



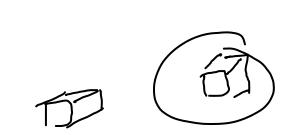


CGL/ とこ Day (hy) + 7:30 -1 (Live) >



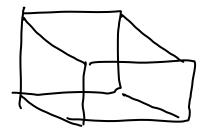


Dice > cube



### **ABOUT DICE**

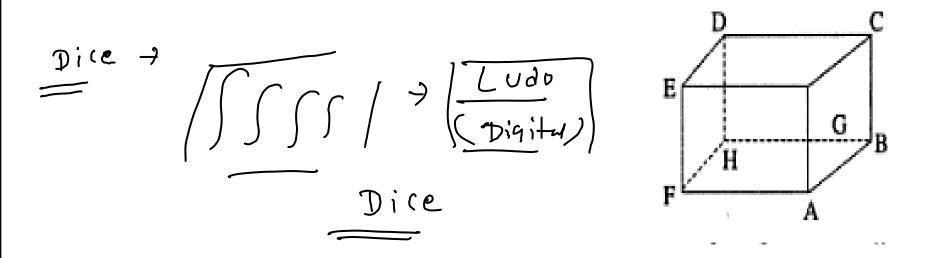
Dice is a cube. It has six faces like top, bottom, front back, left and right. OR A dice is a three dimensional figure with 6 surfaces. It may be in form of a cube or a cuboid. After observing these figure, we have to find the opposite side of the dice.

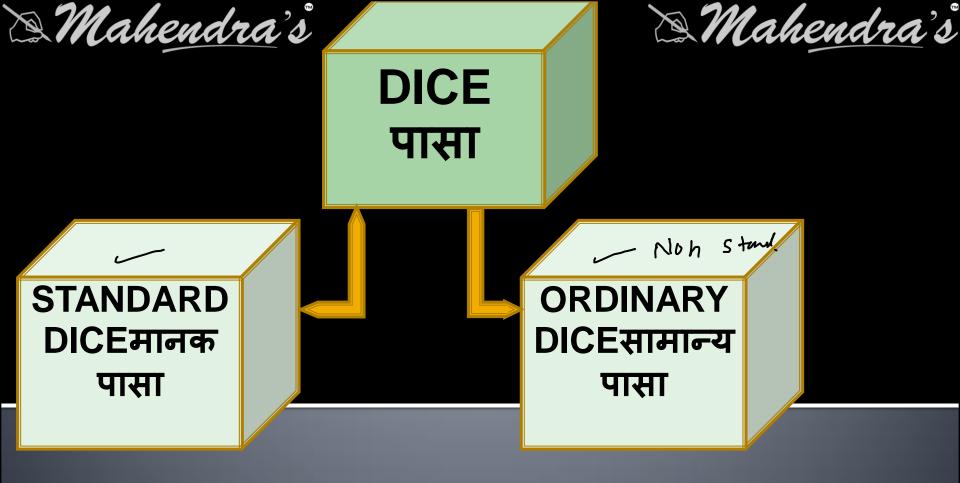




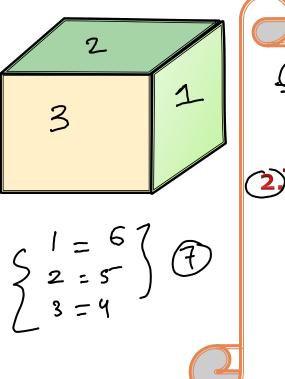


# One face adjacent is four face





#### **STANDRAD DICE IMPORTANT POINT**



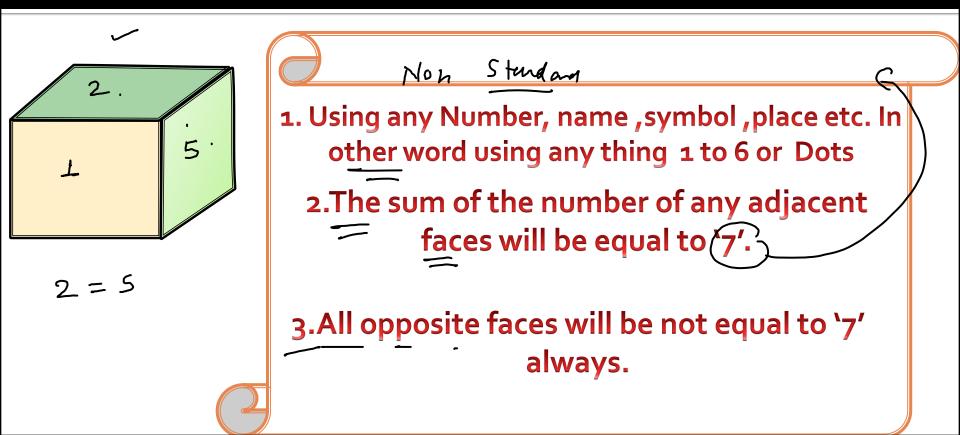
**Using Either Only Number 1 to 6** or **Dots** 

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2)The sum of the number on the all opposite faces will be equal to '7' always.

