

CHUTES AND LADDERS

This is a special game of chutes and ladders, played not on a board but in a cube. Players all start in the same corner of the cube and race to the farthest corner. Ladders always increase Z, and chutes always decrease Z. There's no predetermined path; instead players roll one die for direction and another for magnitude, yielding a movement vector. If the vector points outside the board, a player will move as far as possible along the path, then run into the board's edge with a resounding THUD!

Kurt rolls (+X, 6): THUD!

M.C. rolls (+Y, 4)

Johann rolls (+Z, 1): Click clack, click clack...

Kurt rolls (+Z, 1): Whoosh!

M.C. rolls (+X, 2): Click clack, click clack...

Johann rolls (+X, 1): THUD!

Kurt rolls (-X, 2)

M.C. rolls (+Z, 1)

Johann rolls (-Y, 1): THUD!

Kurt rolls (+Y, 2)

M.C. rolls (-X, 1): THUD!

Johann rolls (-Z, 1): Whoosh!

Kurt rolls (-X, 1): THUD!

M.C. rolls (+Z, 1): THUD!

Johann rolls (-Z, 2)

Kurt rolls (+X, 4)

M.C. rolls (+Y, 4)

Johann rolls (+Y, 1): THUD!

Kurt rolls (+Y, 1): THUD!

M.C. rolls (-Z, 2): Click clack, click clack...

Johann rolls (-X, 4)

Kurt rolls (+Z, 3)

M.C. rolls (-X, 1): THUD!

Johann rolls (+Z, 3): Whoosh!

Kurt rolls (+Z, 1): Ta-da!