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How to Play the Game

The object of the game is to get two to five of your color in a row (including around corners) while keeping your opponent(s) from doing the same. The winner is determined by adding the number of rows of panels + the single panels for a final score.

Scoring:

1 panel = 1 point

row of two panels = 4 points

row of three panels = 6 points

row of four panels = 8 points

row of five panels = 10 points

(more than five panels in a row starts another row)

Number of players: 2 - 4. If less than four players, simply press the "Finished" button for colors not playing. There is currently no computer based opponent.

To play you must press the "Roll Dice" button and then through addition, subtraction, multiplication, division, or any combination thereof, using each die once and only once, come up with a number from 1 to 36. After you have determined what your number is, select it by clicking on the adjacent panel; or, press the "Finished" button if you do not have a play. At this point, the other players may choose to "Challenge" your selection or continue with the next player's turn.

Challenging is done **immediately** after the previous player has rolled the dice and selected a numbered panel. If the challenge is successful, the challenger claims the previous player's selection for him/her self and the turn proceeds as normal; if not, the challenger loses one of his/her selections that the previous player chooses, and the previous player, having been redeemed, keeps the challenged selection. The play then resumes as above. All math is completely unchecked by the program; so, the user is responsible for all calculations.

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