# Instructions for Playing the Game!

The rules of the game are as follows:
- Each player starts with 500 points that can be used to perform actions during each turn, and these points also reflect their standing in the game (based on the highest value).
- The way to win the game is to have the most points at the end of the last turn in the game.
- Each player will have a total of 6 dice that are broken up into 3 pairs of 2 (at the player's discretion), and these pairs of dice will be used within 3 different rounds.
- Players cannot see each other's dice pairs nor the dice that they roll originally.
- The points given out for winning a specific round are as follows:
    1st Round: 200 points, 2nd Round: 150 points, 3rd Round: 100 points
- In order to gain points, a player must win a round by having the highest value pair of dice after any actions have been performed (i.e. if a player rolled two 6s and an opponent rolled two 5s, but the opponent decided to perform an action that causes the player to lose a value of 3 from their initial roll, then this allows the opponent to have the higher dice sum, with 10 being greater than 9, and allowing them to win the respective round).
- If a player performs an action, by using their points to perform said action, the player does not get these points back whether or not they won or lost that specific round.
- A player can win multiple rounds and a player does not have to perform an action if they do not want to (choosing what dice to use in each round is a mandatory part of the game, this is not considered an action).
- If two players have the same dice pair value after the player's actions have been performed, then the winner will be decided by rolling two dice and whichever player has the highest combined value from the dice wins the round.
- Points from a previous turn transition into each subsequent turn after that (i.e. if a player had 500 points at the start of the turn and decided to spend 50 points resulting in them winning a round worth 200 points, and losing the other two rounds, then their total point value will be 650 points. At the start of their next turn, they will have 650 points as their score and to potentially use.

Actions That Can Be Performed:

### Re-Roll (Costs 50 points per use)
This action allows a player to roll one of their dice again before placing their dice into pairs of two. This action can only be used after the initial roll of a turn, and can only be used twice per turn (it can be used on the same die that a player may have just Re-Rolled).

Example: A player rolls a 6, a 5, a 4, a 3, a 2, and a 1. The player spends 50 points to Re-Roll the die that came out as a 1. The result of the Re-Roll was 6, thus making the player's dice to be two 6s, a 5, a 4, a 3, and a 2.

<u>Hinderance (Costs 50 points per use)</u>
This action takes the sum of the two lowest two dice rolls, from the player performing this action, and subtracts it from the value of the dice pair that a targeted player has for a specified round by the player performing the action. This means that the player can only perform this action on one opposing player for a single round during each turn. This action can only be performed once per turn.

Example: A player rolls their dice and gets a result of two 6s, two 4s, and two 2s. They make their pair for the first round to be both 4s, the second round both 6s, and the third round both 2s. The player also decides to pay 50 points in order to use Hinderance on one of their opponents for the first round. Each player shows their dice to see who will win the round, the opposing player that Hinderance was used on rolled a sum of 11, but this is considered to be a 7 now due the effect of Hinderance.

<u>Dice-Block! (Costs 125 points per use)</u>
This action takes the sum of the third and fourth highest dice rolls, from the player performing this action, and subtracts it from the value of the dice pair that a targeted player has for a specified round by the player performing the action. This mean that the the player can only perform this action on one opposing player for a single round during each turn. This action can only be performed once per turn.

Example: A player rolls their dice and gets a result of a 5, two 4s, two 3s, and a 2. They make their pair for the first round to be a 3 and a 4, the second round to be a 4 and a 5, and the third round to be 3 and a 2. The player also decides to pay 125 points in order to use Dice-Block! on one of their opponents for the first round. Each player shows their dice to see who will win the round, the opposing player that Dice-Block! was used on rolled a sum of 12, but this is considered to be a 5 now due the effect of Dice-Block!.

<u>Lucky Dice! (Costs 100 points per use)</u>
This action negates the effect of an action, from an opposing player, on the player that performs Lucky Dice! for a specified round. This action can only be used once per turn.

Example: An opposing player attempts to use Dice-Block! on you for the first round, but you decided to use Lucky Dice! for the first round, meaning that the value 12 you had for the first round is not affected by Dice-Block! And your opponent's 6 isn't enough to win them the round, thus you win the points for the round.

Starting the Game:

<u>Setup Phase</u>

Step 1: Decide how many players there will be.

Step 2: Decide the number of turns there will be.

Step 3: Set everyone's points to 500

<u>Turn Phase</u>

Step 1: Roll your dice, and then decide if you would like to Re-Roll.

Step 2: Choose your pairs of 2 from the dice.

Step 3: Decide which pairs of dice to use in which round.

Step 4: Decide if you would like to perform actions for any of the rounds.

Step 5: Show each player's dice pair and the actions that each player decided to do for the first round.

Step 6: Apply the effects of the actions that each player used on the other player's dice pair value.

Step 7: Whoever has the highest dice pair value after the effects of any actions that were performed for the round is given the corresponding points for that round.

Step 8: Same as Steps 5-7, but for the second round instead.

Step 9: Same as Steps 5-7, but for the third round instead.

Step 10: Move on to the next turn.

<u>Victory Phase</u>

Final Step: When the final turn has ended, whoever has the most points at that point is declared the winner! Unless it's a draw, in which case, it will be decided by rolling all your dice again and summing up their values. Whoever ends up with the highest value for the roll wins the game!

Building and Running the Game:

Download the DiceGame.java file and run the code in Eclipse. A start screen should pop up in order to play the game!