



GROUPS GAMES

<https://aiminghigh.aimssec.ac.za/groups-games/>

GAME FOR THE CYCLIC GROUP OF ORDER 6

CIRCLE 6 GROUPS GAME

Key-table showing the next position decided by the throw of the die

6	1	2	3	4	5	6
5	6	1	2	3	4	5
4	5	6	1	2	3	4
3	4	5	6	1	2	3
2	3	4	5	6	1	2
1	2	3	4	5	6	1
	1	2	3	4	5	6

Examples: $43 \rightarrow 1$, $32 \rightarrow 5$, $22 \rightarrow 4$, $65 \rightarrow 5$
i.e. 4 combined with 3 gives 1 etc.

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i.e. 4 combined with 3 gives 1 etc.

RULES: Each player has a counter on the top row. Throw the die and use the key-table to determine which square on the top row to move to next. The winner is the first player to visit all 6 squares on the top row. The rows below are for players to record their **first** visits to each square on the top row.

It is not necessary to know anything about groups to play this game.

GAMEBOARD FOR THE HEXAGON AND TRIANGLE GROUPS

Each player has 6 counters, one to move on this row and five more to record the first visit to the positions 1 to 6 here.

1 2 3 4 5 6

Players record their 1st visits to positions on the top row by putting a counter in the column below it.

Player A

Player B

Player C

Player D

Player E

Player F