

Prime Climb simplified rules, for kids ages 6 and up.

You won't need the cards for this game. But you can still bump!
To start, pick your color and put both your pawns on 0.

The winner is the first person to get both pawns to 101.

On your turn:

1. Roll

Roll both dice. These give you the numbers to use to add and subtract to the pawn or pawns of your choice. Use your rolls one at a time.

2. Move

Move the pawn or pawns of your choice by adding or subtracting each number you rolled to where that pawn currently is.

Example

If you rolled an 8 and a 1, you could move one pawn 8 forward, then 1 back. Or 1 forward then 8 forward. Or you could move one pawn 8 forward, and the other pawn 1 forward. There are lots of options.

3. Bump

If one of your pawns lands on the same space as another pawn, bump that pawn back 10 spaces.

4. Prime Magic Move!

If one of your pawns lands on an entirely red space (i.e., a prime greater than 10), then do one of the following:

- Move that pawn forward to the next open red space and end your turn.
- Move your *other* pawn to twice its current position, if possible.
(This is a spot with the same colors, plus one additional orange segment.)

The winner is the first person to get both pawns to 101.

If there is ambiguity in these instructions, use what you know about Prime Climb to help decide how you should play. Or choose what seems like the most fun way to resolve questions about the rules.

This game is still being refined, so try it out and let me know how it works!
You can send feedback to dan@mathforlove.com.