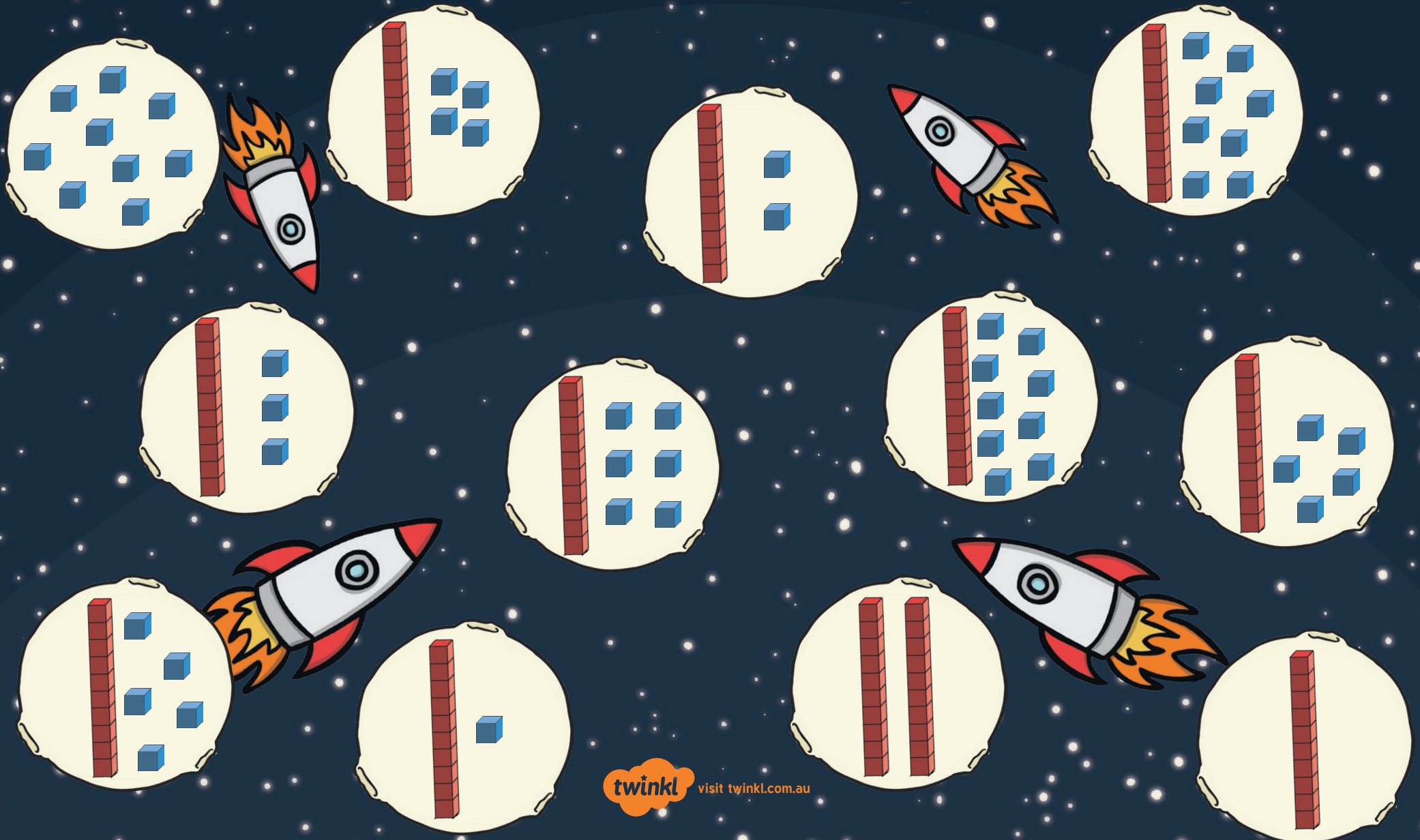
