VECTORS GAME

Take turns to throw 2 dice and move your counter from one lattice point to another, choosing one of the numbers on the dice for the number of steps across from left to right, and the other number for the number of steps up. If the move would take the counter over the right-hand edge or over the top, it re-enters the board on the left or at the bottom. If it lands on a point occupied by another player, that player starts again from (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.

Play the same way with two counters. Players score a point when they land a counter exactly on (6,6). Round 1 ends when one player has landed both counters on (6, 6). The winner of the game is the first player to score a total of 3 points.