

The 100 Games

The 100 games are **7** original social card games for 2 to 6 players to play at home and on the road. High versatility and different levels of difficulty make these games interesting and exciting for everyone regardless of age.

So... what are you waiting for?

Have fun!



www.the100games.com

Contents

100 cards numbered from 1 to 100

4 “free” cards

3 cards with tables of assistance

1 sheet of detailed instructions


Legend


A **green** number at the corners of the card represents a square number (used in game 4).


A **red** number at the corners of the card represents a prime number (used in game 5).


X Appears on cards belonging to the multiplication table (for sorting out the cards included in game 4).

? Symbolizes a “free” card (Joker).

 Appears on “Monumerals” (single digit numbers), i.e. numerical cards “1” to “9” (used in games 2 and 3).

 Appears on “Twinumerals”, i.e. numerical cards 11, 22, etc (used in games 2 and 3).

 Appears only on the card “100” – “Trick or Treat?” card (used in games 2 and 3).

 And the HAT? It stands for “Heads And Tails” of 6’s and 9’s.

Game 1: The Digits' Game

Prerequisite: Familiarity with the digits 0 to 9.

Ages: 5 and up.

Participants: 2 to 6 players.

Cards in game: All numerical cards (1-100); "free" cards are excluded.

Object of the game: To discard all cards in a player's hand.

Set-up:

The cards are shuffled properly and each player is dealt 7 cards. The remaining cards are placed face down as a draw pile. The top card of the draw pile is turned over and placed face up beside it as the first card of a discard pile. The top card of the discard pile will always be referred to as the "open" card. If the draw pile is used up during the game, only the "open" card is left in place whereas the rest of the discard pile is reshuffled and turned over for a new face down draw pile.

Basic rules of play:

1. Each player in turn is allowed to discard one card upon the "open" card, *provided these two cards have at least one digit in common.*
For example, upon the card "23" the player may place any card with the digit 2 and/or the digit 3, e.g. "27", "35", "2", etc.
2. Moreover, a single-digit card can be discarded upon any other single-digit card.
For example, upon the card "3" the player may discard any card with the digit 3 as well as any number from "1" to "9".
3. A player who does not discard a card loses a turn and has to draw an extra card from the draw pile.

End of game:

The game ends when a player is left with no cards, and is declared the winner of the game. A session of games is set by recording scores in the following manner:

- a. The winner in every game scores 0 points.
- b. The score for each of the remaining players is the number of cards left in his hand. Alternatively, they may continue playing every game, and then the player who finishes second scores 2 points, the third scores 3 points, and so on.

The winner of the session is the player who scores the lowest total of points.

Game 2: The Great Digits' Game

Prerequisite: Familiarity with the digits 0 to 9.

Ages: 6 and up.

Participants: 2 to 6 players.





Cards in game: numerical cards; inclusion of any of the "free" cards is optional.

Object of the game: To discard all cards in a player's hand.

Set-up: Same as game 1.

Basic rules of play: Same as game 1.

Special cards rules:

1. A player discarding a Monumeral () obliges the following player to choose one of two options:
 - a. Discard a Monumeral as well, thus obliging the next player, and so on; or
 - b. Lose a turn and draw three extra cards from the draw pile, and then the next player is free to continue the game according to the basic rules of play.For example, upon the card "23" player A discarded the card "2", player B discarded "7" and player C had to draw 3 cards from the draw pile because he did not discard a Monumeral. Now, upon the "7" player D may discard any card with the digit 7, or discard a Monumeral and oblige the following player, and so on.
2. A player discarding a Twinumeral () may keep his turn and discard upon it all cards with this same digit, by order of his choice. For example, a player discarding "55" may continue and discard upon it cards with the digit 5 (e.g. "35", "57", "5", etc). Moreover, if the last discarded card is a Monumeral it obliges the following player to act according to special cards rule 1.
3. A "free" card () may replace any number in the game. The number of a "free" card is announced at the time of discard (only 1 through 99), provided it matches the "open" card according to the basic rules of play. Using this card wisely may increase the chance of winning. For example, upon the card "23", a player may discard a "free" card by declaring any number with the digit 2 and/or the digit 3. If he declares "33" (Twinumeral), he may keep his turn and discard all cards with the digit 3.
4. A player holding the "100" card () may choose "Trick or Treat?":
 - a. "Trick" - in his turn he reveals the "100" card, thus obliging each of the other players to draw three extra cards from the draw pile. Then he places the card at the bottom of the discard pile and resumes his turn according to the basic rules of play;OR
 - b. "Treat" - instead of his turn he places the "100" card face-up beside him as an immunity card from Monumerals. Starting from his next turn, he is freed from drawing 3 cards according to special cards rule 1; i.e., he may continue according to the basic rules of play even when the previous player discards a Monumeral.Alternatively, the players may decide before the game to use the "100" card as a regular card with the digits 0 and 1.

