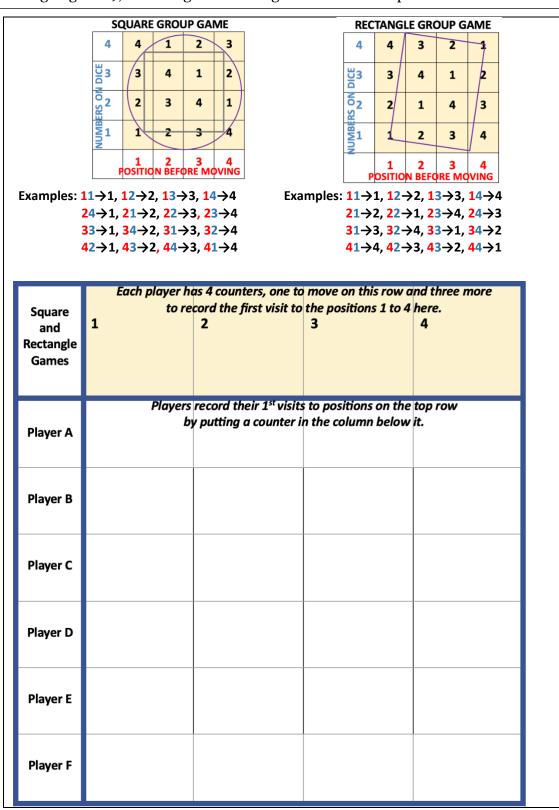


Groups Game key-tables showing how numbers on the dice give instructions for the next move.

Players have counters and start by putting one anywhere on the top row of the gameboard. Throw the die in turn, using the key-table to find out where to go next, then move your counter on the top row, and record your **first visit** to a square by putting one of your other counters in the column below that position. You may visit the same top square many times, but **you only record your first visit** to each position. The winner is the first player to record a visit to all 4 squares (or six squares for the triangle and hexagon games), recording the winning visit to the last square with the mover counter.

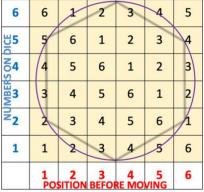


TRIANGLE GROUP GAME Key-table showing the next position decided by the throw of the die

6	6	4	5/	2	3	1
<u></u> 5	5	6	/ 4	3	1	2
Q 4	4	5/	6	1	2	3
NUMBERS ON DICE	3	/1	2	5	6	4
2 2	2/	3	1	6	4	5
1	/1	2	3	4	5	6
	1 P(2 OSITIO	3 N BEFO	4 DRE M	5 OVING	6

Examples: $43 \rightarrow 5$, $34 \rightarrow 6$, $22 \rightarrow 3$, $65 \rightarrow 2$ i.e. 4 combined with 3 gives 5 etc.

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



Examples: 25→6, 26→1, 21→2, 22→3, 23→4, 24→5 i.e. 2 combined with 5 gives 6 etc. Notice the cycle 123456

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 D									
Player E									
riayer E									
Player F									