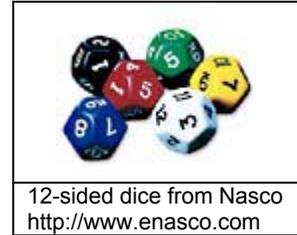


# Number Race 0 to 24

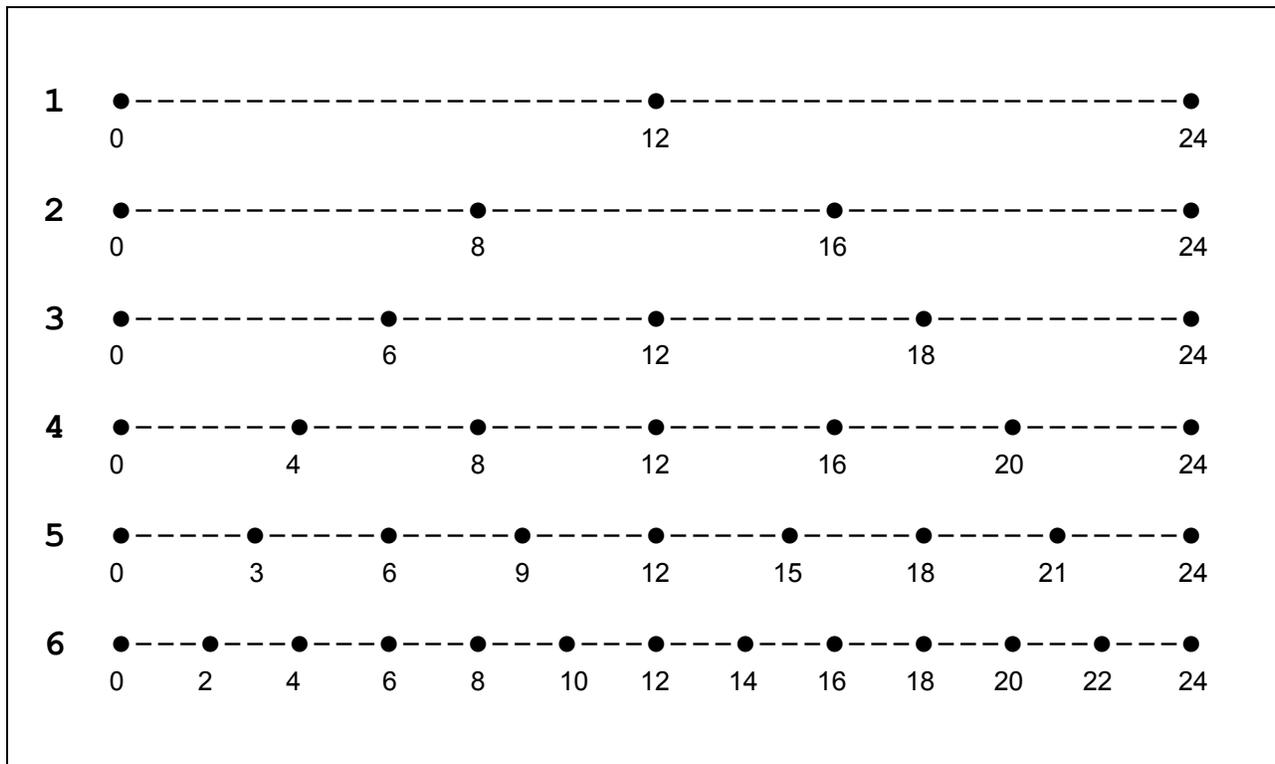
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## How to Play Number Race 0 to 24, Game #1



- Put a racer on zero (0) on each of the six racetracks. We use centimeter cubes (■) to represent racers.
- Roll **2D12** (**Two 12-sided dice**, each numbered 1 to 12).
- A 12-sided die is a **dodecahedron**.
- 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 **2** and **9**, you may move a racer on Track 6 a distance of **2** and also move a racer on Track 5 a distance of **9**. If a racer is on **16** on Track 2, you must roll an **8** to move it to **24**. You may not use **9, 10, 11, or 12** to move a distance of **8**.

In one **round**, every player gets a turn. The winner is the person who gets all of her or his racers to **24** at the end of a round, so it is possible for two or more players to win in a tie.



