

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 lattice graph with 36 nodes and 60 edges. The nodes are arranged in a honeycomb pattern. Nodes 1 through 15 are marked with red dots, and nodes 16 through 36 are marked with green dots. The nodes are numbered 1 to 36 in a specific sequence starting from the center.

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