from random import \*

top = ""

midone = ""

midTwo = ""

midThree = ""

bottom = ""

score = 0

def diceRoller(num, top, midone, midTwo, midThree, bottom, score):

for x in range(0, num):

r = randint(1,6)

score += r

top += diceTB()

midone = midone + diceMidone(r)

midTwo = midTwo + diceMidTwo(r)

midThree = midThree + diceMidThree(r)

bottom += diceTB()

return top + "\n" + midone + "\n" + midTwo + " Your score is: " + str(score) + "\n" + midThree + "\n" + bottom

def diceTB():

return "------- "

def diceMidone(randomInt):

if randomInt == 1:

return "| | "

elif randomInt == 2:

return "| o | "

elif randomInt == 3:

return "| o | "

elif randomInt == 4:

return "| o o | "

elif randomInt == 5:

return "| o o | "

elif randomInt == 6:

return "| o o | "

def diceMidTwo(randomInt):

if randomInt == 1:

return "| o | "

elif randomInt == 2:

return "| | "

elif randomInt == 3:

return "| o | "

elif randomInt == 4:

return "| | "

elif randomInt == 5:

return "| o | "

elif randomInt == 6:

return "| o o | "

def diceMidThree(randomInt):

if randomInt == 1:

return "| | "

elif randomInt == 2:

return "| o | "

elif randomInt == 3:

return "| o | "

elif randomInt == 4:

return "| o o | "

elif randomInt == 5:

return "| o o | "

elif randomInt == 6:

return "| o o | "

print diceRoller(int(raw\_input("Enter the number of rolls: ")), top, midone, midTwo, midThree, bottom, score)