Four-in-a-row dice game

Two players | One die | Two different crayons or symbols

1	2	3	4	5
2	3	4	5	1
3	4	5	1	2
4	5	1	2	3
5	1	2	3	4

How to play

Take turns. Roll once and mark one empty square with that number.

Roll a 6? Choose any empty square. No matching empty square? Pass.

First to make four in a row wins: across, down or diagonally.

The line must be unbroken and contain only your marks.

You may choose any eligible square; there is no gravity rule.

A full board without a winner is a draw. Alternate who starts next.