

- About the Game:-

DICE GAME ROLL-PLAYERS' GAME PLAY MENU

DOUBLE 1:- Rolled by any Church converted or Invader infiltrated Territory(Player)s eliminates the infiltrator Invader or Church (players) and all Territories that the Invader or Church Player has infiltrated. This dice roll does not apply for the Church or Invader in their Home Base.

DOUBLE 1: Rolled by Church or Invader allows Church to convert or Invader to infiltrate a Territory -. The Invader or Church will then collect all the Converted or Infiltrated Territory's- future finance from Dice Rolls.

Rolled by Church allows Church to convert an Invader or Territory -. The Church will then collect all the Converted Invader- Territory- future finance from Dice Rolls.

DOUBLE 1.: Rolled by Church or Invader eliminates any Territory they have converted or infiltrated.

DOUBLE 2: Rolled by a Territory allows the Territory to expel the Invader or the Church this is compulsory,
the Church or Invader expelled pays the Territory \$300,000,000 compensation: but as recompense, the Church or Invader calls on all Players to throw in turn until a double 5 or 6 is achieved. This is in the hope that Players who throw in turn will hit a deadly double 4 or double 1 and be elimination from the Game.

DOUBLE 2: Any Territory, Invader or the Church rolling double 2 has the choice of collecting \$200,000,000.

DOUBLE 2: Church rolling double 2 may choose an Invader or Territory to convert – conversion means the Church collects all Future Earning from dice throws by Invader or Territory.

DOUBLE 2: Invader rolling double 2 may choose Church or Territory to infiltrate – Infiltration means the Invader collects all Future Earning from dice throws by Church or Territory

Refusal of conversion, infiltration by the Church ,the Invader or Territory pay the Church, Invader \$300,000,000 for Refusal.

DOUBLE 2: Player rolling double 2 can call for recompense -exempt themselves from recompense dice rolls until a Double 5 or 6 is achieved.

The dice rolls for RECOMPENSE starts with the 1st Player Clockwise to the Player calling for RECOMPENSE. This is in the hope that players who roll the dice in turn will hit a deadly double 4 or double 1 and be eliminated from the Game

Each completed round of Recompense dice rolls by Territories, Invaders and Church without a double 5 or 6 being achieved the caller for recompense will receive \$100,000,000.

Rolled by a Territory allows Territory to expel Church or Invader :-

(a) Allows Territory or Invader (or Territory& Invader) to leave the Church – this is compulsory Church pay Territory & Invader each individually \$300,000,000 compensation. But as recompense, the Church or Invader returns to it's home base and as **Recompense the Church exempts itself from**

dice rolls and calls on all Players to throw in turn until a **Double 5** is achieved. ***The dice rolls for RECOMPENSE starts with the 1st Player Clockwise to the Player calling for RECOMPENSE***. This is in the hope that Players who throw in turn will hit a deadly double 4 or double 1 and be elimination from the Game.

(b) Allows Territory to expel Invader – the expelled Invader pays the Territory \$300,000,000 to Territory before Invader returns to Home Base.

But as Recompense the Invader exempts itself from dice rolls and calls on all Players to throw in turn until a **Double 5** is achieved. ***The dice rolls for RECOMPENSE starts with the 1st Player Clockwise to the Player calling for RECOMPENSE***. This is in the hope that Players who throw in turn will hit a deadly double 4 or double 1 and be elimination from the Game

DOUBLE 3 Rolled by a Territory or Invader allows Territory or Invader to expel the Church But as recompense, the Church or Invader returns to their home base and **as Recompense calls on all Players to throw in turn until a Double 5 is achieved**. This is in the hope that Players rolling the dice in turn will hit a deadly double 4 or double 1 and be elimination from the Game.

DOUBLE 3: The Church or Invader throwing double 3 will not collect any finance;

But as Recompense exempts itself from dice rolls, the Church or Invader then calls on all Players to throw in turn until a double is achieved. This is in the hope that players who throw in turn will hit a deadly double 4 or double 1 and be eliminated from the Game

DOUBLE 3: Rolled by any Territory collects \$200,000,000,

DOUBLE 4: Rolled by any Player, Territory, Invader or Church eliminates them from the game along with any and all Territories, church, linked to the player with the double 4 dice roll.

DOUBLE 5 :-

Any Territory, Church or Invader rolling double 5 can collect \$200,000,00 and then call for recompense -exempt themselves from recompense dice rolls and call on all other Countries internationally aided counties- Invaders and Church to roll the dice in turn to pre-enter their desired dice roll result and register their play on the counting down 18 second time clock until a Double 5 or 6 is achieved. ***The dice rolls for RECOMPENSE starts with the 1st Player Clockwise to the Player calling for RECOMPENSE is exempt from rounds of dice rolls***. This is in the hope that players who roll the dice in turn will hit a deadly double 4 or double 1 and be eliminated from the Game
Each completed round of Recompense dice rolls by Territories, Invaders and Church without a double 5 or 6 being achieved by the Territories, Church or Invader, the player who has rolled double 5 and call for recompense will receive \$100,000,000.

DOUBLE 6

Rolled by Church or Invader- allows the Church or Invader to use the menu option of converting or infiltrating any Territory of choice. Should Territory refuse entry by the Church or Invader, Territory pays Church or Invader \$300,000,000.

DOUBLE 6:

Rolled by any Territory receives \$300,000,000.

Player Tactics Dice Game

The display for players a flashing notification red to amber then green starts the 18 second counting down time clock time clock which displays each second on the time clock counting down at 1/10th of a second intervals for players as players register their game play of their pre-entered desired result by pressing any key on their key board and showing how many seconds are left on the time clock and how many players have registered the play on the counting time clock.

NB: Any player playing early between 18 to 16 seconds on the counting down time clock (see the time clock diagram) is penalised \$200M and automatically deducted from the player's finance by the program, Any Player missing the 18 second game play time clock after it has expired is penalised \$400M and automatically deducted from the player's finance by the program.

NB-TATIC A player whose turn it is to Roll the Dice and missing the 18 second game play time clock after it has expired is penalised \$200M and automatically deducted from the player's finance by the program. This is a tactic to be used by the player whose turn it is to roll the dice to avoid other players register their game play and securing the last second on the time clock with a deadly dice roll of a double 4 to eliminate the player whose turn it is to roll the dice as every player in the game will be pre-entering 4 and attempting to secure the last second on the time clock to eliminate the player whose turn it is to roll the dice.