



Also Available:



Purpose of the game:

- Make the highest or lowest number and win all cards!
- Learn how to name and use ones, tens and hundreds, and play with the higher and lower format.

Preparation:

- In this game you can also choose whether you want to play with ones, tens or hundreds. Take 30 (in case of ones), 60 (in case of tens) or 100 (in case of hundreds) cards off the stack and shuffle them. Put the cards face down on one stack.
- Each player takes three cards off the stack and holds them in their hand in such a way that the other players can't see them.

The game:

- The youngest player goes first. He throws the dice and carries out the action that is connected to the symbol:
 - + **Highest:** You form a number with 1, 2 or 3 cards and read the number out loud while you put it on the table. Now the other players form a number with the same number of cards. Whoever puts down the highest number wins this round.
 - **Lowest:** You form a number with 1, 2 or 3 cards and read the number out loud while you put it on the table. Now the other players form a number with the same number of cards.

Whoever puts down the lowest number wins this round.

♻️ **Skip a turn:** You're playing such a good game that you need to take a rest and give others a chance until it's your turn again. You cannot play your cards and it's the next player's turn.

♂️ **Choose:** You decide! Does the highest or the lowest number win in this round? State your preference and then put down your number. The others follow suit with their numbers.

- The round's winner can pick up all the cards on the table and put them in his 'master stack'.
- Now it's the next player's turn.
- When opponents put down the same number, they fall off and put their cards at the bottom of the stack.
- After each round each player, if necessary, takes cards off the stack so that once again they have three cards in their hands.
- The game ends when every card of the stack has been played.

Winning the game:

The player who has the most cards in his master stack at the end of the game is the winner! If the two highest stacks have the same number of cards, the players can take three cards out of those stacks. The owners add up those numbers and whoever has the highest sum is the real winner.

To increase readability, these rules may use gender-specific wording. However, we ask you to interpret them as being gender-neutral.

Alternative game:

The purpose of the game:

- Combine luck and brains to lose your cards as quickly as possible and win the game.
- Recognise, name and play with ones, tens and hundreds.

Preparation:

- Discuss with the other players how you want to play the game:
 - Ones:** you use 30 cards and you play with one card in the middle.
 - Tens:** you use 60 cards and you play with two cards in the middle.
 - Hundreds:** you use all (100) cards and you play with three cards in the middle.
- Shuffle the cards and put one, two or three cards (depending on your choice) in the middle with the numbers facing upwards.
- Distribute the other cards amongst all players. Players must not look at their cards and each player should have the same number of cards. You can put aside the excess cards.

The game:

- The youngest player goes first. He throws the dice and carries out the action that is connected to the symbol:
 - + **Higher:** The player takes the topmost card off their stack and

tries to raise the number in the middle. The other players do the same thing, one by one and clockwise.

- **Lower:** The player takes the topmost card off their stack and tries to lower the number in the middle. The other players do the same thing, one by one and clockwise.

♻️ **Skip a turn:** You're playing such a good game that you need to take a rest and give others a chance until it's your turn again. You cannot take a card off your stack and it's the next player's turn.

♂️ **Throw again:** Let's make it even harder for your opponents. Give your topmost card to the next player and throw the dice once more.

- You can raise or lower the number in the middle by placing your card on top of the ones, the tens or the hundreds. Is the number in the middle for example 126 and is your card a 2, then you can raise the number by making it 226 or lower the number by making it 122. First read the old number out loud, then your new number.
- If you cannot raise or lower the number, put your card at the bottom of your stack and wait for the next turn.

Winning the game:

Lose all your cards as quickly as you can and become the winner!