

Hundred or Bust

Start

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

Hundred or Bust

Players 2-4

Materials: Hundred or Bust board, token for each player, 2 dice, question cards

Rules:

Players place tokens on start.

When a player rolls, that player may use the sum of the numbers on the 2 dice to advance his/her token or any of the other players' tokens that many spaces from where that particular token was at the beginning of the turn.

If a player cannot use a role to advance his/her token (because the number is greater than the remaining spaces on the board), the roll must be used to advance another player's token. If a role cannot be used to advance any of the tokens on the board, the player loses turn.

If a token is advanced and it lands on a +,- number square or a card square that amount is immediately added or subtracted during that turn.

If a player A rolls and elects to use the role to advance another player's token, that counts as player A's turn. Player B then takes his/her turn, even if he/she had just been moved during player A's turn.

If a card instructs a player to go more spaces than the board allows (for instance if the player is at 8, and the card says -15), the player returns that card to the deck and selects another card.

A player must produce a roll that exactly lands him/her on 100 in order to win.

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Move +2	Move -8	Move +20	Move -25
Go To 34	Go To 58	Go To 61	Go To 23
Move forward Roll 1 die and double	Move forward Roll 1 die and double	Move backward Roll 1 die and double	Move backward Roll 1 die and double
Move forward 1 ten and 2 ones	Move forward 2 tens and eight ones	Move backward 7 ones	Move backward 3 tens
Move forward 3 fives and 3 ones	Move forward 2 fives	Move backward 1 five	Move backward 1 five and 2 ones