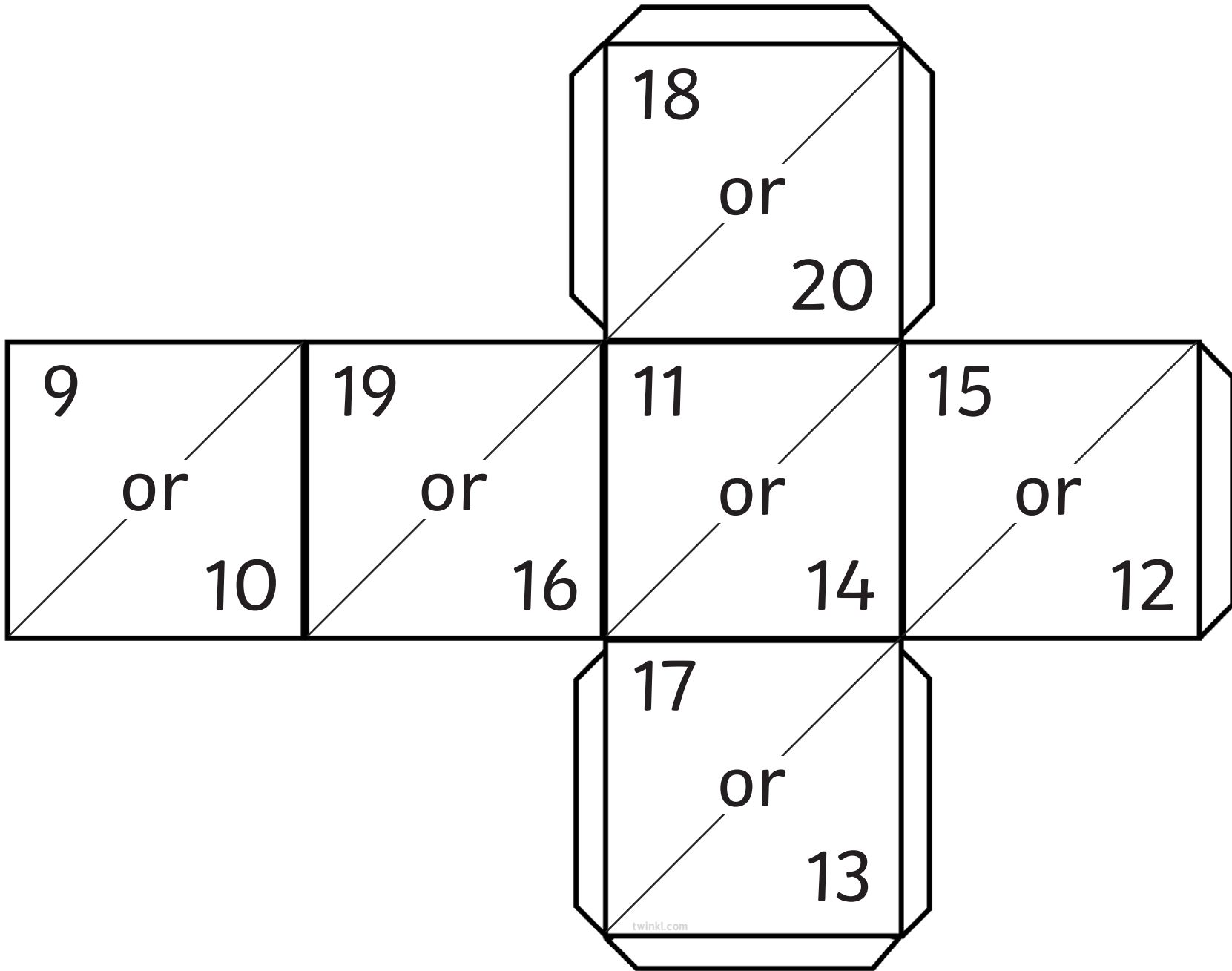


