



**HEDY
LAMARR**

Frequency Hopping Game Instructions



You will need:

- One die for all the players or one die for a group of 4 players
- A board for each player
- A counter for each player

How to play:

- Shake the die and everyone moves their counter
- If you cannot make the move, then your counter remains where it is
- If you can complete the move, you must complete it
- If you cannot complete the move, then move as far forwards as you can
- The winner is the player who reaches the end of the track first
- Swap boards and play again

Moves:

- 1 – move forwards 1
- 2 – move forwards 2
- 3 – move forwards 3
- 4 – move forwards 4
- 5 – frequency hop
- 6 – frequency hop