### How to Play Number Race 0 to 24, Game #2:

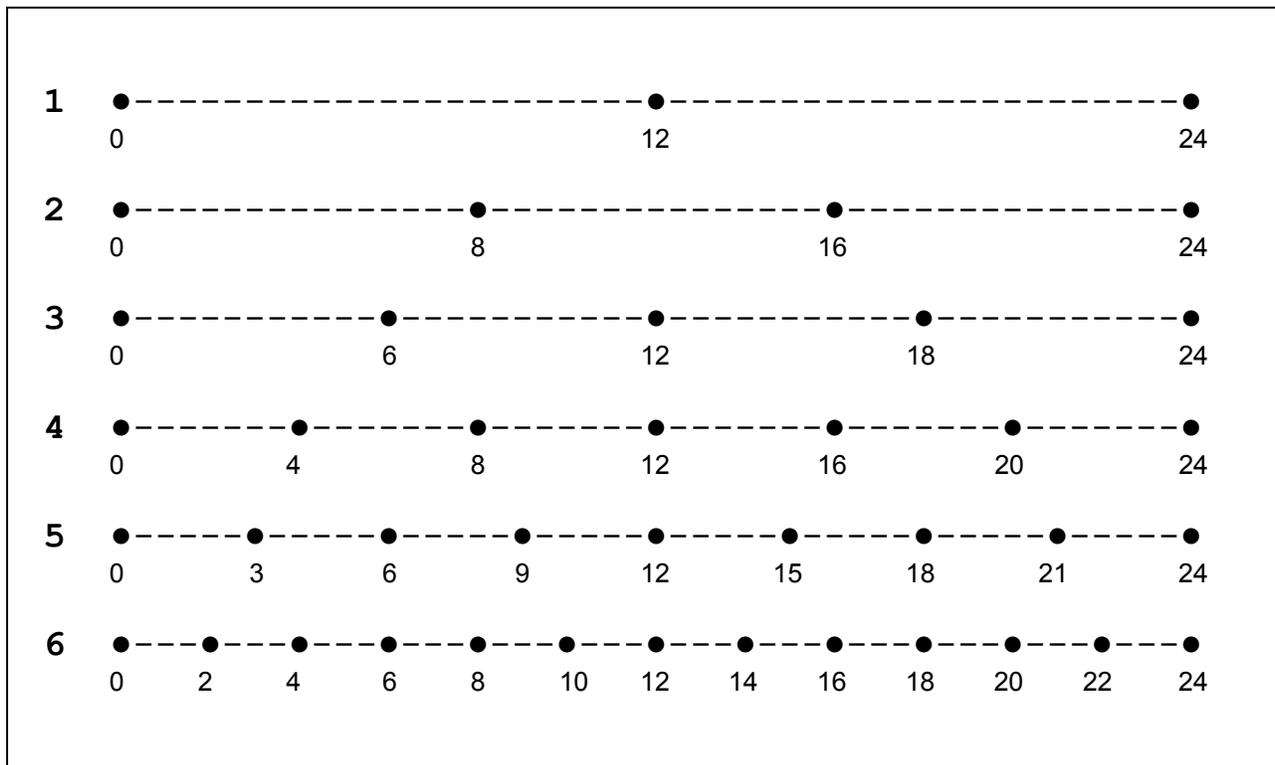
- Put a racer on zero (0) on each of the seven racetracks. We use centimeter cubes (■) to represent racers.
- Roll **2D12** (Two 12-sided dice, each numbered 1 to 12).
- A 12-sided die is a **dodecahedron**.
- Calculate a move in one of these ways:



8-sided dice from Nasco  
<http://www.enasco.com>

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 **2** and **9**, you may move a racer on Track 6 a distance of **2** and also move a racer on Track 5 a distance of **9**. If a racer is on **16** on Track 2, you must roll an **8** to move it to **24**. You may not use **9, 10, 11, or 12** to move a distance of **8**.
2. Add the two dice and use the sum as the distance to move **one** racer so that the racer lands on a labeled dot (●).

In one **round**, every player gets a turn. The winner is the person who gets all of her or his racers to **24** at the end of a round, so it is possible for two or more players to win in a tie.



