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~~Settlers of Catan~~ A board game is played on a hexagonal grid of 19 tiles. A 'traveler' token starts on the center tile. Each turn a die is rolled to determine what neighboring tile the traveler moves to (all six directions equally likely). The turn that the traveler leaves the board, the game ends. What is the expected number of turns of the game?

The diagram shows a hexagonal lattice structure. The internal nodes are numbered 0 to 18, and the external nodes are numbered 19 to 30. The nodes are arranged in a honeycomb pattern, with 19 nodes forming a central cluster and 30 nodes forming a ring around it. Each node is marked with a red dot. The nodes are arranged in a honeycomb pattern, with 19 nodes forming a central cluster and 30 nodes forming a ring around it. Each node is marked with a red dot.

We wish to find the expected value of the number of turns in the game, which we denote N .

The dice is truly random, so there is no upper bound on N . We note that this game is really akin to a Markov chain, in that it doesn't matter what the past states are.

[illegible]

$$t = N\mathbf{1}$$
[illegible]

Finally, we see that $t_0 = \boxed{\frac{213}{29} \approx 7.345}$