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 ⇨ ¯\\_(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).

**PLAYER 2**