Connect Dices

Overview:
In this game, the player put their dices on the 4 * 4 square grid board by turns. The player first roll a dice, then put this dice in one grid on the board adjacent to one dice of the other player. So, at least one face of this dice will meet with other dices. The number on these faces should be the same as that on dices they meet. If the player cannot find place for his/her dice, he/she loses.

Content:
4*4 square grid board:

8 six faces dices with numbers on it.

8 six faces dices with points on it.
Setup:

One player picks all dices with numbers, the other player picks dices with points on it.

Both player roll one dice and compare value on it. The one who rolls bigger goes first. If the value on two dices are same, repeat rolling until they are not same.

Turn:

The player roll one dice. Then he/she tried to put the dice on one empty grid on the board until he/she have no dices. The player cannot change the number on top of the dice. If the player has no dices, he/she skips the turn and the other player’s turn begins. If the other player also skips, the game ends with a tie.

For the first player’s first dice:

The first player's first dice can only be put in one of four corners on the board.

Otherwise:

There need to be at least one other player's dice adjacent to this dice. Also, for every dice that adjacent to this dice, two faces where the two dices meet must have the same number on it.

If the player has a dice and finds a grid for his/her dice, the player's turn ends and the other player’s turn begins.

If the player has a dice but finds nowhere for his/her dice, the player loses the game.

Win and Lose Condition:

If the player has a dice but finds nowhere for dice in his/her turn, the player loses and the other player wins.

If both player skips because they have no dices, the game ends with a tie.