Material: Two blank ten-frames per player
Counters
A number cube

Players: Three or four

Rules: Each player takes a turn to roll a die, places that number of counters onto his/her ten-frames, then announces the total number of counters on the frames. The winner is the first player to fill all twenty spaces.

Variation 1: Each turn could include placing the correct numeral cards under the frames.

Variation 2: Each player can also announce the number of counters needed to reach twenty. The exact number must be rolled to win the game.