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import random

def roll_dice():
    return random.randint(1, 6)

def num_rolls():
    while True:
        user = int(input("Enter to roll the dice more than 5 times: "))
        if user < 5:
            print("I told you to enter a number greater than 5. Enter
again.")
        else:
            return user

def store_rolls(rolls_count):

    user_dice = []
    computer_dice = []
    for i in range(1, rolls_count + 1):
        user_roll = roll_dice()
        computer_roll = roll_dice()
        user_dice.append(user_roll)
        computer_dice.append(computer_roll)
        print(f"Dice #{i}: You rolled {user_roll} Computer rolled
{computer_roll}")
    return user_dice, computer_dice

def main():
    while True:
        rolls_count = num_rolls()
        user_dice, computer_dice = store_rolls(rolls_count)

        user_total = sum(user_dice)
        computer_total = sum(computer_dice)

        if user_total > computer_total:
            print("\nCongrats! You won!")
        elif user_total < computer_total:
            print("\nSorry, you lost.")
        else:
            print("\nIt's a tie!")

        print(f"\nYou rolled: {user_dice}, total = {user_total}.")
        print(f"Computer rolled: {computer_dice}, total =
{computer_total}.")

        play_again = input("Do you want to play another round? (y/n): ")
        if play_again.lower() != 'y':
            print("Thanks for playing!")
            break

if __name__ == "__main__":
    main()

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