- 1. CHOOSE THE DISC NUMBER (VALUE) BETWEEN 1 AND 6 TO PLAY WITH.
- 2. ONE DICE. PLAYER ROLLS THE DICE.
- 3. DICE VALUE = PLAYER'S OWN DISC
- \Rightarrow FLIP OWN DISC AND PROTECT IT.
- 4. DICE VALUE = OPPONENT'S UNPROTECTED DISC
- ⇒ CAPTURE OPPONENT'S DISC AND WIN.
- 5. DICE VALUE = OPPONENT'S PROTECTED DISC
- ⇒ UNPROTECT OPPONENT'S DISC.
- 6. DICE VALUE ≠ ANYONE'S DISC
- ⇒ DICE MOVES TO NEXT PLAYER.
- 7. GAME CONTINUES UNTIL ONE PLAYER SUCCESSFULLY CAPTURES OPPONENT'S DISC.

- 1. BOTH PLAYERS GET 2 SETS OF DISCS (1-6).
 - PRIMARY ROW: <u>PROTECTED</u>; SECONDARY ROW: <u>UNPROTECTED</u>.
- 2. THREE DICES. PLAYER ROLLS THE DICE.
- 3. DICE VALUE = PLAYER'S OWN DISC
- ⇒ FLIP OWN DISC AND PROTECT/UNPROTECT IT.
- 4. DICE VALUE = OPPONENT'S UNPROTECTED DISC
- ⇒ TAKE OPPONENT'S DISC.
- 5. DICE VALUE = OPPONENT'S PROTECTED DISC
- ⇒ UNPROTECT OPPONENT'S DISC.
- 6. DICE VALUE \neq ANYONE'S DISC \Rightarrow _(\mathcal{V})_\subseteq.
- 7. GAME CONTINUES UNTIL ONE PLAYER LOSES ALL OF THE DISCS FROM PRIMARY ROW.
- 8. SCORE = DISCS TAKEN FROM OPPONENT + OWN DISCS (PROTECTED)
- + OPPONENT'S DISCS (UNPROTECTED)
- 9. THE PLAYER WITH THE HIGHEST SCORE WINS.

PLAYER 2