

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.

SQUARE GROUP GAME

4	4	1	2	3	
NUMBERS ON DICE	3	4	1	2	
	2	3	4	1	
	1	2	3	4	
		1	2	3	4
		1	2	3	4

POSITION BEFORE MOVING

RECTANGLE GROUP GAME

4	4	3	2	1	
NUMBERS ON DICE	3	4	1	2	
	2	1	4	3	
	1	2	3	4	
		1	2	3	4
		1	2	3	4

POSITION BEFORE MOVING

Examples: 11→1, 12→2, 13→3, 14→4
 24→1, 21→2, 22→3, 23→4
 33→1, 34→2, 31→3, 32→4
 42→1, 43→2, 44→3, 41→4

Examples: 11→1, 12→2, 13→3, 14→4
 21→2, 22→1, 23→4, 24→3
 31→3, 32→4, 33→1, 34→2
 41→4, 42→3, 43→2, 44→1

Square and Rectangle Games	<i>Each player has 4 counters, one to move on this row and three more to record the first visit to the positions 1 to 4 here.</i>			
	1	2	3	4
Player A				
Player B				
Player C				
Player D				
Player E				
Player F				

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

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

Examples: 43→5, 34→6, 22→3, 65→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

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

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

<i>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.</i>					
1	2	3	4	5	6
<i>Players record their 1st visits to positions on the top row by putting a counter in the column below it.</i>					
Player A					
Player B					
Player C					
Player D					
Player E					
Player F					