

# Cyberchase



## 100 OR BUST!

Think zero is a big nothing?  
Think again! Here is a game  
where zero can help you  
win — or make you lose!



### YOU NEED

- 2 charts like the one below (one for you and the other for a friend)
- 1 die

ROUND	TENS	ONES	RUNNING TOTAL
ROUND 1			
ROUND 2			
ROUND 3			
ROUND 4			
ROUND 5			
ROUND 6			
ROUND 7			

### DIRECTIONS

To play, players take turns rolling the die for seven rounds, filling in their charts after each turn. To fill in your chart, write the number rolled in either the tens or the ones column. Put a zero in the other column. Keep track of your running total. For example, if you roll a 6, you can write either:

ROUND	TENS	ONES	RUNNING TOTAL
ROUND 1	0	6	6

or

ROUND	TENS	ONES	RUNNING TOTAL
ROUND 1	6	0	60

The player whose total is closest to 100, without going over, wins. Be careful! Use the tens column wisely, or you'll go over 100!

For more math fun, tune in to  
**CYBERCHASE** daily on PBS Kids.