

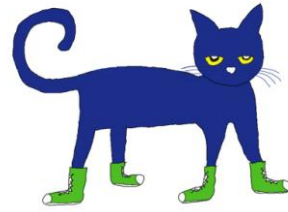
# Kitty Races

Create a die that has the numbers 5- 10.  
Gather 6 tokens to place on the board.

Each player takes a turn rolling the die. Double that number and move the token one space closer to the kitty. When the token reaches one of the kitties, that kitty has won.

This doesn't have to be a competitive game... or the players can guess which kitty is going to win the game.





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