1.3 Prime climb

Let's watch "Prime Climb" Instructional Video https://youtu.be/usBHrp6s4xY.

Objective Get both your pawns to 101 exactly.

Set-up

1. Lay out the board and shuffle the 24 Prime Cards
2. Choose your color. Place two pawns on 0
3. Use the "Go first" dice to decide who will play first.

Game Play Players take turns. A turn consists of four phases:

1. **ROLL** the dice. The two numnbers your roll will be use **individually** to move your pawns.

   In the case of **DOUBLES**, use the number you rolled four times instead of twice.

   You must use all your rolls each turn except on the turn you win.
2. To **MOVE** your pawn, **ADD, SUBTRACT, MULTIPLY** or **DIVIDE** the number your pawn is on by the number you rolled.
3. **BUMP** If you end your Move phase with either of your pawns on the same space as another pawn (including your own), you MUST send the pawn you landed on to 0.
4. **DRAW** a Prime Card if you end your Move phase with one or more of your pawns on a red prime.

   KEEPER CARDS are kept face up for a future turn. Can't be played the turn you draw it.

   ACTION CARDS are played immediately.

Puzzles

1. How can you get two pawns from 0 to 101 in four rolls (that's eight numbers) without any number appearing on a die more than once?

2. It's possible to solve the last problem with the additional stipulation that three of your four rolls sum to the same number. Can you find out how?

3. Your pawn is at 100. What is the probability of reaching 101 on your next roll? (You don't have to use both dice rolls when you reach 101, though of course you may.)

		first die											
		1	2	3	4	4	5	5	6	6	7	8	9	10
second die	1													
	2													
	3													
	4													
	5													
	6													
	7													
	8													
	9													
	10													

What if your pawn was at 99?

On what number do you have the highest chance of being able to get to 101 on your next roll?