3. Adjacent faces sum is not equal to 7

#### NON STANDRAD DICE IMPORTANT POINT



















## **NO COMMON CONCEPT (USING NO 1 TO 6)**

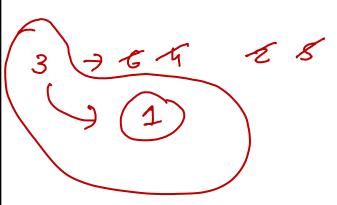
### **GENRALZE RULE -1** 2 12/1/5 3784 67342/1/5 4-) 2/1/5 rtq-1)

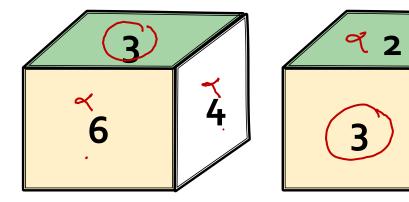




#### ONE COMMON CONCEPT (USING NO 1 TO 6)

#### UNIVERSAL RULE -1



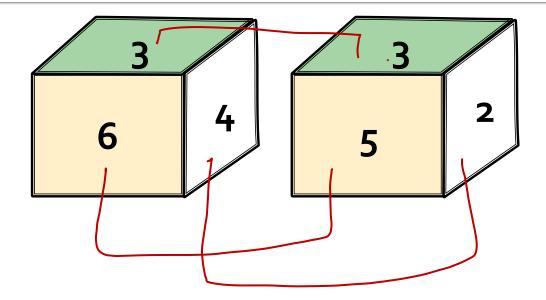






#### ONE COMMON CONCEPT (USING NO 1 TO 6)

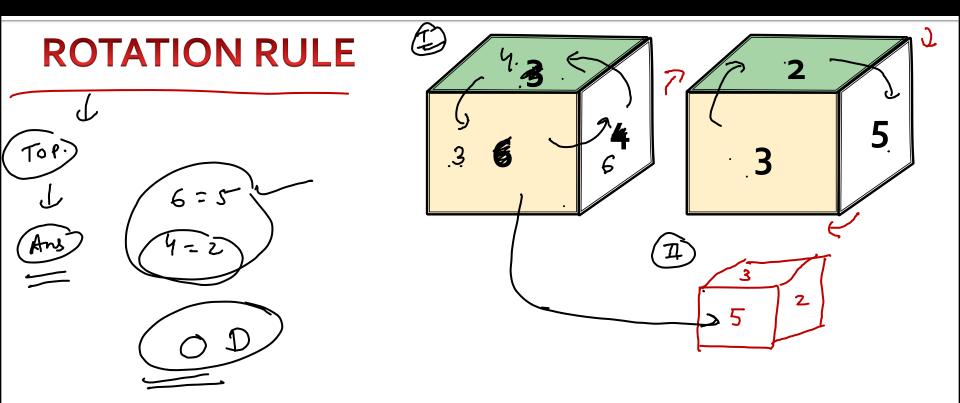
6 7 5





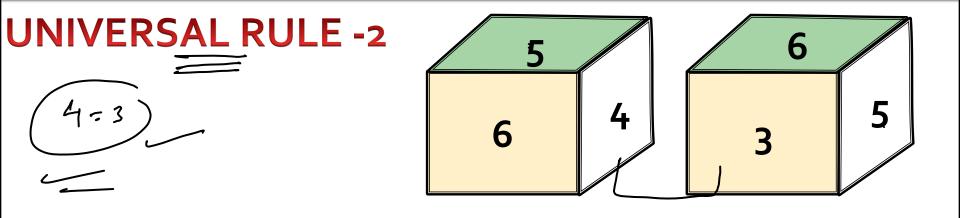


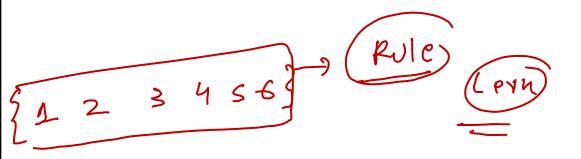
#### ONE COMMON CONCEPT (USING NO 1 TO 6)





#### TWO COMMON CONCEPT (USING NO 1 TO 6)









## **TWO COMMON CONCEPT (USING NO 1 TO 6)**

GENRALZE RULE -2 (3-5)  $(\sqrt{-2})$ 