End of game: Same as game 1.

Game 3: The Numbers' Game

Prerequisites: Familiarity with the digits 0 to 9 and the ability to perform addition of two digits. Preferably, the players should be able to distinguish between ones-digit and tens-digit and be also familiar with the numbers from 1 through 100.

Ages: 7 and up.

Participants: 2 to 6 players.

Cards in game: All numerical cards; inclusion of any of the "free" cards and inclusion of the "100" card, are optional.

Object of the game: To discard all cards in a player's hand.

Set-up: Same as games 1 and 2.

Basic rules of play:

Like in games 1 and 2, except basic rule 1 - each player in turn may discard up to 3 cards, provided each card matches the previously discarded card by:


- A common ones-digit; OR
- A common tens-digit; OR
- A common sum of digits.

For example, upon the card "23" the player may discard any card with a ones-digit=3 (i.e. "3", "13" ... "93"), or a tens-digit=2 (i.e. "20", "21" ... "29"), or a sum of digits=2+3=5 (i.e. "5", "14" ... "50").

Therefore, upon the card "23" the player may discard "27" (common tens-digit=2), may keep his turn and discard "57" upon the "27" (common ones-digit=7) and discard "66" upon the "57" (common sum of digits=12), i.e. discard the sequence "27"»"57"»"66".


Note: The "Sum of Digits" card might be useful.

Special cards rules:



- A player ending his turn by discarding a Monumeral () obliges the following player to choose one of two options:
 - Discard only a Monumeral, thus obliging the next player, and so on; or
 - Lose a turn and draw three extra cards from the draw pile, and then the next player is free to continue the game according to the basic rules of play.

For example, upon the card "23" player A discarded the sequence "53"»"59"»"9", player B discarded "7" and player C had to draw 3 cards from the draw pile because he did not discard a Monumeral.

Now, upon the "7" player D may discard up to 3 cards according to the basic rules of play.

- A player discarding a Twinumeral () may successively discard upon it all cards with this same digit, by order of his choice (even more than 3 cards).

For example, upon the card "23" a player discarding the sequence "27"»"57"»"66" may keep his turn and discard upon it all cards with the digit 6.

- "Free" cards () are used as in game 2.
- The "100" card () is used as in game 2.

End of game: Same as games 1 and 2.

Game 4: The Multiplication Game

Prerequisites: Familiarity with the multiplication table of the integers 1 through 10.

Ages: 8 and up.

Participants: 2 to 6 players.

Cards in game: All 42 cards of the multiplication table - all marked by X. Inclusion of up to 2 "free" cards is optional.

Object of the game: To discard all cards in a player's hand.

Set-up: Same as games 1-3. If there are 4 or more players, each player is dealt only 5 cards.

