled *at once*) and their values:

$$\begin{array}{l}
 \begin{array}{cccc} \square & \square & \square & \square \end{array} = 10 \text{ points} \times 25 = 250 \text{ points} \\
 \begin{array}{cccc} \begin{array}{|c|} \hline \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \hline \end{array} \end{array} = 6 \text{ points} \times 25 = 150 \text{ points} \\
 \begin{array}{cccc} \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array} \end{array} = 5 \text{ points} \times 25 = 125 \text{ points} \\
 \begin{array}{cccc} \begin{array}{|c|} \hline \bullet \\ \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \bullet \\ \hline \end{array} \end{array} = 4 \text{ points} \times 25 = 100 \text{ points} \\
 \begin{array}{cccc} \begin{array}{|c|} \hline \bullet \\ \bullet \\ \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \bullet \\ \bullet \\ \hline \end{array} \end{array} = 3 \text{ points} \times 25 = 75 \text{ points} \\
 \begin{array}{cccc} \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array} & \begin{array}{|c|} \hline \bullet \\ \bullet \\ \hline \end{array} \end{array} = 2 \text{ points} \times 25 = 50 \text{ points}
 \end{array}$$

Secondly, when a *triple* is rolled, the 3 matching dice are set aside, and the remaining die/dice are re-rolled; however, none of the re-rolled die/dice can be the number in the *triple*, or they must be rolled again. When a *quadruple* is rolled, 3 of the matching dice are set aside; but it *is* permissible for any of the re-rolled die/dice to be the number in the *triple*. In such a case, it is the player's option to accept the re-rolled dice or to re-roll them again (up to 10 re-rolls). If none of the re-rolled dice are the number in the *triple*, the player must accept that re-roll and score or not score accordingly.

Straights

On any *single roll* of all 5 dice, if all 5 of the dice rolled are in consecutive numerical order, this is known as a *straight*. The value of any *straight* is **150 points**. These are the two possible *straights* (groups of five in consecutive numerical order, rolled *at once*) and their values:

$$\begin{array}{c}
 \begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array} & = & \mathbf{150 \text{ points}} \\
 \begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array} & = & \mathbf{150 \text{ points}}
 \end{array}$$

Note: $\begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array}$ and $\begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array}$ are *not* considered *straights*.

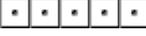
Note: It is not uncommon for an unattentive player not to realize that he/she has rolled a *straight* and then to set aside 1 or 2 dice (\square and/or \square) and re-roll the remaining dice. Therefore, when any player rolls a *straight*, no other player should state that a *straight* has been rolled until the player who is rolling has made a decision about what to do. If the player who rolled the *straight* does not realize he/she has done so (thereby picking up some of the dice and re-rolling them), and then another player points out that a *straight* had been rolled, the player rolling *may not* take back the re-rolls and count the *straight*.

Whenever a *straight* is rolled, the player must roll again, since *all 5 dice* have scored (**150 points**). If there are no scoring dice on the next roll, that roll is a “train wreck” and the player gets **0 points** for that turn (assuming the attempt for a *sequential straight* or a *sequential quintuple* is unsuccessful). If there is at least one scoring die or dice on that next roll, then the player may quit (and add the score on that roll to the score so far in the turn), or he/she may continue rolling—player’s choice. (Of course, if a *triple* or a *quadruple* is rolled, and/or all 5 dice happen to score again, the player must roll again.)

