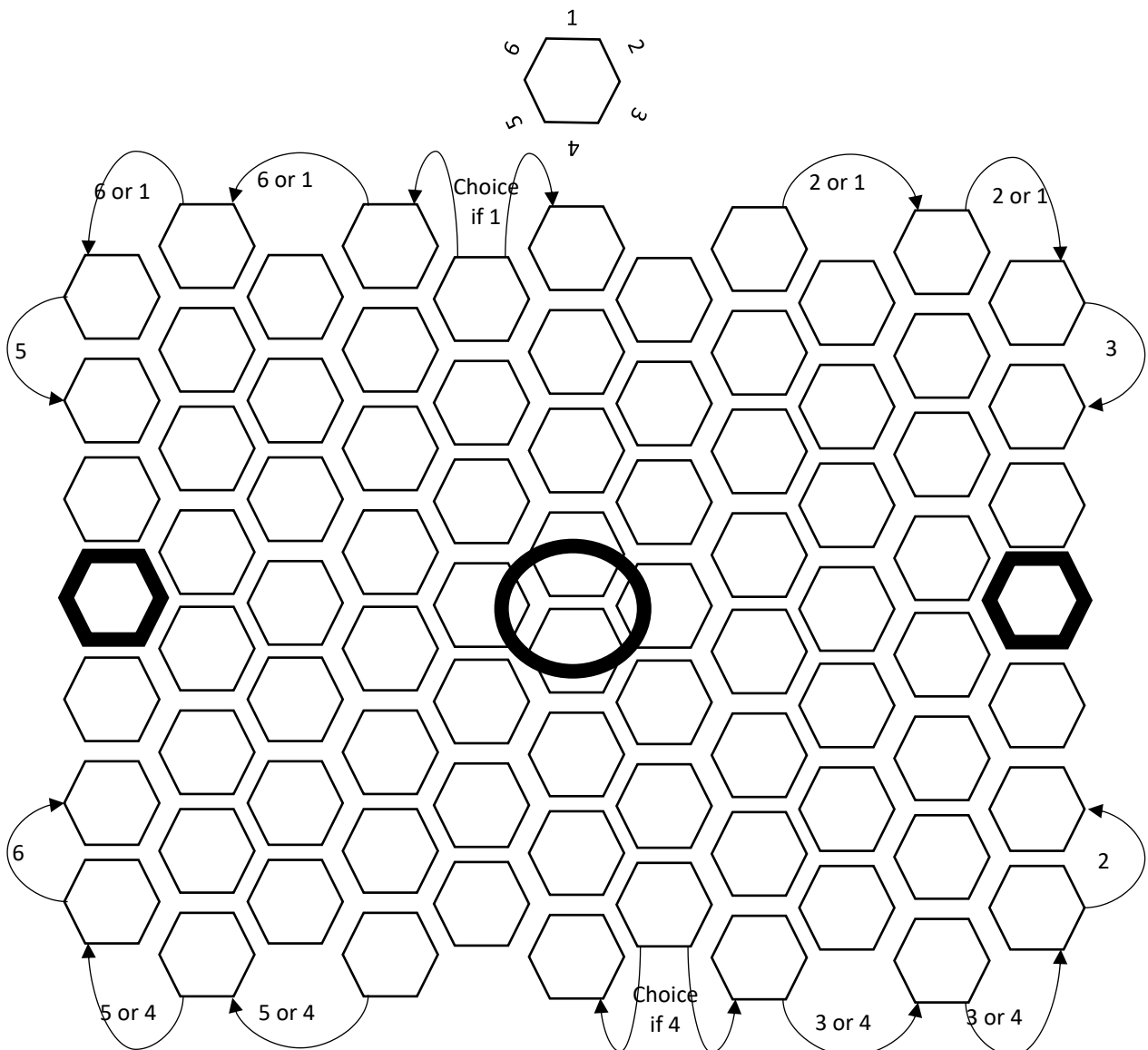
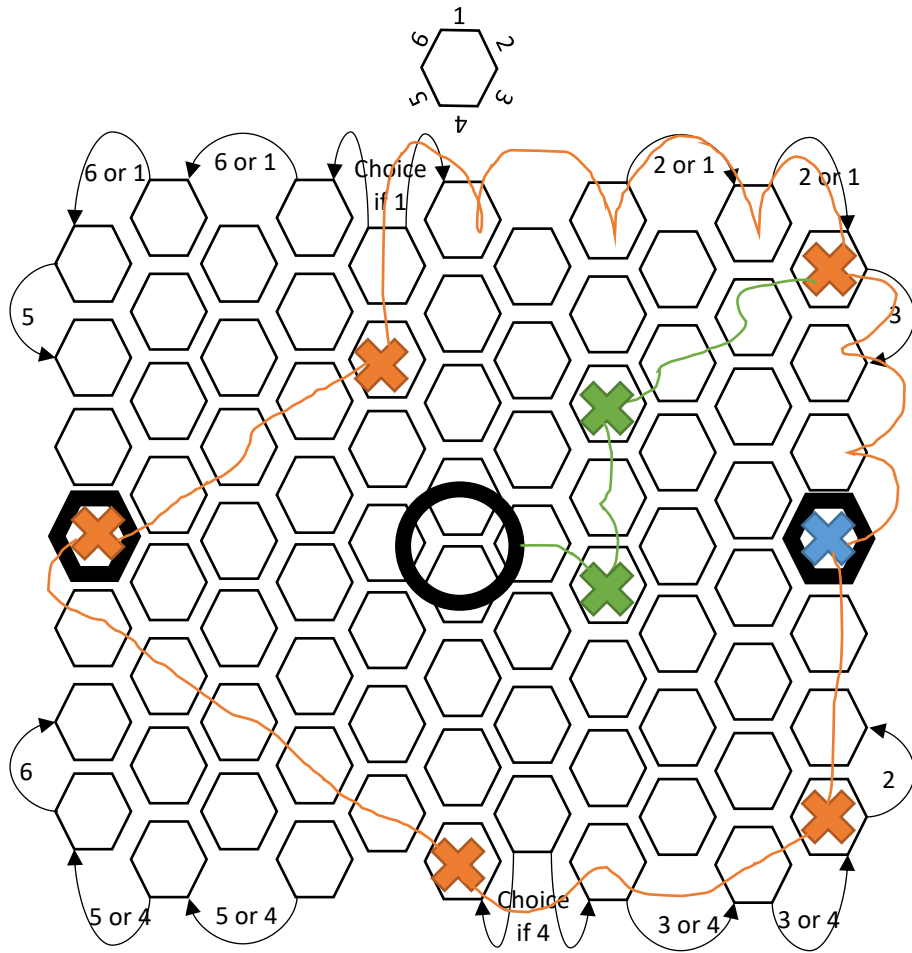


