Directions:
- Place a small cube on zero on each number line.
- On your turn:
    - Spin the spinner.
    - Count aloud as you move that distance on one or more number lines.
    - You can use your whole spin on one number line or split it between multiple number lines.
- Take turns spinning and moving.
- 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.