

Rajeev Atla

~~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?

A hexagonal grid of 19 cells, each containing a red dot and a number from 0 to 18. The grid is surrounded by 20 green dots, each labeled with a number from 19 to 38. The grid is arranged in a larger hexagonal shape with 4 cells on the left and right sides, 3 cells on the top and bottom sides, and 2 cells on the top-left and bottom-right corners.

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 $t_0 = \boxed{\frac{213}{29} \approx 7.345}$