

3N + FUN

For 2 players, ages 6–adult

MATERIALS

2 standard dice numbered 1–6 (numerals or dots)
6 game pawns or tokens in two colors (3 of each color)
Printed and assembled game board

ASSEMBLY

Print this document on card stock or paper
Cut strips where indicated
Glue where indicated, creating a long number line

SET-UP

The game starts with all 6 game pawns placed randomly on the squares from 2 to 12.
To place the pawns, take turns rolling the two dice. Place a pawn on the sum of the two dice. If there is already a pawn in that space, roll again.

GAME PLAY

Players take turns moving one pawn on each turn. The pawn moves with the following rules:

- If the pawn is on an even number, move the pawn to half that number. (e.g. $8 \rightarrow 4$)
- If the pawn is on an odd number, move the pawn to triple the number plus one. (e.g. $5 \rightarrow 3 \times 5 + 1 = 16$)

On your turn, choose which one of your pawns to move. Move that pawn one step, following the rules above.

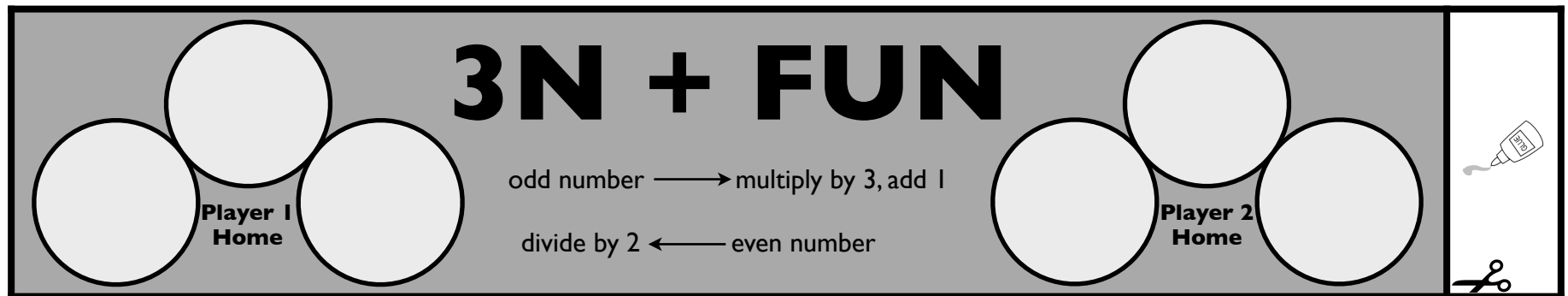
Your pawn may not land on a number already occupied by one of your pawns.









If your pawn lands on a number occupied by an opposing pawn, bump that pawn to an available number from 2 to 12 of your choice.

If your pawn lands on 1, place that pawn on one of your home base spots.







END

The winner is the player who first gets all three of their pieces to 1, filling their three home base spots.



	1	2	3	4	5	6	 
7	8	9	10	11	12	13	 
14	15	16	17	18	19	20	 
21	22	23	24	25	26	27	 

Hooray!
Go home!

28	29	30	31	32	33	34	 
35	36	37	38	39	40	41	 
42	43	44	45	46	47	48	 
49	50	51	52	53	54	55	<p>more math, more fun @ oneplusepsilon.com</p>