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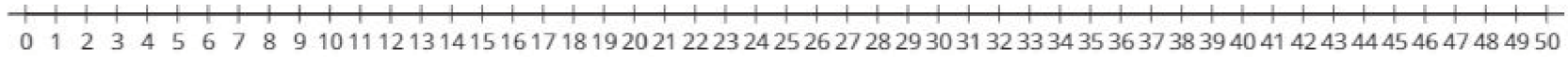

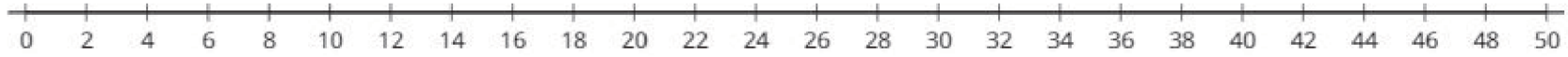

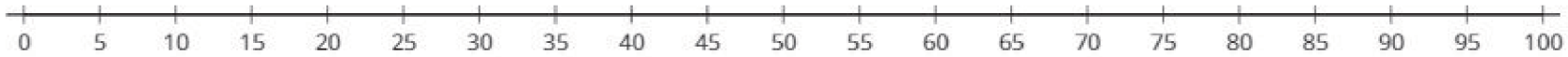

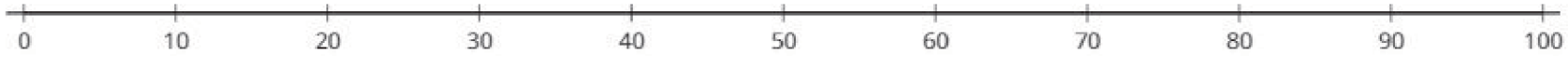

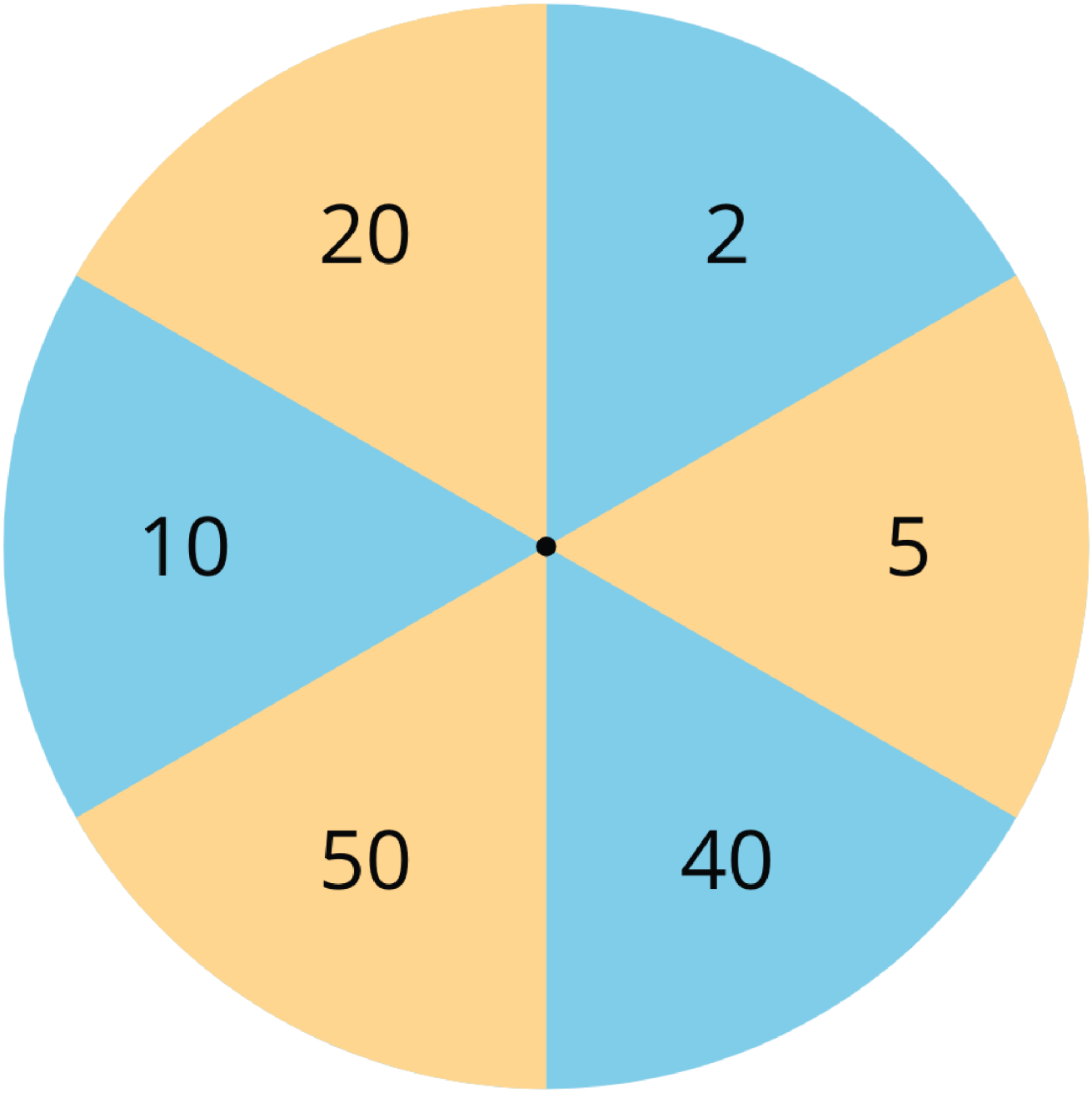
20
2
10
5
50
40

Directions:

- Place a small cube on 0 on each number line.
- On your turn:
  - Spin the spinner.
  - Count aloud as you move that distance. Use the tick marks on the number lines.
  - You can use your whole spin on 1 number line or split it between more than 1 number line.
- Take turns.
- If a cube lands *exactly* on the last tick mark of a number line, that player keeps the cube and puts a new one at 0.
- The first player to collect 5 cubes wins.

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