

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

⇒ 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: PROTECTED;  
SECONDARY ROW: UNPROTECTED.
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 ≠ ANYONE'S DISC ⇒ ヽ\_(ツ)\_/.
7. GAME CONTINUES UNTIL ONE PLAYER LOSES ALL OF THE DISCS FROM PRIMARY ROW.
8. SCORE = OWN DISCS(LEFT) + OPPONENT'S DISCS(UNPROTECTED)  
+ DISCS TAKEN FROM OPPONENT
9. THE PLAYER WITH THE HIGHEST COMBINED SCORE FROM BOTH ROUNDS WINS (TWO ROUNDS).