

# ROCKSTAR ROAD

by @DynamicDeps

**HOW TO PLAY** ... Each player starts on one of the yellow 'Go' hexagons. They each roll a die in turn. If their number is a **factor** of one of the adjoining hexagons, they can move onto it (BUT you can't use '1' - this is ~~MISS A TURN~~). Continue like this on each go. You cannot land on an instrument. If you land on a black hexagon you can only move to one of the hexagons it has an arrow joined to (on your next go) if you roll a factor of that number. Keep going until you reach one of the yellow 'End' hexagons in the bottom corner. The first to get to one wins. They **ROCK!**

