

Main Menu

RAINBOW

RULES

PLAY GAME

By clicking on the "RULES" button, the user is taken to another window where they can view the rules

OBJECTIVE:

Rainbow can be played in solitary or by a group. The group version simply consists of a number of players playing the solitary version simultaneously, with the highest score winning. I'll explain the solitary version, since that's what the applet lets you play.

The game consists of 15 rounds. In each round, you *roll* the dice and then *score* the roll in one of 15 categories. You must score once in each category -- which means that towards the end of the game you may have to settle for scoring zero in some categories. The score is determined by a different rule for each category.

The object of the game is to maximize your total score. The game ends once all 15 categories have been scored.

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By selecting the "PLAY" button, the user is taken to an alternate menu where they can change the games configuration setup

Configuration Options

Number of Dice in Play:

Number of Side Per Dice:

Number of Rolls Per Turn:

CONFIRM

Dropdown menus to let the user change settings

After confirming the game configuration via the "CONFIRM" button, the user will be then put into the game

The seven squares display the hand the user rolled.

The checkboxes represent which colors will be kept and which will be rerolled.

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It is Player X's turn

VIEW SCORECARD

ROLL

NEXT TURN

By pressing the "ROLL" button, the user rerolls the dice that were not selected to be kept

As shown, the last place color was the only one not set to be kept and therefore it was changed when the "ROLL" button was pressed

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It is Player X's turn

VIEW SCORECARD

ROLL

NEXT TURN

The "VIEW SCORECARD" button allows user to view their current scorecard at any time in order to see which lines are scored already and how they should plan their roll.

When the player opts to end their turn, they must select a line on the scorecard to be scored

UPPER SCORECARD	SCORE
RED	----
ORANGE	----
YELLOW	----
GREEN	----
BLUE	----
INDIGO	----
VIOLET	----
LOWER SCORECARD	
4 of a Color	----
5 of a Color	----
PRIMARIES	----
SECONDARIES	----
WARM COLORS	----
COLD COLORS	----
CHANCE	----
RAINBOW	----
BONUS	----
TOTAL	----

No scores have been recorded yet

All possible scores displayed. Lines already scored will not be displayed. In this case, no scores have been recorded so all are displayed.

UPPER SCORECARD	SCORE
RED	1
ORANGE	2
YELLOW	3
GREEN	4
BLUE	10
INDIGO	0
VIOLET	7
LOWER SCORECARD	
4 of a Color	0
5 of a Color	0
PRIMARIES	25
SECONDARIES	25
WARM COLORS	30
COLD COLORS	0
CHANCE	33
RAINBOW	0
Select which line you would like to have scored:	
<input type="button" value="Warm Colors"/>	<input type="button" value="SCORE"/>

Ones all lines of both players' scorecards are filled out, the player with the highest score is displayed as the winner

PLAYER X WINS!!!