Quintuples

On any one roll, if all 5 of the dice rolled are the same number, this is known as a *quintuple*. The value of a *quintuple* is **100 times the value of the number** in the *quintuple*. These are all the possible *quintuples* (groups of five of the same number, rolled *at once*) and their values:

$$\begin{array}{c}
 \begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array} & = & \mathbf{10 \text{ points} \times 100 = 1,000 \text{ points}} \\
 \begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array} & = & \mathbf{6 \text{ points} \times 100 = 600 \text{ points}} \\
 \begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array} & = & \mathbf{5 \text{ points} \times 100 = 500 \text{ points}} \\
 \begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array} & = & \mathbf{4 \text{ points} \times 100 = 400 \text{ points}} \\
 \begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array} & = & \mathbf{3 \text{ points} \times 100 = 300 \text{ points}} \\
 \begin{array}{ccccc} \square & \square & \square & \square & \square \\ \cdot & \cdot & \cdot & \cdot & \cdot \end{array} & = & \mathbf{2 \text{ points} \times 100 = 200 \text{ points}}
 \end{array}$$

Note: The  roll places any player at or above the **1,000-point** game-winning goal (unless the next required roll is scoreless, in which case the score for the roll is **0 points**). It is possible for another player, on his/her next roll, to overcome the first lucky player. If that should occur, the first player has a chance to overcome the other player, and back and forth until one player's winning score prevails.

Whenever a *quintuple* is rolled, the player must roll again, since all 5 dice have scored. However, the same re-roll rule for a *triple* does *not* apply to a *quintuple*. That is, on the re-roll, it is permissible for one or more die/dice to be *the same* as the number in the *quintuple*.

If there are no scoring dice on the next roll, that roll is a “train wreck” (scoreless roll), and the player gets **0 points** for that turn (assuming the possible attempt for a *sequential straight* or a *sequential quintuple* is unsuccessful). If there is at least one scoring die or dice on that next roll, then the player may quit (and add the score on that roll to the score so far in the turn), or he/she may continue rolling—player's choice. (Of course, if a *triple* or a *quadruple* is rolled, and/or if all 5 dice happen to score again, the player must roll again.)

Sequential Straights

The attempt to roll a *sequential straight* or a *sequential quintuple* are two “last-ditch” efforts to salvage a “train wreck” (non-scoring roll). A *sequential straight* is the rolling of a consecutive *straight* in exactly five rolls of the dice, setting aside one die on each roll. The value of any *sequential straight* is **300 points**. These are all the possible *sequential straights* (groups of five in *consecutive numerical order*, rolled in exactly *five rolls*) and their values:

1st Roll (5 Dice)	2nd Roll (4 Dice)	3rd Roll (3 Dice)	4th Roll (2 Dice)	5th Roll (1 Die)	
					= 300 points
					= 300 points
					= 300 points
					= 300 points

Note: , , , and  are *not* considered *sequential straights*.

Note: Once a *sequential straight* has begun, no , , *triple*, or *quadruple* score can be counted.

Whenever a *sequential straight* is rolled, the player must roll again, since *all 5 dice* have scored (**300 points**). If there are no scoring dice on the next roll, that roll is a “train wreck” and the player gets **0 points** for that turn (assuming the attempt for another *sequential straight* or for a *sequential quintuple* is unsuccessful). If there is at least one scoring die or dice on that next roll, then the player may quit (and add the score on that roll to the score so far in the turn), or he/she may continue rolling—player's choice. (Of course, if a *triple* or a *quadruple* is rolled, and/or if all 5 dice happen to score again, the player must roll again.)

Sequential Quintuples

The attempt to roll a *sequential quintuple* or a *sequential straight* are two “last-ditch” efforts to salvage a “train wreck” (non-scoring roll). A *sequential quintuple* is the rolling of a *quintuple* in exactly five rolls of the dice, setting aside one die on each roll. The value of a *sequential quintuple* is **75 times the value of the number** in the *quintuple*. All 5 dice must be re-rolled after any *quintuple*. These are all the possible *sequential quintuples* (groups of five of the same number, rolled in exactly *five rolls*) and their values:

1st Roll (5 Dice)	2nd Roll (4 Dice)	3rd Roll (3 Dice)	4th Roll (2 Dice)	5th Roll (1 Die)	
					= 10 points × 75 = 750 points
					= 6 points × 75 = 450 points
					= 5 points × 75 = 375 points
					= 4 points × 75 = 300 points
					= 3 points × 75 = 225 points
					= 2 points × 75 = 150 points

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tedmontgomery.com/dicegame
tmont714@aol.com