

First to 100

This is a game for two to four people.

Goal:

Be the first person to get 100 cents or more.

You will need:

- Pennies, Nickels, Dimes, Quarters
- One Dice



How to play:

Roll the dice. The person who rolls the highest number goes first. The table below tells how much money you may pick up on each turn.

When it is your turn, you can roll the dice as many times as you want. If you roll the dice more than once, add the coins together and say how many cents you have. A player may combine their coins and exchange them for a coin of equivalent value. For example, two dimes and a nickel could be traded for a quarter. You may end your turn when you like or keep rolling until you roll a one or a six. If you roll a one, you lose all the money you gained on that turn, but you do not lose money from your prior turns. If you roll a six, your turn is over, but you don't lose any money. Alternate turns. The first player to get to 100 or more cents wins.



Number Rolled	Outcome
1	Lose all the money from your turn and turn is over
2	Add one penny
3	Add one nickel
4	Add one dime
5	Add one quarter
6	Your turn is over