



❖ Get Lucky ▲

After a hot streak at the craps table, you catch the eye of an attractive patron at the bar. Your room is a sty, so you take them up on their offer of a wild night on the town. You wonder where this streak of luck is taking you next...

There are two different starting orientations that let you move the die from 'S' to 'F'. Find the shortest path for each orientation to learn where your streak of luck will end up.

Place the die on 'S' with the letter 'T' facing up, then move the die by tipping it over from space to space, one space at a time. You can tip the die into a space only if the symbol in that space matches* the symbol on the top face of the die **before** it is tipped. The die cannot be slid or rotated in place. Once you have found the shortest path from 'S' to 'F', start again with 'C' facing up.

* A space can match the symbol on the die even if the symbol is rotated, and '*' spaces (as well as the 'F' space) are wild, and can match any symbol.

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|---|---|---|---|---|---|---|---|---|---|---|
| S | └ | ∨ | □ | ∨ | └ | □ | □ | ∨ | * | └ |
| └ | * | □ | □ | ∨ | └ | ∨ | □ | └ | □ | └ |
| □ | ∨ | □ | * | ∨ | ∨ | └ | ∨ | └ | └ | └ |
| □ | └ | □ | ∨ | └ | └ | □ | * | □ | □ | □ |
| └ | ∨ | □ | □ | * | □ | ∨ | ∨ | □ | ∨ | ∨ |
| └ | □ | ∨ | ∨ | └ | □ | ∨ | ∨ | └ | └ | ∨ |
| □ | * | └ | ∨ | □ | □ | ∨ | □ | ∨ | * | ∨ |
| ∨ | □ | □ | └ | └ | □ | └ | * | □ | ∨ | □ |
| ∨ | ∨ | └ | □ | □ | ∨ | └ | □ | □ | ∨ | F |

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Get Lucky (supplement)

To solve this puzzle, you will need to cut out the below shape and tape it into a cube (that is, a 6-sided die). Two identical copies of the same die have been provided below for convenience.

