Three Man

Project 1

CSC-5 Into c++

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Three Man Rules

1. Everyone sits in a circle.   
     
   2. Determine the Three Man. This is done by each player rolling a die in turn. The first to roll a three becomes the Three Man.   
     
   3. The player to the left of the Three Man goes first, and play continues in a clockwise direction. The player then rolls both dice and acts according to the following combinations:   
     
   1:1 Doubles - see below   
   1:2 Three man Loses a point (sum to 3)   
   1:3 Three man Loses a point (three on die)   
   1:4 Lose your turn  
   1:5 Lose you turn   
   1:6 Player to left of roller loses a point (7 left/11 right)   
   2:2 Doubles - see below   
   2:3 Three man loses a point (three on die)   
   2:4 Lose your turn   
   2:5 Player to left of roller loses a point (7 left/11 right)   
   2:6 Loses your turn  
   3:3 Doubles - see below; three man loses two points  
   3:4 Three man loses a point; player to left of roller loses a point   
   3:5 Three man loses a point   
   3:6 Three man loses a point; Social   
   4:4 Doubles - see below   
   4:5 Everybody loses a point  
   4:6 lose your turn   
   5:5 Doubles - see below   
   5:6 Player to right of roller loses a point (7 left/11 right)   
   6:6 Doubles - see below   
     
   However, if on the Three Man's turn, s/he rolls a three or combination thereof, s/he is no longer the Three Man and then can designate any other player as the new Three Man. (This also includes if the Three Man rolls during a doubles give; see below)   
     
   Social: Loses a point  
     
   4. Doubles: The roller has the option of giving both dice to one player or one dice to two players. Whatever the case, the dice are rolled and the number on the dice is how many points that person(s) have to lose. (ie. roller gives the dice to Y and Z. Y rolls a 3 and Z rolls a five, Y loses 3, Z loses 5. Or Y gets both dice and rolls a 3:5, Y then loses 8.) \*\*\*\*\*\*However, if the given dice roll to doubles, the original roller has to lose that amount. But the original roller also keeps the turn. \*\*\*\*\*\*  
     
   To condense everything:
2. 2 to 8  
   Total of 7 - Player to right of roller loses a point   
   Total of 11 - Player to left of roller loses a point  
   Total of 9 – Everybody loses a Point  
   Any 3 or sum to 3 - Three man loses a point   
   1 and 4 – Lose a turn   
   1 and 5 – Lose a turn   
   Doubles – Choose a player to lose points