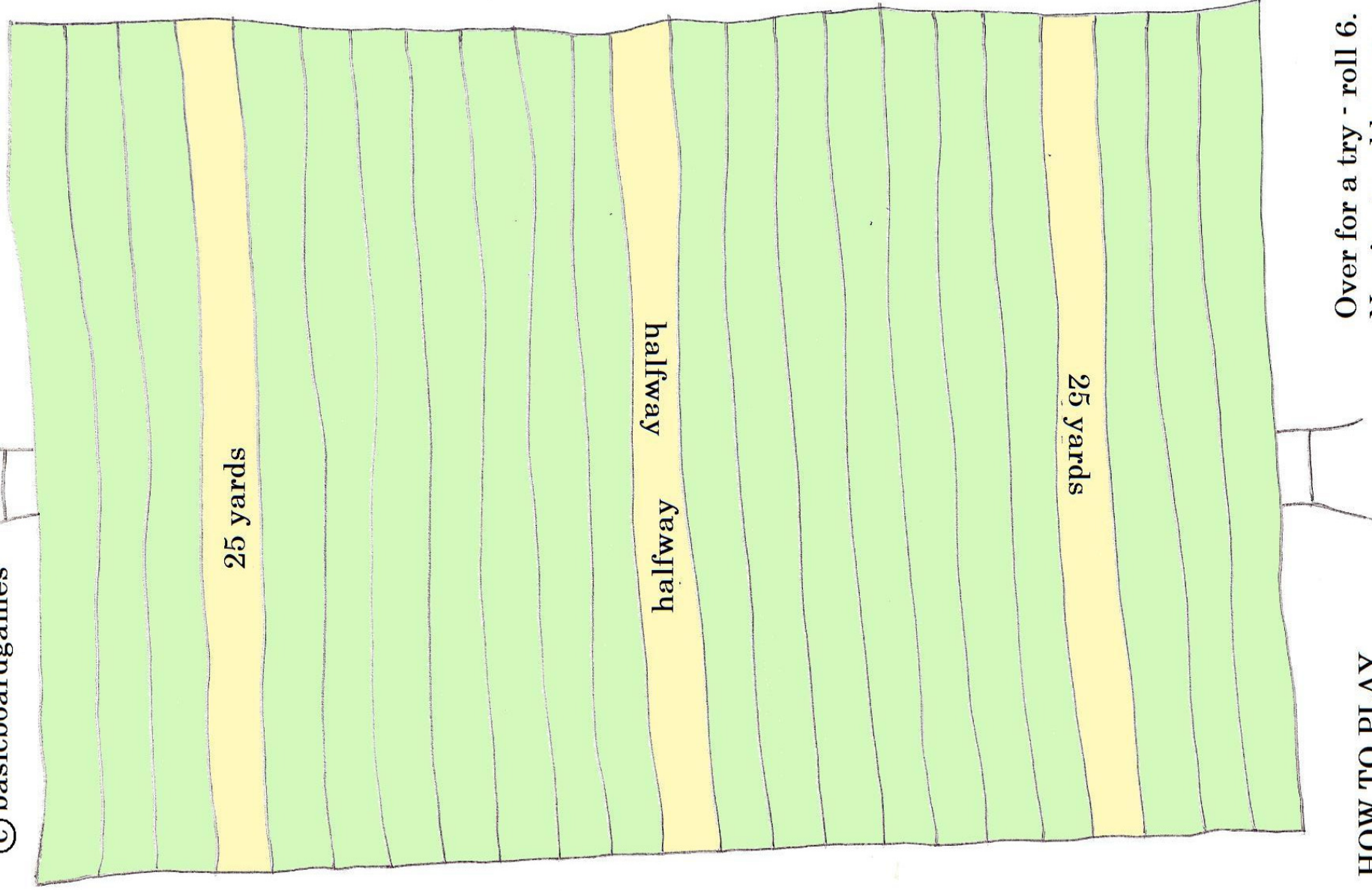


PETE'S DICE RUGBY

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HOW TO PLAY

Roll dice and move alternately.

Land on half way get extra move.

Land on 25 yards get extra move or drop kick attempt, nominate odd or even.

Over for a try - roll 6.
Nominate odd or even for conversion.
Drop kick - 3 points.
Try - 5 points.
Conversion - 2 points.