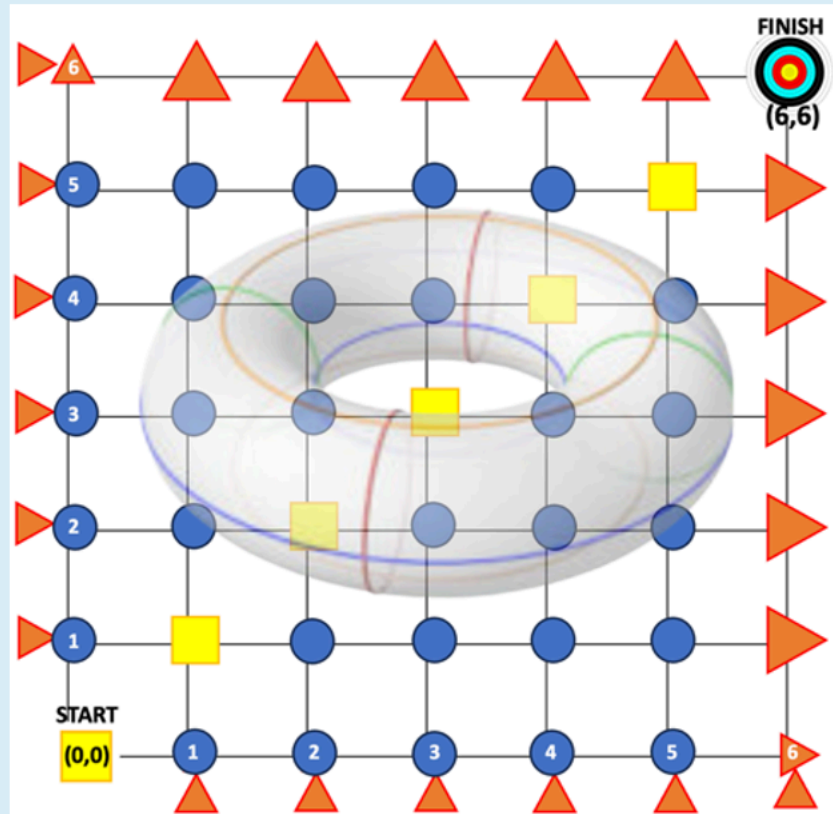




VECTORS GAME

<https://aiminghigh.aimssec.ac.za/vectors-game/>



Play starts from $(0,0)$. To win, a counter must land on $(6,6)$. Two numbers are randomly chosen by throwing dice. Players decide which number to use for moving their counter across and which number for up. If the move takes the counter beyond the board to the right it re-enters on the left. If it goes off the top it re-enters at the bottom (equivalent to playing on a torus).

If a counter lands on a point occupied by another player, that player goes back to $(0,0)$. The first player to land on $(6,6)$ wins the round and scores a point. The first player to score 3 points is the winner.