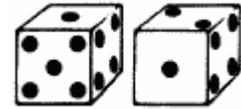


# Number Race 0 to 12

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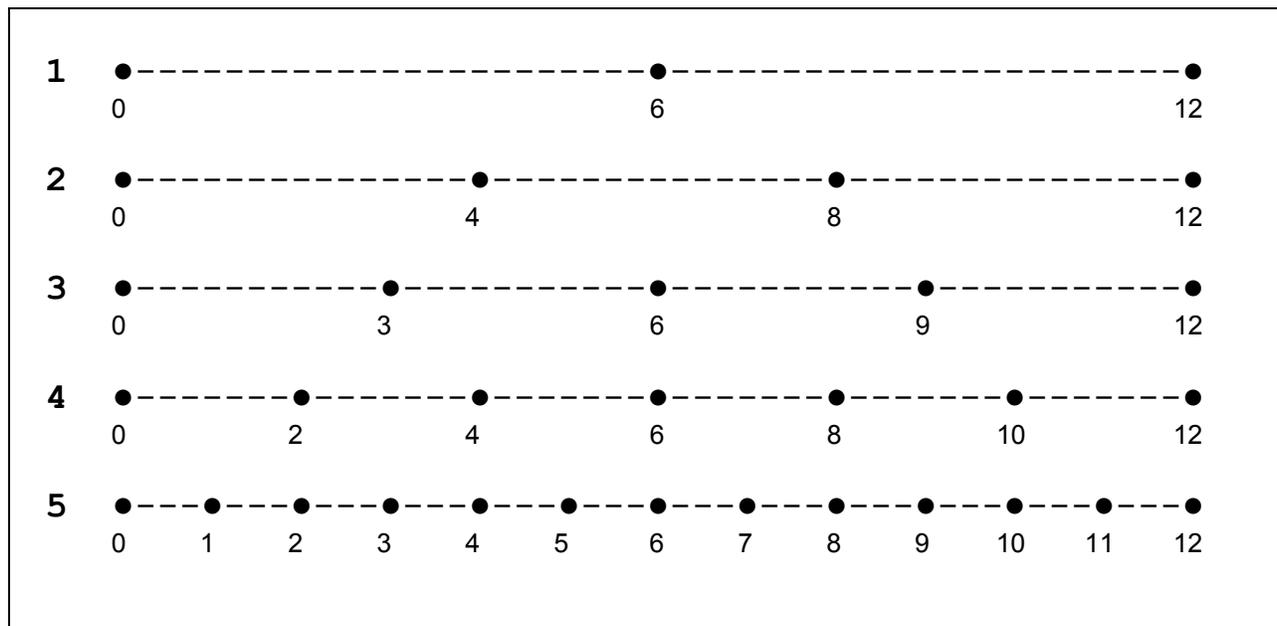
## How to Play Number Race 0 to 12, Game #1



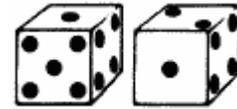
- Put a racer on zero (0) on each of the five racetracks. We use centimeter cubes (■) to represent racers.
- Roll **2D6** (two 6-sided dice, each numbered 1 to 6).
- A 6-sided die is a **hexahedron**, commonly called a **cube**.
- Use the number on each die to move a racer that *distance* on its racetrack from one numbered dot (●) to another numbered dot. If you roll **3** and **4**, you may move a racer on Track 3 or Track 5 a distance of **3** and also move a racer on Track 2, Track 4, or Track 5 a distance of **4**. If you have a racer on **6** on Track 1, 3, 4, or 5 and roll a **6**, you may move that racer from **6** to **12** because **6** is the distance from **6** to **12**. If a racer is on **8** on Track 2, you must roll a **4** to move it to **12**. You may not use **5** or **6** to move a distance of **4**.

In one **round**, every player gets a turn. The winner is the person who gets all of her or his racers to **12** at the end of a round, so it is possible for two or more players to win in a tie.

Here are the racetracks:



