




START	1	2	1	4	2	5	1	1	3	START
	3	4	4	4	6+6	5	2	5	4	
	1	6	1+1	2	1	2	1+1	3	1	
	1	5	4	3	1+1	3	6	4	1	
RT	1	2	5+5	4	2	6	4+4	1	4	START
+1	2	3	4	6	GOAL 1+1, 2+2 3+3, 4+4 5+5, 6+6	1	2	6	5	6+6
	3	4	2+2	1	3	5	3+3	2	6	
	1	2	5	3	6+6	3	5	6	1	
	1	3	2	4	1	5	2	2	1	
	1	4	1+1	5	3	4	1+1	5	1	
	5	6	2	3	1+1	6	4	3	6	
	4	2	1	3	5	6	1	1	6	
START										START

① Roll two dice, select your starting position. If you have , that means you can start from **1** or **3**, depending on your choice.

- You can start from 6+6 if you get  or 1+1 if you get .

② Your goal is to, well.. Reach the **GOAL**

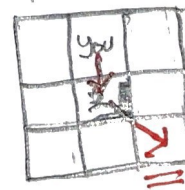
③ Each turn, you roll two dice, you can move to your surrounding squares, if you get the number on your dice, or you can pass.

3	4	6+1
1	you	2
1	6	3

3	4	6+1
1	←	2
1	↘	3

④ You try to reach the goal as fast as possible. After 15 dice rolls you get a game over.

⑤ Special squares move you one block in the indicated direction if you hop on one.



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