

First to 100

Inspired by *A Chair for My Mother* by Vera B. Williams

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 a dice. The player who rolls the lowest number goes first.
- On a player's turn, they roll a dice and then follow the directions in the chart below. A player can roll the dice as many times as they want on their turn unless they roll a one or a six.
- The chart shows which coin to pick up based on the number rolled.
 - If a one is rolled, the player loses all the money they gained on their turn, but they do not lose money from their prior turns.
 - If a six is rolled, the player's turn is over, but they don't lose any money.
- If a player decides to roll the dice more than once, they add each new coin collected and announce their money total after each roll.
- All players announce their money total at the end of their turn.
- The first player to get to 100 or more cents wins.



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