**Goals:**

All numbers the same/as many as possible

Hit a certain score (or get as close as possible) ?

Get min possible (If you go up once you lose? Or set number of turns?) —You just want to then hit biggest number that’s surrounded by biggest number- not very interesting? —Sixes could make it more interesting eg chance of chain reaction, loosing progress you’ve made —But then you can just role number next to six.

Get max possible — More interesting? Want to hit big number surrounded by small number

Getting dice in order in row?

**Things to decide:**

What to do at edges? -wrap around? Or it just limits dice that can be rolled, tactical?

How dice chosen? -You choose or it’s random or it’s set and told to you (clockwise) or it’s random and told to you

**Dice Ideas:**

Whole row, vertical or horizontal, diagonal

Rolls 6 random dice on board

Chain reaction - it rolls all dice around it, if any land on 6, it rolls all those types etc

What if something happens when six is rolled regardless of if you roll it?

Rolls dice num of spaces away that’s on face - random direction