Basic rules of play:

1. In this game every number is defined only as a product of two multipliers according to the multiplication table (of the integers 1 - 10). These two multipliers are declared at the time of discard. For example, a player discarding "35" has to declare "5 times 7", and a player discarding "24" can declare "4 times 6" or "3 times 8".
Note: The "Multiplication Table" card might be useful.
2. Each player in turn may discard one card upon the "open" card, provided these two cards have a common declared multiplier. For example, upon the card "12", which was discarded by declaring "2 times 6", the player may discard any card with a multiplier=2 (i.e. "2", "4" ... "20") or with a multiplier=6 (i.e. "6", "12" ... "60"). Therefore, He may discard "24" by declaring "4 times 6" (common declared multiplier=6), but cannot declare "3 times 8" (no common declared multiplier). Upon the "24" the next player may discard any card with a multiplier=4 or 6 (e.g. discard "28" by declaring "4 times 7"; common declared multiplier=4).
3. A player who does not discard a card loses a turn and has to draw an extra card from the draw pile.

Special cards rules:

1. A player discarding a square number (green number at the corners of the card) obliges the following player to lose a turn and draw an extra card from the draw pile.
For example, upon the card "28" which was discarded by declaring "4 times 7", player A discarded "36" by declaring "4 times 9" (common declared multiplier=4), and player B had to draw a card from the draw pile. Now, player C may continue according to the basic rules of play and discard upon the "36" any card with a multiplier=4 or 9.
2. A "free" card (?) may replace any number within the multiplication table. The number of a "free" card is declared at the time of discard, provided it matches the "open" card according to the basic rules of play. Using this card wisely may increase the chance of winning. For example, upon the card "28" which was discarded by declaring "4 times 7" a player may discard a "free" card, and determine its number is "4" by declaring "4 times 1", thus obliging the following player to lose a turn and draw a card from the draw pile.

End of game: Same as games 1-3.

Game 5: The Primes' Game

Prerequisites: Familiarity with the digits 0 to 9. Preferably the players should be able to distinguish between ones-digit and tens-digit and be also familiar with the term "prime number".

Ages: 7 and up.

Participants: 2 to 6 players.

Cards in game: All numerical cards except "100"; inclusion of any of the "free" cards is optional.

Object of the game: To arrange in sets all cards in a player's hand.

Set-up: Same as games 1-3.

Basic rules of play:

1. As in rummy - each player in turn draws a card either from the draw pile or the "open" card. Then, he has to discard one of his 8 cards to the discard pile as a new "open" card.
2. By using his cards the player creates one or more sets in the following manner:
 - a. Every set is based on a "key" card, which has to be a prime number (red number at the corners of the card), i.e. a number that has exactly two different dividers, 1 and itself.

Note: The "Prime Numbers" card might be useful.

- b. The rest of the cards in the set have to be numbers matching the "key" card by a common ones-digit and numbers matching the "key" card by a common tens-digit.

For example, a player planning to build a set based on the "key" card "23", will try to collect cards with a ones-digit=3 (i.e. "3", "13" ... "93"), and cards with a tens-digit=2 (i.e. "20", "21" ... "29").

- c. Every set consists of 3 or more cards.

Special cards rules:

1. When the "key" card is a single digit number (i.e. "2", "3", "5" or "7"), the rest of the cards in the set have to match it by a common ones-digit or have to be other single digit numbers.

For example, a player holding the card "2" will try to collect cards with a ones-digit=2 (i.e. "12", "22" ... "92") and other single digit numbers (i.e. "1" to "9").

2. A "free" card (?) may replace any number in the game (only 1 through 99) including a "key" card, provided it matches the rest of the cards in the set according to the basic rules of play. Using this card wisely may increase the chance of winning.

End of game:

The game ends when a player manages to arrange 7 cards in sets, and is declared the winner of the game. He reveals these 7 cards and discards the 8th card upon the discard pile. For example:

A session of games is set by recording scores in the following manner:

- a. The winner in every game scores 0 points.
- b. The score for each of the remaining players is the number of "key" cards (plus "free" cards) in his hand. Alternatively, they may continue playing every game, and then the player who finishes second scores 2 points, the third scores 3 points, and so on.

The winner of the session is the player who scores the lowest total of points.

