# Rules for Prime Climb (Modified)

**Goal:** Get one of your pawns to the 101.

**Set up:**
- Lay out the cards.
- Team up; you'll work in pairs as one player.
- Put two pawns of the same colour on the Start for each pair of players.

**A turn consists of four phases: Roll, Move, Bump, Prime Bonus**
- **1. Roll.** Roll the dice. The two numbers you roll will be used, <u>one at a time</u>, to move your pawns. In other words, if you roll a 3 and a 5, you have a 3 and a 5 to use on your turn; you do not get to use an 8, a 15, or a 35.

- **2. Move.** You add, subtract, multiply, or divide the number your pawn is on by a number you rolled and send that pawn to the resulting number. You must use all of your rolled numbers, one at a time. Pawns can land on occupied spaces but may never move to a space not on the board, such as negative numbers, non-whole numbers, or numbers greater than 101.

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- *Example.* Say you have a pawn on 14, and you roll a 3 and a 9. You could, if you chose, subtract 3 from 14 to land on 11, then multiply 11 by 9 to move to 99. Note that each die is applied one at a time. You cannot multiply 3 times 9 and use 27 for your move.

  You could also apply 3 to one pawn and 9 to the other.

- **3. Bump.** If you end your Move Phase with either of your pawns on the same space as another pawn, send the pawn you landed on back to Start. Bumping is not optional.

  *Note:* You can bump your own pawns.
  *Note:* You bump a pawn only when you end your turn on an occupied space, not when you pass through an occupied space.

- **4. Prime Bonus.** Did you finish your turn on an entirely red space (prime number greater than 10)? Roll <u>one die</u> again, and apply that number (either plus or minus) to <u>any</u> pawn on the board.

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