

Pick one of the Laws below and write it down before the game begins.
You may not change it during play.

(Number) = Fully visible top pips | (Color) = Die color
Replace with your choice of either.

Simple: Introducing concepts

- There must be at least one (Color) die.
- There must be exactly one (Number) die.
- There must be no (Number) dice.
- No dice of the same color may touch.
- All (Number) dice must touch.
- All dice must touch.
- At least one die must be stacked.
- There must be an (even/odd) number of dice.
- There must be exactly one stacked die.
- No dice may be stacked.
- There must not be any (Number) dice.
- There must not be [Color] dice.
- All (Number) dice must be stacked.
- All (Color) dice must be touching the table.
- All three colors of dice must be present.
- All dice must be odd.
- All touching dice must be in a single unbroken line.
- No dice may share the same number.
- There must be exactly one die not touching other dice.
- There must be at most 3 dice.
- There must be at most 2 (Color) dice.
- There must be exactly two (Number) dice.
- All dice must be in a straight line. (Touching or not touching)
- There must be two dice that are exactly the same. (Sharing the same color and number)
- The majority of dice must be stacked.

Medium: Playing with concepts

- There must be as many (color) dice as (color 2) dice.
- There must be an (even/odd) number of dice.
- There must not be exactly two dice of the same color.

- There must be at least one (Color) (Number) die. (ex. There must be at least one red three.)
- All dice that touch must be (odd/even).
- The product of all dice must be exactly 12.
- The sum of all dice must be even.
- There must be exactly one die that is fully unique. (Not sharing a color or number with any other dice)
- All touching dice must alternate between even and odd. (1,4,3,6)
- Exactly one (Number) die must touch two other dice.
- All (Color) dice must touch two other dice.
- There must be more stacked dice than dice touching the table.
- The Sum of Touching dice must equal 5.
- Exactly one die must be the sum of all other dice. (1,1,2,4)
- The sum of all dice must be less than 9.
- The Sum of all dice must be at least 6.
- The difference between touching dice must be exactly 2.
- All touching dice must be in a formation with at least one right angle.
- All Stacked dice must be (Odd/Even).
- There must be more (Color) dice than (Color 2) dice.
- There must be as exactly many (Number) dice as (Number 2) dice.
- All dice touching the table must be (color).
- There must be at least one die touching three other dice.
- There must be an (even/odd) number of dice in each color.
- There must be at least two groups of dice.
- The majority of all dice are (number).
- There must be exactly two dice showing 2.
- There must be exactly one (Color) in every group of dice.
- All dice must touch XOR all dice must not touch. (External Or. One or the other but not both.)
- There must be more even dice than odd dice.
- There must be an odd number of odd dice.
- The Sum of (Color) Dice and (Color 2) dice must be equal.

Complex: Mixing concepts and introducing complex concepts

- The sum of (Color) Dice must be greater than (Color 2) dice.
- The difference between the sum of (color) and (color 2) dice must be 2.
- There must be as many (Number) dice as (Color) dice.
- There must be more (Number) dice than (Color) dice.

- There must be exactly as many dice showing a number as that number. (Two 2s, One 1. etc.)
 - The sum of all dice must be a multiple of 3.
 - The *number* of dice must be a prime number. (Ex: an experiment with 3 dice in it.)
 - All dice must share a non 1 common factor. (a number that cleanly divides it with no remainder)
 - There must be exactly one instance of two dice of the same color touching.
 - All dice must be prime. (Only divisible by itself and 1)
 - Every touching die must be $n \pm 2$ from the previous in the sequence. (1,3,5). (2,4,6)
 - Stacked dice must not share Colors or Numbers with dice touching the table.
 - The sum of all stacked dice must be prime. (Only divisible by itself and 1)
 - There must be at least one (Color) die XOR one (Number) die. (External Or. One or the other but not both)
 - The difference between touching dice must be (Odd/Even).
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Laws are combinations of:

- There must be / There must *not* be
- At least / At most / Exactly / All / No / More / Fewer
- Color / Number (fully visible top pips) / Number of dice / Touching / Groupings / Majority / Minority / Stacked / Same / Different / Unique / Formation/ Pattern / Evens / Odds / Prime / Greater than / Less than / Sequences / Sums / Factors / Arithmetic