Advanced game:

1. 2 to 4 players.
2. Each player is dealt 14 cards.
3. A player may create up to 3 sets.

| | | |
|----|----|----|
| | 23 | |
| 22 | | 13 |
| 25 | | 63 |
| 28 | | |
| 29 | | |

or

| | | |
|----|----|----|
| | 23 | |
| 22 | | 13 |
| | | 63 |
| + | | |
| 50 | 59 | 39 |

Game 6: The 100 Rummy

Prerequisites: Familiarity with the digits 0 to 9. Preferably, the players should be able to distinguish between ones-digit and tens-digit and be also familiar with the numbers from 1 through 100.

Ages: 8 and up.

Participants: 2 to 4 players.

Cards in game: All numerical cards; inclusion of any of the “free” cards is optional.

Object of the game: To arrange in sets all cards in a player’s hand.

Set-up: As in games 1-5, only each player is dealt 14 cards.

Rules of play:

1. As in rummy - each player in turn draws a card either from the draw pile or the “open” card. Then, he has to discard one of his 15 cards to the discard pile as a new “open” card.
2. By using his cards the player creates sets in the following manner:
 - a. All the cards in a set must have a common ones-digit or a common tens-digit or contain only single-digit numbers.
 - b. Every set must include at least 4 cards.
 - c. A “free” card (?) may replace any number in the game (1 through 100) according to the rules of play. Using this card wisely may increase the chance of winning.

End of game:

The game ends when a player manages to arrange 14 cards in sets, and is declared the winner of the game. He reveals these 14 cards and discards the 15th card upon the discard pile.

For example:



A session of games is set by recording scores in the following manner:

- a. The winner in every game scores 0 points.
- b. The score for each of the remaining players is the number of cards not arranged in sets (plus “free” cards) in his hand. Alternatively, they may continue playing every game, and then the player who finishes second scores 2 points, the third scores 3 points, and so on.

The winner of the session is the player who scores the lowest total of points.

Game 7: Numbers Memo

Prerequisites: Familiarity with the numbers from 1 through 100 and the ability to add or subtract two numbers. Preferably, the players should be able to distinguish between odd and even numbers.

Ages: 6 and up.

Participants: 2 to 6 players.

Cards in game: All cards indicating the consecutive numbers from 1 to an even number, decided by the players before starting the game.

Note: The level of difficulty rises considerably as the number of cards increases. Therefore, playing with few cards in the first games (e.g. cards "1" through "10") is recommended, allowing better understanding of the concept of the game.

Object of the game: Collect the largest number of pairs of cards.

Rules of play:

1. At the beginning of every game the players will choose one of these card matching options (for demonstration purposes, let's assume that the chosen cards in the game are "1" through "40"):
 - a. *Pairing by sum*, so that the sum of each pair = the number of cards plus 1. In the above mentioned example the sum of each pair is $40 + 1 = 41$, i.e. the pairs are "1"&"40", "18"&"23", "34"&"7", etc.
 - b. *Pairing by difference*, so that the difference of each pair = half the number of cards. In the above mentioned example the difference of each pair is half of $40 = 20$, i.e. the pairs are "1"&"21", "18"&"38", "34"&"14", etc.
 - c. *Consecutive pairing*, so that each pair consists of two consecutive numbers, in which the even number is greater. In the above mentioned example the pairs are "1"&"2", "18"&"17", "34"&"33", etc.
2. The cards are shuffled properly and placed face down in rows.
3. Each player in turn may reveal two cards only, aiming to find a matching pair. If he succeeded, he places the cards beside him, and may keep his turn. If not, he verifies that all other players saw both numbers and turns them face down without changing their location.
4. After the player revealed the first number he has to declare which number he needs in order to get a matching pair.
For example, in a game with the cards "1" through "40" in which the chosen matching is pairing by sum, a player revealing "23" has to declare he needs "18" in order to complete the pair.



Naturally, the matching pairs of cards change from game to game according to the number of cards and the matching option. Therefore, it is important to check that the matching is correct, and verify that every two cards taken out of the game are indeed a matching pair.

End of game:

The game ends when all cards have been collected as pairs. The player who collects the largest number of cards is declared the winner of the game. A session of games is set by recording the number of cards each player collects in every game. The winner of the session is the player who scores the highest total of points.