











**void fiveTrn**  
**(int tknCntr[], bool &win,**  
**int &mean, int**  
**&numDice)**

This function is similar to the 3 turn function. The only difference is that it deals with 5 players, so there are five token counts. Instead of just having 3 players, now calculations are done in the same manner on 5 players.

The idea behind this and the 3 turn function is the same. Remember that tokens are lost or given to opponents on your right/left. This function just expands on this for 5 players, but everything is pretty much the same.

For. Ex. If player 1 were to roll a 6, a token would be given to player five or tknCntr[4] which represents Player 5 instead of Player 3 like in the 3 turn function. Aside from more players, the function has the same format and structures

→ exit function

