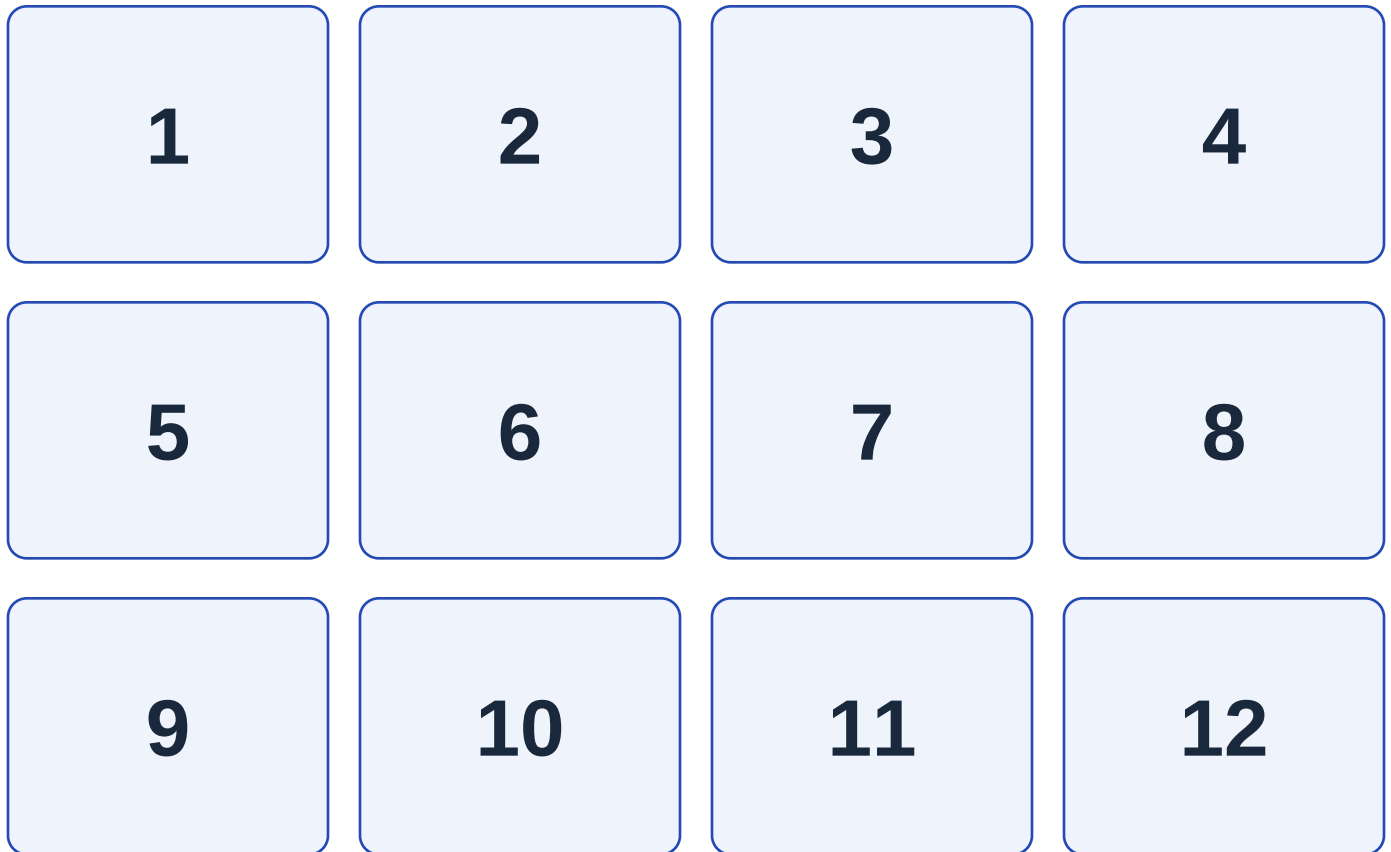


Race to twelve

Original simple two-player counting game



Start both markers before square 1. Take turns rolling one ordinary six-sided die: 1 or 2 moves 1 space, 3 or 4 moves 2 spaces, 5 or 6 moves 3 spaces.

Follow increasing numbers. Stop on 12 if a move would pass it. The first player to reach 12 wins. No special squares or penalties apply.

Race to twelve rules

Organizer copy and computational checks

Needed: the printed board, two distinguishable markers and one ordinary six-sided die. Players start at position 0, before square 1.

For die value d , move $1 + \text{floor}((d - 1) / 2)$ spaces. New position is $\min(12, \text{old position} + \text{move})$.

Every turn advances at least one square. A single player therefore reaches the finish in at most 12 turns. All 78 position/die transitions are checked, and no move can go backward or beyond 12.

This establishes the stated movement rules, not balance, enjoyment, age suitability or physical component fit. No independent playtest has been performed.