

**Title:** Rest

Since the age of ten, people maintain a heart rate oscillating between 50 and 100 beats when they rest.

**Materials:**

- Two dices -a green one and a white one- per player
- Pencil
- Paper

To choose which player comes out first, all must throw their dices. Whoever gets the higher sum on their dices gets to go first. If there's a draw, the player with a green dice gets to go first. If the draw persists, the players in the draw throw dice again repeating the previous steps until the tie is broken.

Each player begins with a heart rate of 75 beats.

**Development:**

- Within his/her turn, the player will challenge one of his rivals and bet 1 to 5 (integers only).
- Both players will throw dice and the one who gets the higher sum wins.
- The loser will get  $x$  points of heart rate, where  $x$  equals " $x = \text{bet}[(\text{green dice value}) - (\text{white dice value})]$ "

Note:  $x$  may be either positive (the value will be added) or negative (the value will be subtracted)

- If a player goes under 50 points or if he/she goes over 100 points he/she loses.
- When the turn is over, next turn goes to the player on the right who played last.

**Resolution:**

- The player who keeps his/her heart rate between 50 and 100 beats (both values inclusive).
- If any player withdraws, he/she will be eliminated.