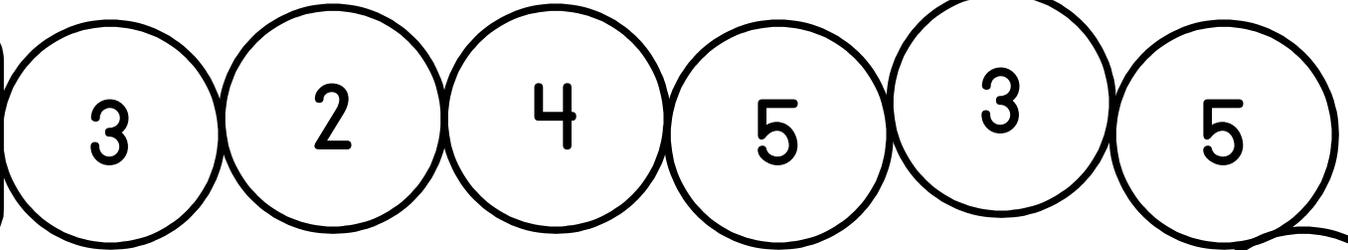
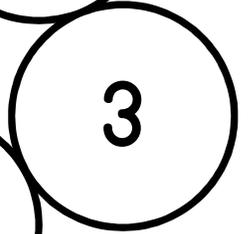
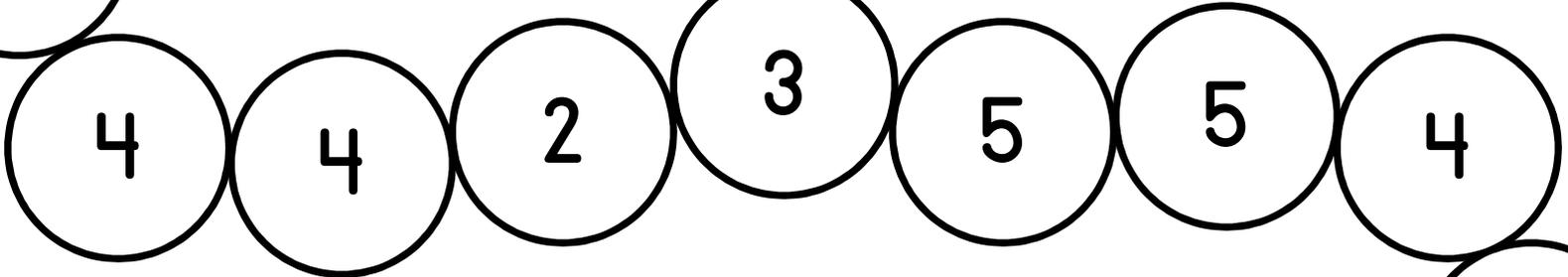
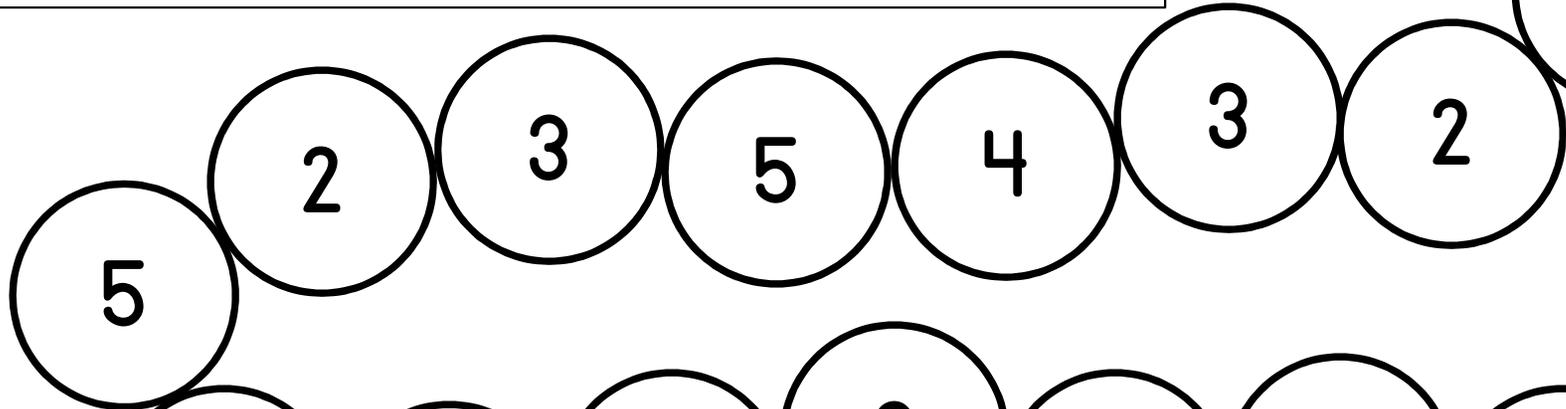
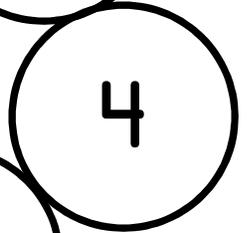


