

# First to 100

This is a game for two to four players.

**Goal:** Be the first person to get 100 cents or more.

**You will need:**

- Pennies, Nickels, Dimes, Quarters
- One Dice

**How to play:**

- Each player rolls the dice to start the game. The player who rolls the lowest number goes first.
- Players use the table below to figure out how much money to pick up on each turn.
- A player can roll the dice as many times as they want on their turn. They may end their turn when they like or keep rolling until they roll a one or a six. If they roll the dice more than once, add the coins together and say the total amount of the cents collected.
  - If a one is rolled, the player loses all the money they gained on that turn but does not lose money from prior turns.
  - If a six is rolled, their turn is over, but they don't lose any money.
- 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.
- The first player to get to 100 or more cents wins.



Number Rolled	Coin
1	Penny
2	Nickel
3	Dime
4	Quarter
5	Lose a Turn
6	Pick any Coin