

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 diagram of a hexagonal lattice structure. The central cell is labeled 0. It is surrounded by six cells labeled 1 through 6. These six cells are further surrounded by a ring of ten cells labeled 7 through 18. The cells are arranged in a hexagonal pattern. Each cell contains a red dot. The cells are surrounded by 19 green dots, numbered 1 through 19, representing the neighbors of the outermost cells.

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]

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

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