*Number After Race (1 to 5)*

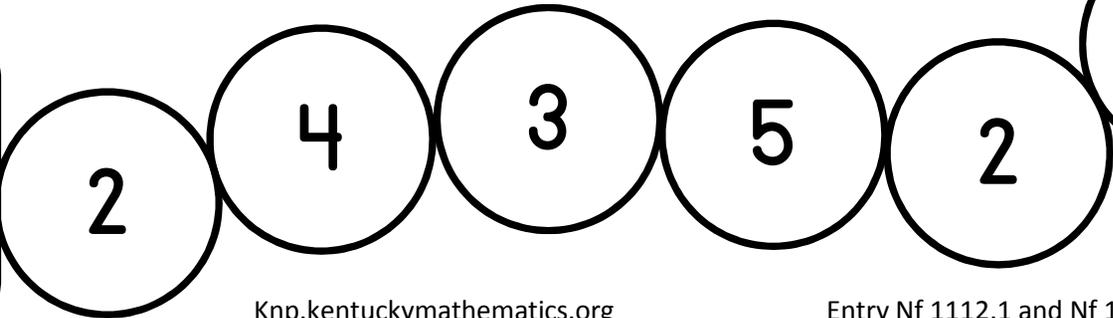
Start



1. Roll a number cube with sides labeled 1, 2, 3, 3, 4, 4
2. Move your token to the next space containing the number after the number rolled.

