The 100 Square Race.
The aim of the game is to get to 100 before your opponent.

What you need:

1. Two or more players. Coloured counters
2. A 100 square
3. Dice: choose from
(easy) 1 die
(medium) 2 dice [1-6] add scores (harder) 2 dice [1-9] add scores

## Rules for 'The $\mathbf{1 0 0}$ Square Race' GAME

1. Choose a coloured counter for each player

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

2. Roll a die, the highest scorer goes first.
3. Roll the die/dice and add the scores if you have two dice.
4. Move your counter along the 100 square by this amount.
5. The next player takes their turn.
6. Only one counter can be on a number square.
7. Your counter can jump on a square with a counter to get past it.
8. If your counter lands on another players counter, your counter takes that square and your opponent's counter goes back to the start! Use number bonds to help you add on...
