

1	<code>allRolls :: DiceChoice -> DiceState -> [DiceState]</code>	1	<code>allRolls :: DiceChoice -> DiceState -> [DiceState]</code>
2	<code>allRolls choices (vs, n) = fmap (, n-1) \$</code>	2	<code>allRolls choices (vs, n) = fmap (, n-1) \$</code>
3	<code>case pop choices vs of</code>	3	<code>allRollsBody choices (vs, n)</code>
		4	
		5	<code>allRollsBodyv :: DiceChoice -> DiceState -> [DiceVals]</code>
		6	<code>allRollsBody choices (vs, n) = case pop choices vs of</code>
4		7	