



Hold 'Em

This game is played with 1 number cube, scrap paper and a pencil.

Addition:

1. Players take turns rolling one number cube.
2. On each roll, the player decides whether to count the number on the cube as representing tens or ones. (For example, if a player rolls a 6, it can count as either 6 or 60.)
3. The player then adds the number to the sum they had previously, starting at 0.
4. As they approach 100, players can decide to stop rolling at any time and stick with their sum- or take a chance and see if they can get closer to 100.
5. The player closest to 100 without going over is the winner.
6. If they go over 100, they automatically lose.

Subtraction:

This is the reverse of addition. Players start at 100 and subtract, counting each roll as representing tens and ones. The player who gets closest to 0 without going below is the winner.