



if there are no  showing, ~~add~~ add the sum to their turn total. At each decision point, a player may continue to roll or stop. If they decide to stop, they add their turn total to their total score and then it becomes the opponent's turn. Otherwise, they roll dice again  to continue adding to their turn total. If a single  is rolled, ~~the~~ the turn  ends and the turn ended (no points gained); if a  is rolled, ~~then~~ then the players