Learn prime factoring and practice basic operations to reach 101!
Bump into other players and knock them back to the start.
The first player to reach the end with both pawns wins!

**GETTING STARTED**

1. Place the game board on the table.
2. Each player places both of their pawns on the 0 space.
3. Shuffle the Prime Card deck and place it aside.
4. Each player rolls 1 die—the highest roll plays first.
5. Play continues to the left.

**GAMEPLAY**

- You must play Action Cards when you draw them.
- You cannot play a Keeper Card when you draw it.
- Place your Keeper Cards face-up on the table.
- You cannot bump another pawn from the 101 space.
- Try the alternative rules in the game booklet!

**TAKING YOUR TURN**

1. **Roll** both dice—the 0 stands for 10.
2. **Move** your own pawns.
   - Add, subtract, multiply, or divide the number you are on by one of the numbers you rolled.
   - You cannot move to negative integers, fractions, or numbers greater than 101.
   - If you rolled the same number on both dice, use that number 4 times instead.
   - You must use all your numbers, even if they are not helpful!
   - You must use your numbers separately, even if you use them on the same pawn.
   - Play Keeper cards at any point during the Move phase.
3. **Bump** other pawns back to the beginning.
   - Other pawns on your spaces move back to 0.
   - You can bump your own pawns!
4. **Draw** one Prime Card if:
   - At least one of your pawns ends its turn on a red space—a prime number above 10.
   - That pawn did not begin its turn on that space.

**TIPS**

- Combine operations to reach high prime numbers!
- Red prime numbers are safer and give you Prime Cards.
- The colours around each space are its prime factors.
- There are many different ways to play in the official game rules—try them out and experiment!

You can borrow this game from the library! Bring the call number on this page to the circulation desk. You can borrow board games for 1 week.