Directions: Each player needs two colored counters. Place one counter on your team name. (For example, you might place a red counter on Negative Ninjas, and a blue counter on Powerful Positives.) This will remind you of the direction you are “tugging” during the game. Players begin with their counters on zero. Take turns rolling the two game dice. Move your piece the appropriate number of spaces depending on the dice roll. The first player to reach 10 on his/her side of the number line wins. If you reach ten on your opponent’s side, reset your game piece to zero and continue playing.

Example: The red player is on -4. She rolls +6. She moves her game piece to +2.