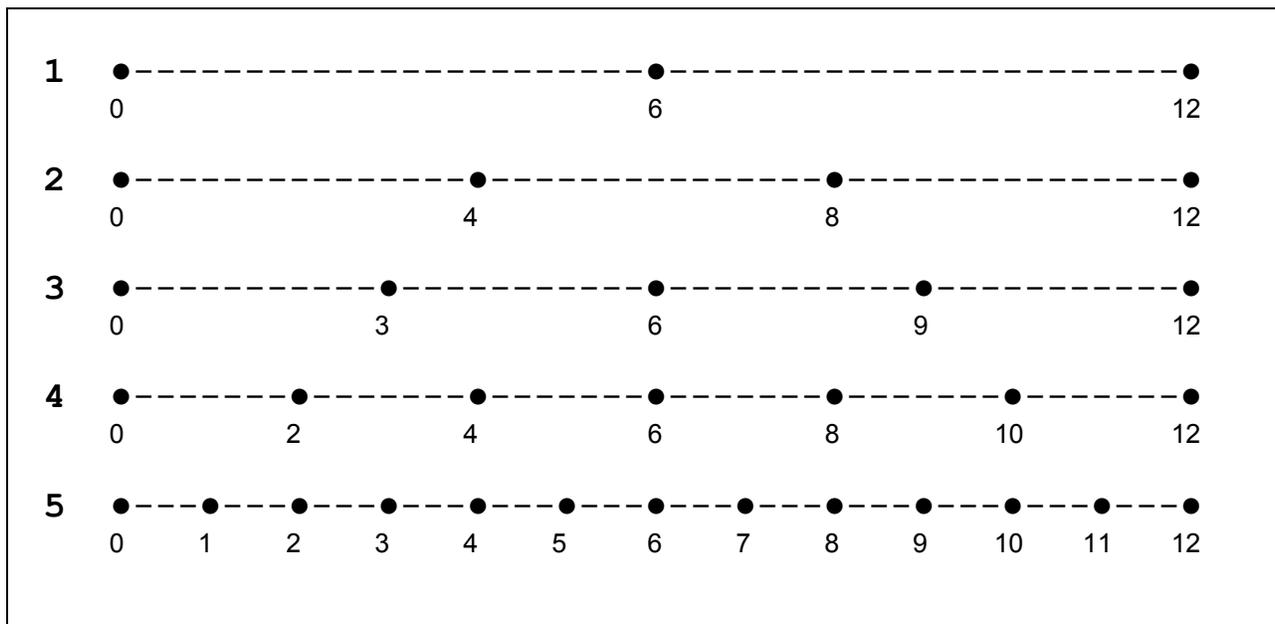
### How to Play Number Race 0 to 12, Game #2:



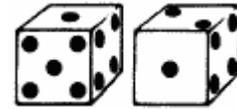
- Put a racer on zero (0) on each of the five racetracks. We use centimeter cubes (■) to represent racers.
- Roll **2D6** (two 6-sided dice, each numbered 1 to 6).
- A 6-sided die is a **hexahedron**, commonly called a **cube**.
- Calculate a move. You may do this in the following ways:
  1. Use the number on each die to move a racer that *distance* on its racetrack from one numbered dot (●) to another numbered dot. If you roll **3** and **4**, you may move a racer on Track 3 or Track 5 a distance of **3** and also move a racer on Track 2, Track 4, or Track 5 a distance of **4**. If you have a racer on **6** on Track 1, 3, 4, or 5 and roll a **6**, you may move that racer from **6** to **12** because **6** is the distance from **6** to **12**. If a racer is on **8** on Track 2, you must roll a **4** to move it to **12**. You may not use **5** or **6** to move a distance of **4**.
  2. Add the two dice and use the sum as the distance to move **one** racer so that the racer lands on a numbered dot (●).

In one **round**, every player gets a turn. The winner is the person who gets all of her or his racers to **12** at the end of a round, so it is possible for two or more players to win in a tie.

### Here are the racetracks:



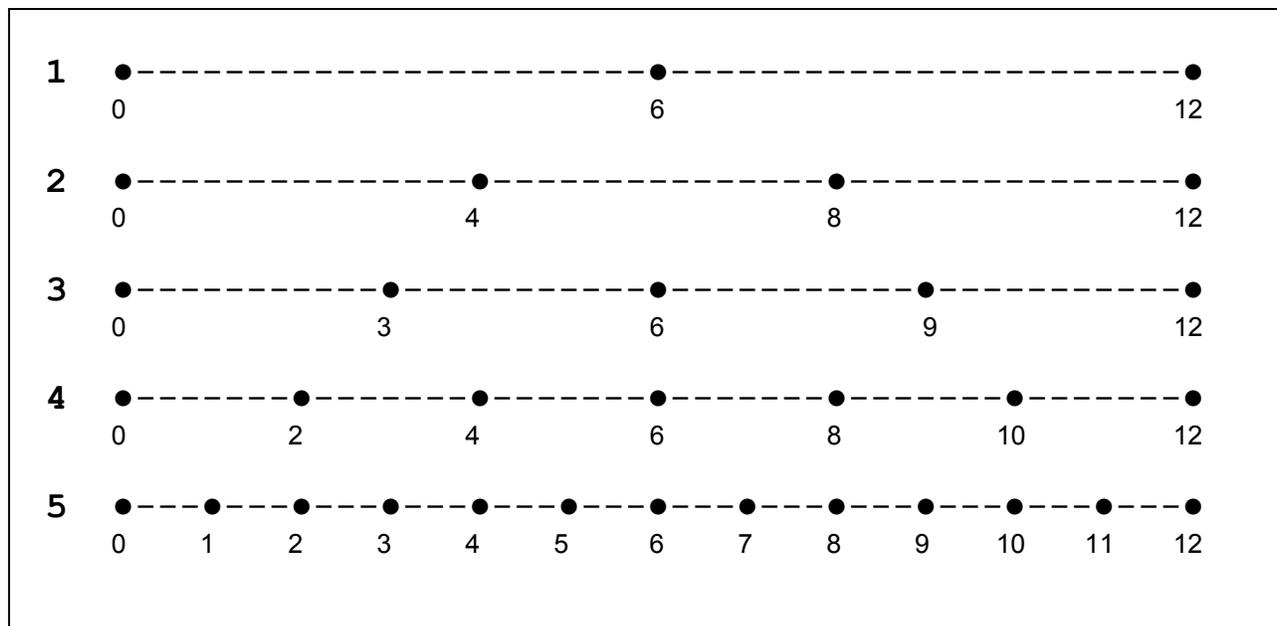
### How to Play Number Race 0 to 12, Game #3:



