

Who's Important?

Roll the dice, follow the arrows, and find out which spot in town really matters.

OBJECTIVE

A Surfer wanders three towns by dice, following one-way arrows and now and then jumping anywhere. Tally every spot it lands on and predict which one collects the most visits. It isn't always the spot with the most arrows pointing in. This is how search engines first decided which web pages matter.

QUICK START – READ THIS, START PLAYING

- 1 Put the Surfer on spot 1 of Main Street. Everyone writes down the spot they think will collect the most tallies.
- 2 Roll both dice. Jump die shows 6? Hop to the spot numbered like the Path die. Anything else? Follow the arrow the Path die picks: each spot prints which faces go where.
- 3 Make a tally on the spot where the Surfer lands, then pass the dice. After 30 rolls the spot with the most tallies wins. Tied? Keep rolling.
- 4 Right guess: +2. Then play Lakeside (40 rolls) and The Mall. Most points wins.

A ROLL

- 1 Roll the Jump die and the Path die together.
- 2 Jump die shows 6: the Surfer jumps to the spot with the Path die's number. It can land where it already is.
- 3 Anything else: find the Path die's number in the face table on the Surfer's spot, and follow that arrow.
- 4 Make one tally mark on the spot where the Surfer lands.

COUNT AND RANK

- 1 Main Street: 30 rolls. Lakeside: 40 rolls. Then count: the spot with the most tallies wins the map.
- 2 Two spots tied for most? Keep rolling until one pulls ahead.
- 3 The Mall has a trap. Part A: Path die only, no jumping, 20 rolls, and make a dot where the Surfer lands. Where does it end up? Part B: back to spot 1 and 40 rolls with both dice, tallying as usual.

HOW TO SCORE

- 1 Main Street and Lakeside: before rolling, everyone writes the spot they think will win. Right: +2.
- 2 After each of those maps, check the Answer Key. If the table's winner is the key's top spot, everyone gets +1.
- 3 The Mall: before Part B, everyone guesses how many of the 40 tallies will land on Arcade or Snack Bar. Closest guess: +2. Ties all score.
- 4 Most points after three maps wins.

WHAT THE SURFER TEACHES

- 1 Important = pointed at by important spots. Tallies pile up wherever the arrows from busy spots lead.
- 2 Pizza Place has 4 arrows pointing in. Skate Park has only 2. Skate Park still wins, 41% to 26%, because Pizza Place sends every Surfer straight to Skate Park.
- 3 Why the Jump die: in Part A of The Mall, the Surfer is stuck in the Arcade–Snack Bar loop by roll 20 in about 100 games out of 100. Jumping is the only way out.
- 4 Even with jumping, the trap collects about 71% of all visits. Fake web pages that link to each other try exactly this trick.