To play:

1. Start your marker on the star.

2. **Choose** how many times to roll the 12-sided die. The die will tell you in which direction to move; probabilities associated with the movements are:
   - Left: 1/12
   - Right: 4/12
   - Up: 4/12
   - Down: 1/12
   - You choose! 2/12

3. Roll the die and move!

**To score:** If your marker ends on a red or blue space, you get zero points. You get 100 points for landing in a black space, and 500 for landing in a green space!