

# Triqx

## Game Rules



## Objective

Score points by forming combinations with the dice on your turn. The goal is to be the **first player to reach 50 points**.

**Average playtime:** 10–20 minutes

## How to Play a Turn

1. Roll all **5 dice**.
2. You may then make up to **2 re-rolls**.
3. After each roll, you may **keep any dice** and re-roll the rest.
4. You may re-roll **any number of dice** each time.

### **Red Number Bonus:**

Each red number rolled grants **+1 additional re-roll** for that turn. These bonuses are **cumulative**.

### **Important:**

Each turn, a player scores **one combination only**—the highest-scoring combination they can form.

## Scoring Combinations

### Matching Numbers

- **3 of a Kind** – 3 dice show the same number → 3 points
- **4 of a Kind** – 4 dice show the same number → 6 points
- **Standard 5 of a Kind** (numbers 1–4. e.g., 2-2-2-2-2) → 12 points
- **Power 5** (5 of a kind using 5s or 6s. e.g., 5-5-5-5-5) → 15 points

## Sequences

- **Small Straight** (3 sequential numbers, e.g., 2–3–4) → 3 points
- **Medium Straight** (4 sequential numbers, e.g., 1–2–3–4) → 6 points
- **Large Straight** (5 sequential numbers, e.g., 2–3–4–5–6) → 12 points

## Full House

- 3 dice of one number + 2 dice of another(e.g., 3-3-6-6-6) → 12 points

## No Combination

- If a player cannot form any valid combination, they score 0 points for that turn.

## Special Dice Features

### Queen (Wild Card)

- Can represent any number (1–6)
- Each Queen adds +2 bonus points
- Example: 3 Queens = +6 points

### Crown (Power Wild Card)

- Can represent any number (1–6)
- 1 Crown → +6 points
- 2 Crowns → +20 points

### Example:

Rolling 3 sixes + 2 Crowns:

15 points (Power 5) + 20 points (Crowns) = **35 points**

*Crowns appear only on the red dice, helping guide strategic decisions.*

## Red Numbers

- Function as normal numbers
- Grant +1 additional re-roll each

## Wild Card Rule

Wild cards (Queens and Crowns) must be assigned a value when scoring.

## **Players & Rounds**

- For 2 to 5 players
- The game is played in rounds
- A round ends after all players have taken one turn

## **Winning the Game**

- The first player to reach 50 points wins
- If multiple players reach 50+ points in the same round, the highest score wins
- If there is a tie, tied players play a tie-break round

## **Scorekeeping**

Track scores using a simple table:  
Player names across the top (horizontal)  
Round numbers down the side (vertical)

## **Example Turn**

A player rolls: 2, 4, 5, Queen, Crown

They assign:

Queen → 3

Crown → 6

This creates a **Large Straight (2–3–4–5–6)**

Score:

12 (Large Straight) + 2 (Queen) + 6 (Crown) = **20 points**