

# INVISIBLE MEGAN

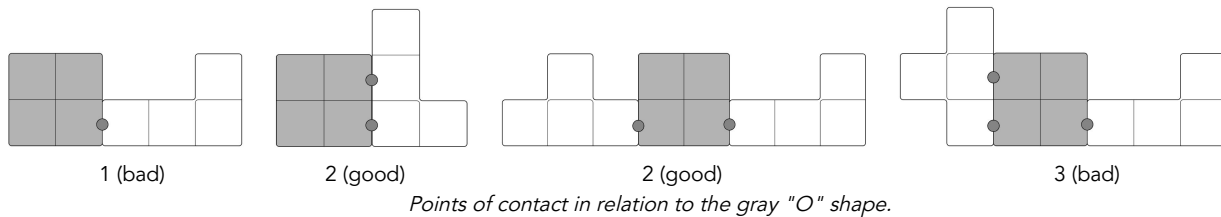
## RULES

### Materials

- ♥ The ability to print. (or you can re-draw the tiles!)
- ♥ a 6D (six-sided die).
- ♥ At least 7 pieces of candy / snack / treat.

### Creating the boardspace

- ♥ Lay down the "I" block.
- ♥ Roll a 6D. Pick the corresponding shape from the sidebar.
- ♥ Each block must have exactly two points of contact (see examples below).
- ♥ If the step above is impossible, readjust the previous placed block.
- ♥ At every square with a ♥, place a piece of candy / snack / treat.



### Goal

You will become The Invisible Megan once you consume all 7 pieces of candy / snack / treat. ♥♥♥♥♥♥♥.

### Movement

- ♥ Begin at the start in the "I" block.
- ♥ Roll a 6D.
- ♥ Once a number is given, you can move your character for that many spaces in any direction except:
  - You may not overlap any of your previous moves during the current turn (like Snake).
  - If you hit a dead end, your movement ends at that spot. Unused moves do not carry over to the next turn.
- ♥ You have unlimited turns.