- Put a racer on zero (0) on each of the five racetracks. We use centimeter cubes (■) to represent racers.
- Roll **2D6** (two 6-sided dice, each numbered 1 to 6).
- A 6-sided die is a **hexahedron**, commonly called a **cube**.
- Calculate a move. You may do this in the following ways:
  1. Use the number on each die to move a racer that *distance* on its racetrack from one numbered dot (●) to another numbered dot. If you roll **3** and **4**, you may move a racer on Track 3 or Track 5 a distance of **3** and also move a racer on Track 2, Track 4, or Track 5 a distance of **4**. If you have a racer on **6** on Track 1, 3, 4, or 5 and roll a **6**, you may move that racer from **6** to **12** because **6** is the distance from **6** to **12**. If a racer is on **8** on Track 2, you must roll a **4** to move it to **12**. You may not use **5** or **6** to move a distance of **4**.
  2. Add the two dice and use the sum as the distance to move **one** racer so that the racer lands on a numbered dot (●).
  3. Subtract the two dice (larger – smaller) and use the difference as the distance to move **one** racer so that the racer lands on a numbered dot (●).

In one **round**, every player gets a turn. The winner is the person who gets all of her or his racers to **12** at the end of a round, so it is possible for two or more players to win in a tie.

### Here are the racetracks:



## Number Race Play Notes

Hey, let's play Number Race. Each **Number Race 1 to 12** game has five racetracks numbered 1 to 5. In each racetrack, the **minimum distance** between numbered dots (●) is a **factor of 12**. A move on any track is a **multiple** of the minimum distance on that track. To begin a game, put a racer at **0** on each track. We use Base 10 centimeter cubes to represent racers. To move a racer, roll **2D6** (two 6-sided dice, each numbered 1 to 6) and trust to luck. Possible rolls on one die are 1, 2, 3, 4, 5, and 6.

- **Track 1.** Minimum distance = 6. A move is a multiple of 6. If you roll two 6s in one turn, you may move a racer from 0 to 6 and then move the same racer from 6 to 12 in that turn. In Game #2 and Game #3, if you roll two 6s, add them to get 12.
- **Track 2.** Minimum distance = 4. A move is a multiple of 4. If you roll two 4s in one turn, you may move a racer a distance of 4 and then move the same racer another distance of 4 in that turn. In Game #2 and Game #3 you may add the dice to calculate a move. In Game #3 you may subtract the dice.
- **Track 3.** Minimum distance = 3. A move is a multiple of 3. If you roll a 6, you may move the racer from 0 to 6, 3 to 9, or 6 to 12. You may move the same racer twice in one turn. In Game #2 and Game #3 you may add the dice to calculate a move. In Game #3 you may subtract the dice.
- **Track 4.** Minimum distance = 2. A move is a multiple of 2. Rolls of 2, 4, or 6 are good for this track. You may move the same racer twice in one turn. In Game #2 and Game #3 you may add the dice to calculate a move. In Game #3 you may subtract the dice.
- **Track 5.** Minimum distance = 1. Any roll from 1 to 6 gives you a move on this track. You may move the same racer twice in one turn. In Game #2 and Game #3 you may add the dice to calculate a move. In Game #3 you may subtract the dice. If your racer is stuck on 11 on Track 5 and you roll 5 and 4, calculate  $5 - 4 = 1$  and zoom that racer to the finish line.

This is our easiest number race game. It is one of many number race games, such as

- Number Race 0 to 16 using 2D8 (two 8-sided dice)
- Number Race 0 to 18 using 2DD (two 10-sided digit dice, each numbered 0 to 9)
- Number Race 0 to 20 using 2DD (two 10-sided digit dice, each numbered 0 to 9 with 0 representing 10)
- Number Race 0 to 24 using 2D12 (two 12-sided dice)
- Et cetera, et cetera



Look for them in the Bob & George pages of StarshipGaia.net.