

# Race to 100 with Playing Cards

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## Game Set Up

In Race to 100, the aim of the game is to reach 100 points before any other player, without going over.

- 2+ players
- 10-15 min game-play
- Ages 6+
- Grades 1, 2, 3
- Addition

You'll need:

- A deck of cards.
- paper and pencil for each player

For younger players, you can remove the face cards and play with the numbers cards. Also, when playing with a small group, I suggest deciding in advance how many turns how many turns per player, like 15. Otherwise a player may go over before the deck depletes.

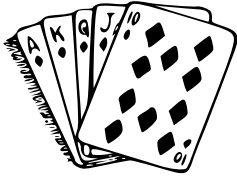
If using the face cards, they represent the following values:

Jack = 11 | Queen = 12 | King = 13 | Ace = 0

Shuffle the deck and place it in the center so all players can reach the deck. Choose a start player.

## Gameplay

Each player starts with a score of zero. Player one draws a card and adds its value to their score. Players take turns drawing cards and adding the values to their scores. If any player's score goes over 100, they discard the card without adding it to their score.



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## Winning the Game

The winner is the first player to reach a score of exactly 100. Or: if all cards are drawn, the player whose score is closest to 100 without scoring over wins.

Options:

Once players are familiar with the game, you can change it up! For instance, if you want to add an extra twist, you could throw in a Joker card that means the player has to start from scratch—zero points!

Or, if you're keen on brushing up on subtraction skills, you could start each player off with 100 points and have them subtract the value of each card they draw until someone hits zero. It's a great way to keep those math gears turning!