Blast Off to 20!

You will need: a game die; 16 counters (e.g. 8 blue, 8 red)

Roll the die and choose a number. Place a counter on the matching number shown in tens and ones. Keep taking turns until all the numbers are covered. The player with the most counters wins.



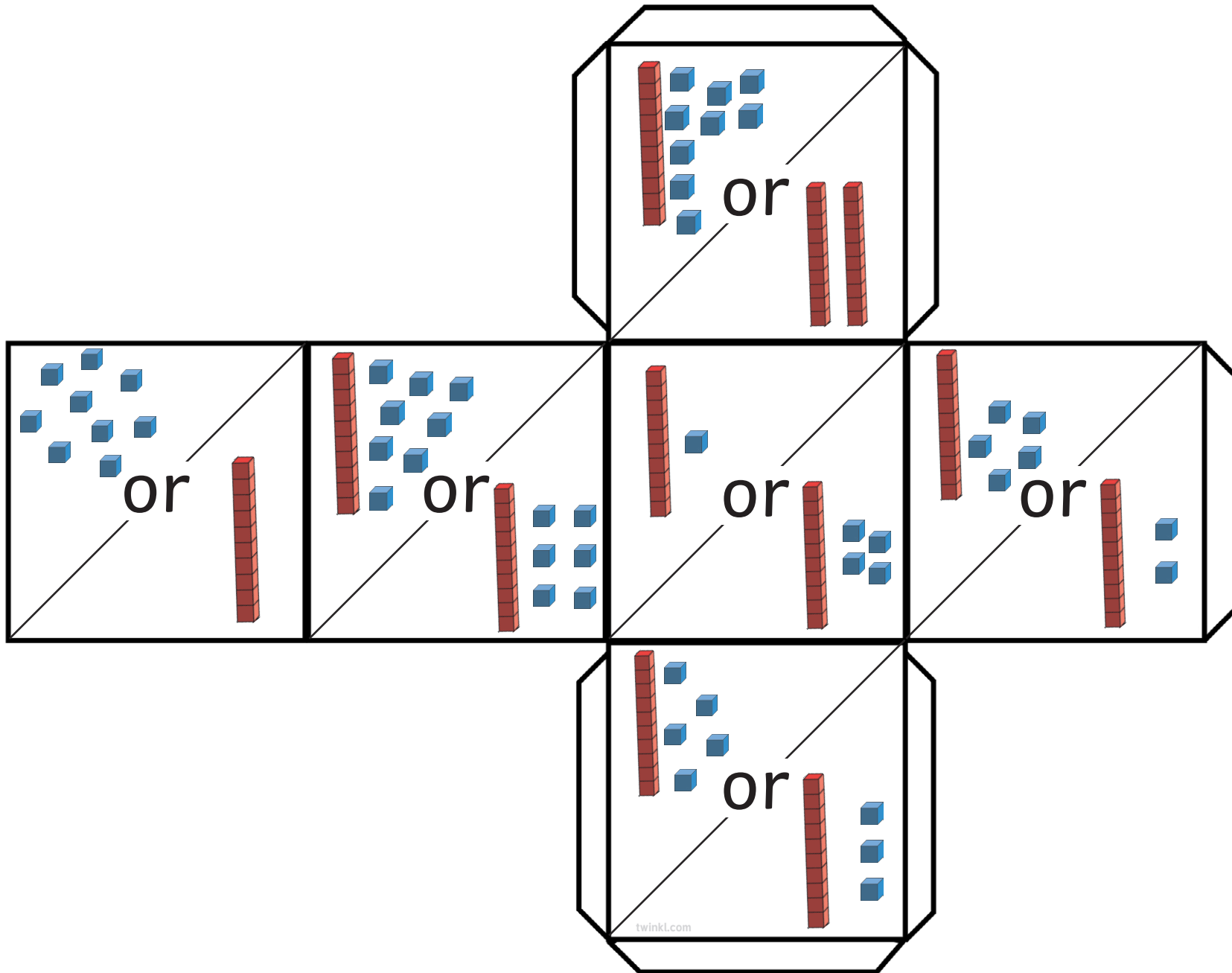


Blast Off to 20!

You will need: a game die; 16 counters (e.g. 8 blue, 8 red)

Roll the die and choose a number shown by the tens and ones blocks. Place a counter on the circle with the matching numeral. Keep taking turns until all the numbers are covered. The player with the most counters wins.

The game board consists of 16 yellow circular counters arranged in a spiral pattern, each containing a number from 9 to 20. The numbers are: 9, 14, 12, 17, 18, 16, 19, 13, 15, 11, 20, and 10. Three rocket ships are illustrated on the board, one between 9 and 14, one between 12 and 17, and one between 15 and 11.