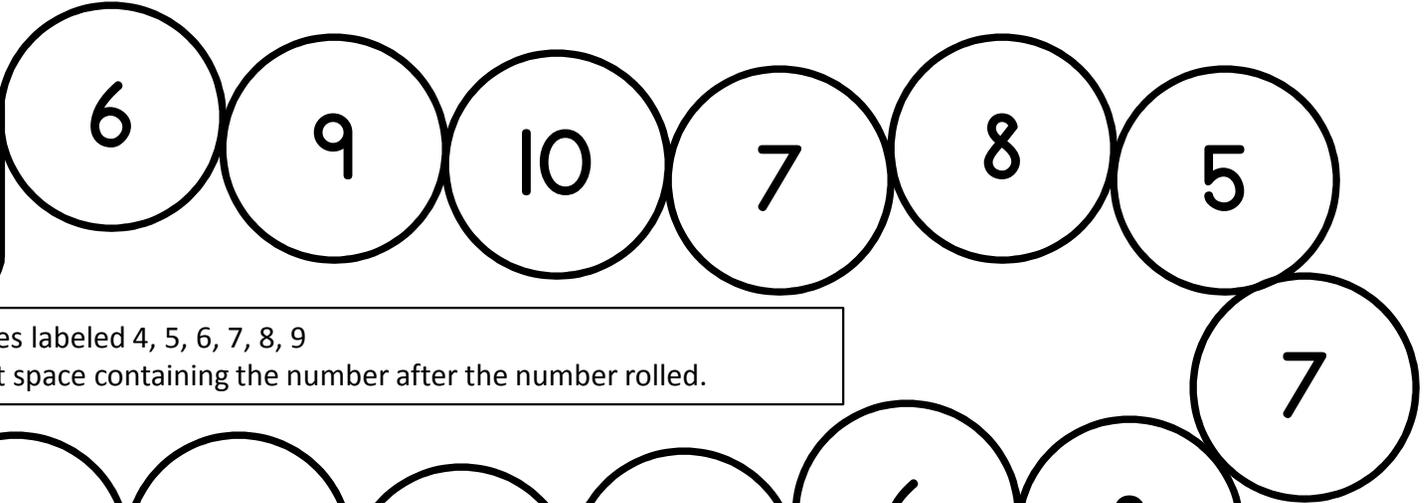


5 2  
**Winner**  
3 4

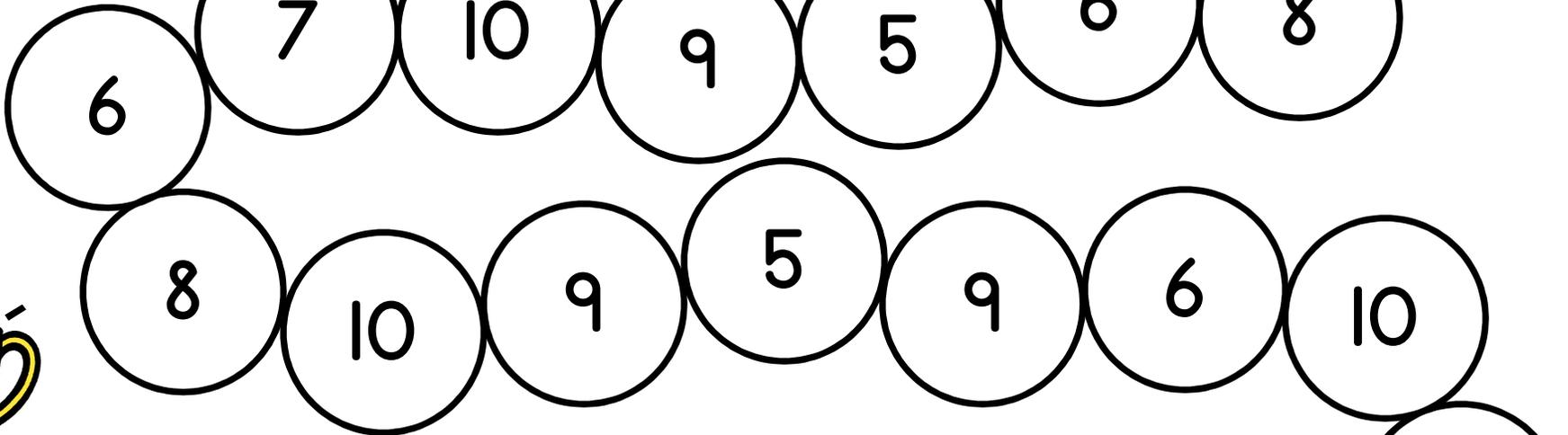


*Number After Race (within 10)*

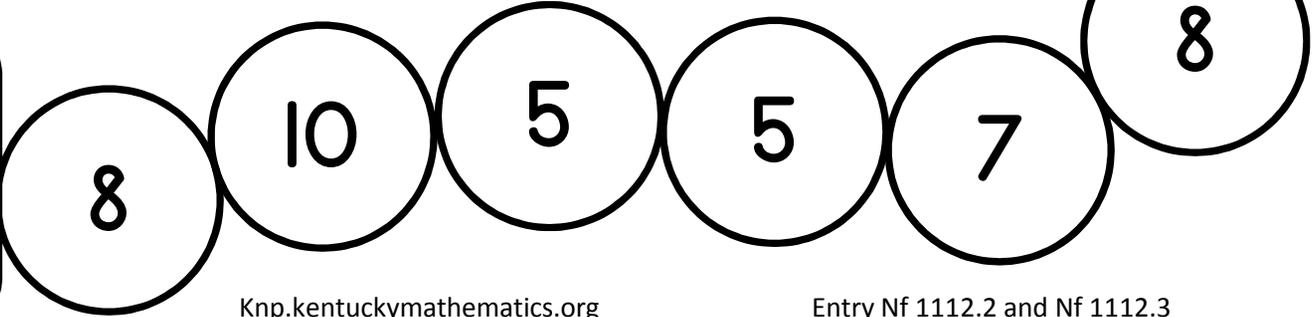
Start



- 1. Roll a number cube with sides labeled 4, 5, 6, 7, 8, 9
- 2. Move your token to the next space containing the number after the number rolled.



10 6 9  
**Winner**  
7 5 8



**Start**

Label a number cube with 6 numbers. Fill circles randomly with the numbers after the numbers on the cube. Write all numbers after in the winner space. On a player's turn, the player will roll the cube and move his/her token to the next space containing the number after.



**Winner**