

MindRoll Game Rules

1. Game Overview

This is a turn-based dice game where players aim to outwit their opponents through strategic betting and psychological tactics. Each player is assigned a random dice with specific attributes, including a number and a color.

The game supports both two-player and multiplayer modes, with points updated after each round based on the outcome.

2. Dice Attributes

Each player is randomly assigned a dice with the following attributes:

- **Number:** A random integer between 1 and 6.
 - **Color:** Randomly assigned as one of the following five colors:
 - **Red**
 - **Yellow**
 - **Green**
 - **Blue**
 - **Black**
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3. Gameplay Process

(1) Game Start

- Players register and log in, after which the system matches them to a game.
- Each player is assigned a random dice (number 1–6, one of five colors).
- **Two-player mode:** A random player is selected to start the first round.
- **Multiplayer mode:** A random player is selected to start, with the initial call required to be greater than or equal to $3 \times n + 1$, where n is the number of players.

(2) Turn-Based Calls

- Players take turns to make calls:
 - **Two-player mode:** The turn alternates between the two players.
 - **Multiplayer mode:** The next player is randomly selected by the system, though some players may repeat before all others have had a turn.
- Each call must be greater than the previous one:
 - **Two-player mode:** The initial call must be **7 or higher**, with a maximum call of **12**.

- **Multiplayer mode:** The initial call must be $3 \times n + 1$ or higher, with a maximum call of $6 \times n$.

(3) Reveal Result

- When a player chooses to reveal the result, the system evaluates the outcome based on the following rules:
 - **Two-player mode:** The outcome is determined between the two players.
 - **Multiplayer mode:** The outcome is determined only between the **revealing player** and the **previous caller**, with the total sum of all players' dice numbers used for the calculation.
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4. Winning and Losing Rules

(1) Color Rule

- If the dice colors of the revealing player and their opponent are identical (e.g., both red), the revealing player automatically loses.

(2) Number Rule

- If the dice numbers of the revealing player and their opponent are identical (e.g., both have 4), the revealing player automatically loses.

(3) Total Sum Rule

- If the colors and numbers are different, the outcome is determined as follows:
 - If the **current call** $>$ **the total sum of all players' dice numbers**, the revealing player wins.
 - If the **current call** \leq **the total sum of all players' dice numbers**, the revealing player loses.
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5. Scoring Rules

- **Winner:** The winning player earns **+1 point**.
- **Loser:** The losing player loses **-1 point**.
- **Non-participants:** Players not involved in the outcome are unaffected.
- **Initial Score:** All players start with a score of **0**.

Scoring Example

- Players A, B, and C participate in a game:
 - Player A chooses to reveal the result and challenges Player B.
 - Player A wins, resulting in:
 - **Player A:** +1 point.
 - **Player B:** -1 point.
 - **Player C:** No score change.
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6. Winning and Losing Examples

Example 1: Multiplayer Mode - Outcome and Score Update

- Player 1's dice: Number 4, Color Red.
- Player 2's dice: Number 5, Color Green.
- Player 3's dice: Number 6, Color Blue.

Flow:

1. The system selects Player 1 to start, and Player 1 calls **15**.
2. The system selects Player 3 to continue, and Player 3 calls **16**.
3. Player 2 chooses to reveal the result:
 - The total sum of all dice numbers = $4 + 5 + 6 = 15$.
 - The current call = **16**.
 - Player 2 wins, and Player 3 loses.

Score Update:

- **Player 2:** +1 point.
- **Player 3:** -1 point.
- **Player 1:** No score change.

Example 2: Two-Player Mode - Reveal Failure and Score Update

- Player 1's dice: Number 3, Color Yellow.
- Player 2's dice: Number 6, Color Blue.

Flow:

1. Player 1 starts with a call of **10**.
2. Player 2 chooses to reveal the result:
 - The total sum of dice numbers = $3 + 6 = 9$.
 - The current call = **10**.
 - Player 2 wins.

Score Update:

- **Player 2:** +1 point.

Player 1: -1 point.