

Lara's equiprobable dice

Lara is annoyed by the dice in the game of Monopoly.
“Why is 12 (double 6s) hard to get? It'd be much easier if all totals came up the same number of times.”

- a. Can you **design** two dice so that only the totals 6 and 12 come up? If so, what is the **probability** of getting a 6 and a 12 with your dice?
- b. Can you design two dice so that only 6 and 12 come up and they come up equally often?

