Board Game Equations

Dice

Total Collection spaces = Sum of all PL collections \* (number of die -1)

Initial spaces within reach = number of rolls \* (number of dice \* 6)

Max number of move forward spaces = Initial space within reach – total collection spaces

Final spaces within reach = Initial spaces within reach + (number of move forward spaces \* length of move forward)

Total Board Size = Spaces within reach + (non-MF spaces + non-collection spaces)

Available tiles = Total Board Size - (Total collections + number of move forward spaces + other special tiles)

Spinner

Total Collection spaces = Sum of all PL collections

Spaces within reach = moves \* (max spinner size) + (number of MF spaces \* length of MF)

Total Board Size = Spaces within reach + (non-MF spaces + non-collection spaces)

Final spaces within reach = Initial spaces within reach + (number of move forward spaces \* length of move forward)

Available tiles = Total Board Size - (Total collections + number of move forward spaces + other special tiles)