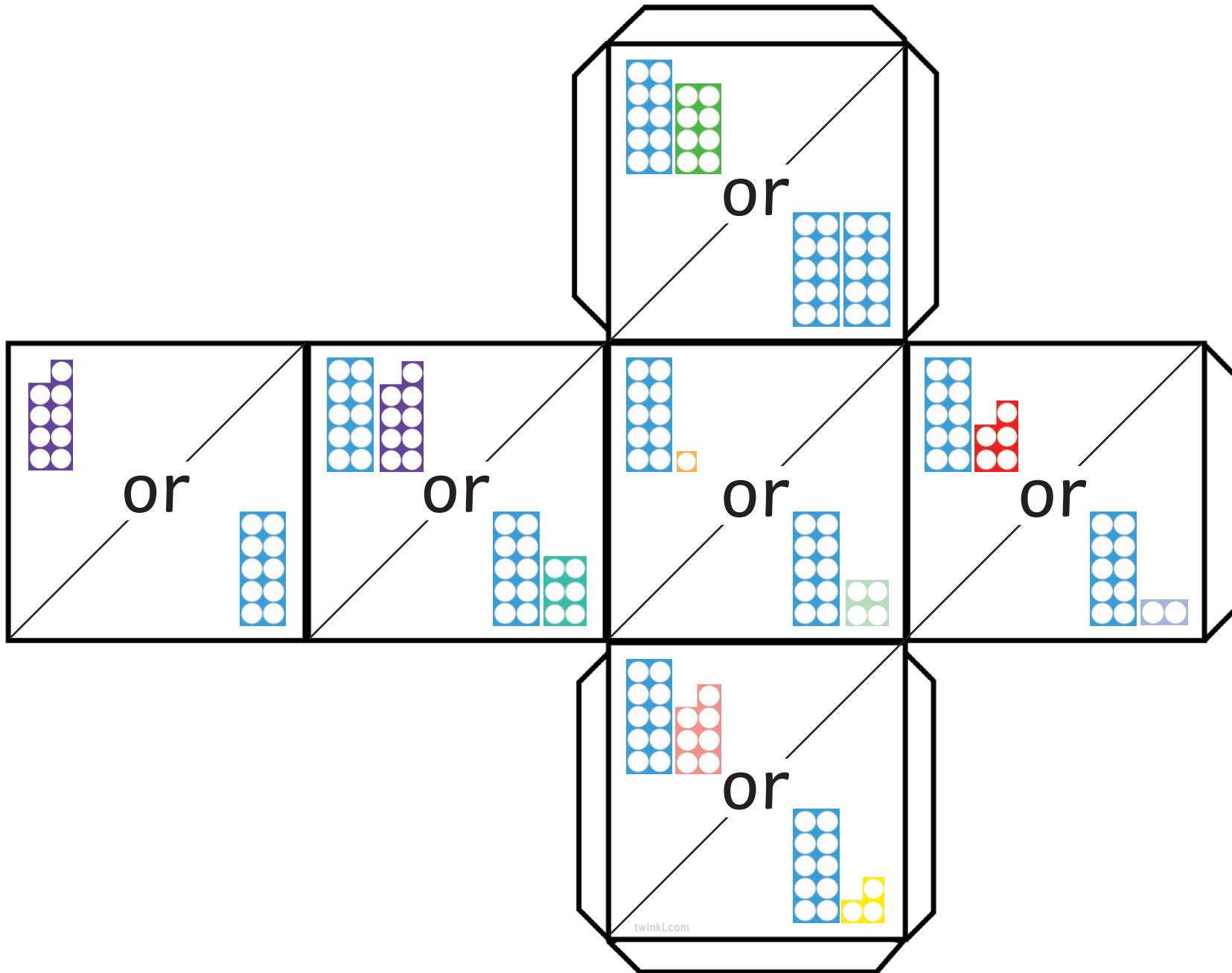


Blast Off to 20!

You will need: a game die; 16 counters (e.g. 8 blue, 8 red)

Roll the die and choose a number shown by dots. Place a counter on the circle with the matching numeral. Keep taking turns until all the numbers are covered. The player with the most counters wins.





Blast Off to 20!

You will need: a game die; 16 counters (e.g. 8 blue, 8 red)

Roll the die and choose a number. Place a counter on the matching number of dots. Keep taking turns until all the numbers are covered. The player with the most counters wins.

