



QUANTUM ©/TM

Overview

Quantum is a dice game of strategy and intuition. Players roll the dice and keep the scoring die or dice to achieve the most advantageous combinations of points possible during their turn.

All this is done, while under the influence of elevated levels of jeopardy in losing all accumulated points, by "Pushing" the odds.

The object of the game is to be the first player to accumulate enough points to reach 10,000.

The pieces needed to play the game are 6 dice (three of one color and three of another color), paper and pen or pencil to keep score.

How to Play

Each player takes a turn rolling the dice with the goal of rolling as many scoring points as possible during their turn to achieve 10,000 points total to win the game.

To begin scoring points each player must first "get on the board" by rolling a total of 1,000 points or more in one turn.

One turn consists of starting the roll with 6 dice, then keeping at least 1 scoring die and rolling the remaining dice or die until they achieve the points desired, or "Bust."

To "Bust" means that no points were scored with the rolled dice or die and the player loses the points that would have been acquired during that turn before the Bust.

There is no limit to the number of rolls a player can take during their turn, as long as they get at least 1 scoring die in every roll and they do not "Bust."

If all six dice are used and are scoring dice, the player may roll all six again to continue scoring if they desire.

The dice are passed to the next player when the player has achieved the points desired or has "Busted."

When one player reaches a score of 10,000 or more, that player is the "Contingent Winner." Every other player gets one last turn to beat the Contingent Winner's Score.

If the other players cannot beat the Contingent Winner's Score they drop out.

If another player beats the Contingent Winner's Score, they become the new Contingent Winner, and the original Contingent Winner drops out. Any player/s remaining must now beat the new Contingent Winner's Score.

The winner is the person who is able to reach a score of 10,000 or more, and no other player can beat their score.

Scoring

Ones:



Roll 1 to 6 dice and get ones.
= 100 points

Fives:



Roll 1 to 6 dice and get fives.
= 50 points

Three Ones:



Roll 3 to 6 dice at once and get 3 ones.
= 1,000 points
+ 100 bonus points IF ALL SAME COLOR

Three Twos:



Roll 3 to 6 dice at once and get 3 twos.
= 200 points
+ 100 bonus points IF ALL SAME COLOR

Three Threes:



Roll 3 to 6 dice at once and get 3 threes.
= 300 points
+ 100 bonus points IF ALL SAME COLOR

Three Fours:



Roll 3 to 6 dice at once and get 3 fours.
= 400 points
+ 100 bonus points IF ALL SAME COLOR

Three Fives:



Roll 3 to 6 dice at once and get 3 fives.
= 500 points
+ 100 bonus points IF ALL SAME COLOR

Three Sixes:



Roll 3 to 6 dice at once and get 3 six's.
= 600 points
+ 100 bonus points IF ALL SAME COLOR

Large Straight:



Roll all 6 dice at once and get one through six.

= 1,500 points

+ 200 bonus points IF IN SETS OF COLOR (1-3 one color, 4-6 other color)

* Three Pairs:



Roll all 6 dice at once and get all dice in pairs, for example: 2 two's, 2 fours, and 2 sixes.

= 1,500 points

+ 200 bonus points IF PAIRS ARE IN SEQUENTIAL SETS OF COLOR (one of each pair in one color, the other of the pair is the other color)***

** Small Straight:



Roll only 3 dice at once and get a small straight of any consecutive order.

= 750 points

+ 100 bonus points IF ALL SAME COLOR

QUANTUM (very good ☺):



Roll all 6 dice at once and get all 6 dice as any number but 2's, for example: 6 sixes, 6 fives, 6 fours, 6 threes, or 6 ones.

= 5,000 points

** BLACK HOLE (very bad ☹):



NOTE: In effect only AFTER achieving a score of 1,000 to get on the board.

Roll all 6 dice at once and get all 6 dice as 2's.

= the Player loses all their points since getting on the board, and goes back to a score of 1,000, then resumes play at their next turn.

* added by Joni Pfautz

** added by Robert Bowles

*** added by friend of Tigg's (name to be added)

History

QUANTUM, the dice game of strategy and intuition, was created by Jan Richard Bowles. It was crafted during a week long camping trip, in New York State, at Forked Lake in the Adirondacks, during the summer of 1975. It combines bar poker, played with 5 dice, and "Yahtzee," played with 6 dice. Resulting in Quantum, the new dice game and the physics behind the strategies played. It was later updated with a new scoring change added in 1990 on the suggestion presented by Joni Pfautz. In 2010 it was again updated with new rules and scoring changes that were added on the recommendation offered by Robert Bowles and a friend of Tigg's.

It has been passed on by word of mouth, as gifts in full game design and in the form of written instruction for more than 30 years. Enjoy the game!