We created a really simple dice game that allows players to have meaningful play and fun experience. The game requires 9 dices in total, three of them are red, green, purple, which are special dices, the rest of them are all blue which are normal dices. To start the game, the players should roll those three special dices, whoever gets the greatest points goes first. The first player should roll those three dices again, and the red color dice counts three times of the point, the purple counts two times of the points, and the green only counts one time. For example, if a player rolled a red five, purple four and a green two, then the player rolls the rest of the blue dices, if he had two of two, one of one, and three of five, then the player gets (5+5+5)\*3 + (2+2)\*2 +1\*1 = 57 points. The player can decide to go another round if they have some other dices that have different number with the special dices. If they decide to go another round, they should remove the dices that has the same number, if the player did not get the number that matches the special dices, they lose all the points in this turn, but they can also decide not to go another time. The first person reaches 200 points should stop, and the game goes another round, in this round, the player who has the least points can roll three times of his special dices but only one at once. This is kind like a catchup feature. After this round, the player who has the most points win the game.