Game Instructions: Tendentious Strife

**To Run the Game:**

Run the Main\_Menu.java class and the GUI will start up to begin playing the game.

**Game Objective:** Be the first to score 100 points.

Number of Players: 3 to 6

On each turn:

Roll one 10 sided Score Die to add points to your running score

Roll one Condition Die to perform an action

Follow the action according to the condition dice

Each round is completed after everyone has completed their turn. In order to win, a player must have reached (and stayed at) 100 points at the end of the round.

Conditions:

* Split – Take all points between you and another player of your choosing and split them 50/50
* Steal – Steal the number of points you rolled from another player of your choice
* Multiply – Multiply the number of you points rolled by 1.5 and add that to your score
* Lose Points- Subtract the number of points you rolled from you score
* Tax – Take 10% of everyone’s points and add them to your own score

Other Rules:

If two players have the same number of points they cannot split.