An incurable plague has spread throughout the land. You are an adventure exploring an ancient temple to a long-forgotten god. You have reached the altar room where holy water rumoured to heal all diseases can be found. However, the room is trapped and you have to move carefully to reach your target.

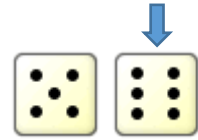
- Roll 2 dice. Which die has highest score, was it the one that landed on the right or the one that landed on the left?
 - Make a cross (X) on the starting (darker) hexagon corresponding matching the side of the die with the highest score. That is the starting position
1. Roll 2 die.
 2. Choose one to be the move **direction** and the other to be the move **distance**.
 3. Determine the move direction based on the legend (note secret passages on the sides).
 4. Move the number of hexes corresponding to the move distance in a straight line in the direction determined.
 5. Make a cross at the new (landing) position and draw a line between the two crosses.
 6. If two lines cross (pass by the same hexagon), return to previous location gain one penalty point and re-roll one die.
 7. Repeat
- Win when you land on the circle in the middle (landing on any neighbouring hexagon is enough).
 - Lose, when it becomes impossible to reach the circle in the middle (all dice combinations result in gaining penalty points)
 - Your game score is your penalty points, the less the better! Can you do it with 0 penalty points?



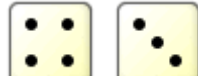
Colour coded example of win with 1 point (colour changes with each penalty)



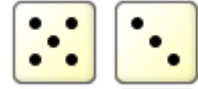
Start



Start on the right



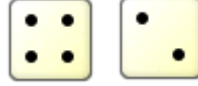
Direction 4
Move 3



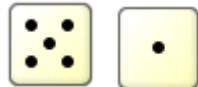
Direction 5
Move 3



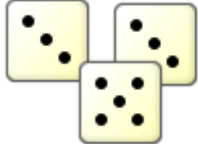
Direction 2
Move 4



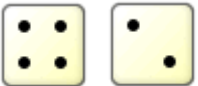
Direction 1
Move 5



LOST!



Direction 5
Move 3



Direction 4
Move 2

WON!



Direction 6
Move 4