The Travel's Dilemma

This is an abstract game that is dependent on Luck with a hint of skill.

Setup

1. 8x boxes with 8x circles. Roll 2 dice for each circle. The sum of the dice would indicate the value of the circle. Eg. If you rule a 1 and a 5, then fill the circle with a 6 (repeat this for all 8 circles. Starting with the top left circle)
2. Once all 8 circles are filled, select 2 boxes (use a pen or 2x pennies) as the 2 starting points. The 8 numbers of the 2 boxes chosen should be unique (the numbers of the 3 corners as well as the number in the circle). In addition, the two starting boxes should NOT be touching one another (neither adjacent nor the corners touching).

NOTE: If the above condition (part 2) could not be satisfied, then at most 1 number is common.

Gameplay

1. Role 2 dice, if the sum of the of the numbers coincide with the 8 numbers of the boxes with which one of your pieces is at, then move the piece according to the arrows.(if both pieces fit the description, then choose ONE piece to move). If there are two arrows in a box, then choose one arrow to go by.
2. If the roll of the two dice does not coincide, then do not move and get a strike.
3. If you manage to move your pieces towards the same box, before getting 2 strikes, then you have won the game.