

# REMAINDER ROCK RAMPAGE

by @DynamicDeps

**HOW TO PLAY ...** The aim of the game is to get from the 'Go' hexagon to the 'Amp of Awesomeness' with as few remainders in your 'Remainder count' as possible. Each player starts on the yellow 'Go' hexagon. They roll the die and move onto any adjoining hexagon. If there is a remainder when the number in the hexagon is divided by the number on the die, then they must add this remainder to their 'remainder count' (e.g. if I rolled a 5 but moved on to 12, my remainder would be 2). You have to move on every turn unless you roll a '1' - this is ~~MISS A TURN~~. Continue like this until both players reach the Amp of Awesomeness! The winner will have the lowest total in their remainder count at the end of the game. You can't land on an instrument!



Player One - Remainder Count

Player Two - Remainder Count

TIMES TABLES ROCKSTARS

AMP OF AWESOMENESS