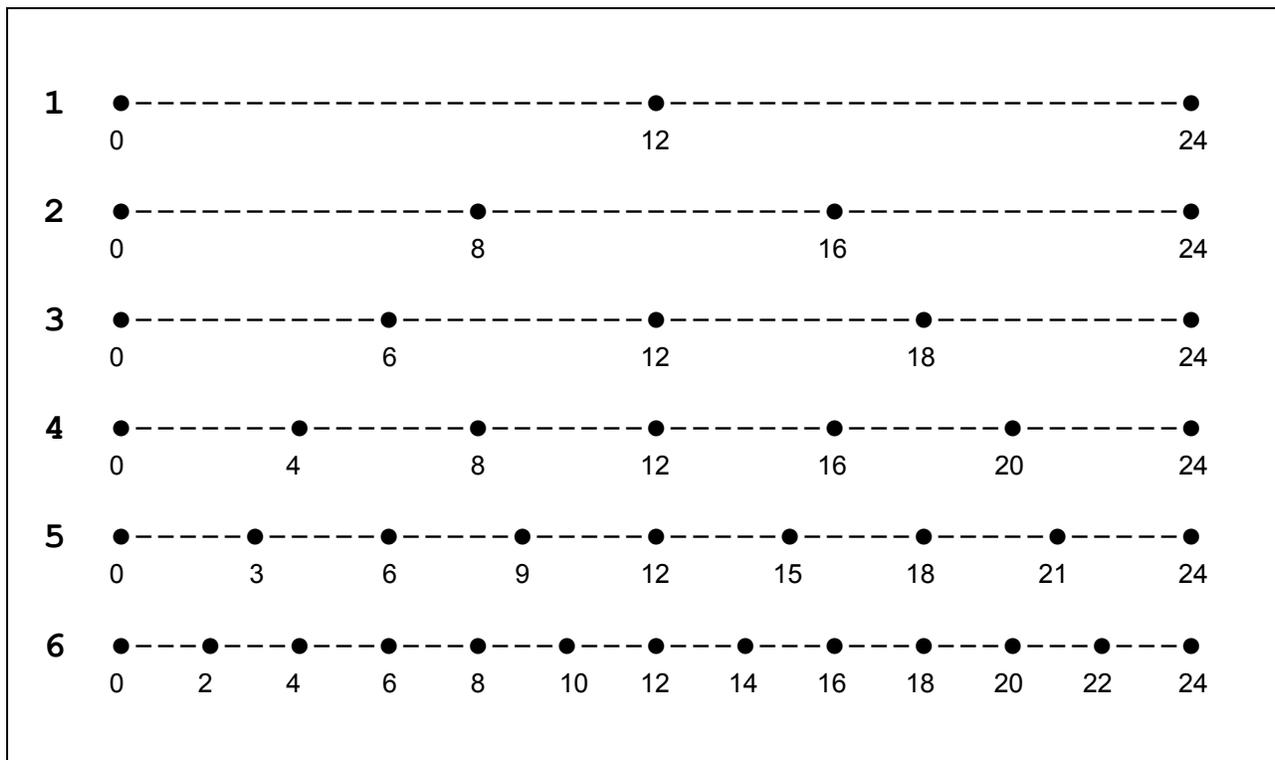
### How to Play Number Race 0 to 24, Game #3:

- Put a racer on zero (0) on each of the seven racetracks. We use centimeter cubes (■) to represent racers.
- Roll **2D12** (Two 12-sided dice, each numbered 1 to 12).
- A 12-sided die is a **dodecahedron**.
- Calculate a move in one of these 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 **2** and **9**, you may move a racer on Track 6 a distance of **2** and also move a racer on Track 5 a distance of **9**. If a racer is on **16** on Track 2, you must roll an **8** to move it to **24**. You may not use **9, 10, 11, or 12** to move a distance of **8**.
2. Add the two dice and use the sum as the distance to move **one** racer so that the racer lands on a labeled 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 labeled dot (●).

In one **round**, every player gets a turn. The winner is the person who gets all of her or his racers to **24** the end of a round, so it is possible for two or more players to win in a tie.



## Number Race Play Notes

Hey, let's play Number Race. Each **Number Race 1 to 24** game has six racetracks numbered 1 to 6. In each racetrack, the **minimum distance** between numbered dots (●) is a **factor of 24**. A move on any track is a **multiple** of the minimum distance on that track. To begin a game, put a racer on **0** on each track. We use Base 10 centimeter cubes to represent racers. To move a racer, roll **2D12** (two 12-sided dice, each numbered 1 to 12). Possible rolls on one die are 1, 2, 3, ..., 11, and 12

- **Track 1.** Minimum distance = 12. A move is a multiple of 12. If you roll two 12s in one turn, you may move a racer from 0 to 12 and then move the same racer from 12 to 24 in that turn. In Game #2 and Game #3, if you roll two 12s, add them to get 24.
- **Track 2.** Minimum distance = 8. A move is a multiple of 8. If you roll two 8s, you may move a racer a distance of 8 and then move the same racer another distance of 8 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 = 6. A move is a multiple of 6. Rolls of 6 and 12 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 4.** Minimum distance = 4. A move is a multiple of 4. Rolls of 4, 8, and 12 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 = 3. A move is a multiple of 3. Rolls of 3, 6, 9, and 12 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 6.** Minimum distance = 2. A move is a multiple of 2. Rolls of 2, 4, 6, 8, 10, and 12 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. If your racer is stuck on 22 on track 6 and you roll 5 and 3, calculate  $5 - 3 = 2$  and zoom that racer to the finish line.

Number Race 0 to 24 is one of a big bunch of number race games using 6-sided dice (cubes or hexahedra), 8-sided dice (octahedra), 10-sided digit dice numbered 0 to 9 (decahedra), 12-sided dice (dodecahedra), and 20-sided dice (icosahedra).

Look for number race games in the Bob & George pages of StarshipGaia.net.

