BodyScale PRIME CLIMB
INSTRUCTIONS

Included
- Page-size number cards from 0 to 101.
- A spinner board with two spinners (and these instructions).
- Coloured sashes (three in each of six colours).

Overview
- The players themselves are the pawns in this game.
- You will move from card to card according to spins of the spinner, with special actions happening if someone finishes on a red prime.
- The goal is to get one player in your team to finish exactly on 101.

Setup
- Lay out the number cards an order that makes sense to you. Several rows is useful for fitting into a space, and a big ring is useful for seeing the whole game at once.
- Choose several teams with two players per team. Players wear the coloured sashes to show who is on the same team.
- If there are an odd number of people, appoint the person not on any team to hold the spinner board. Otherwise, give it to any player.
- Choose the order of play by whatever method you like best. A convenient method is to play in order of when the colours appear in the cards: white, yellow, green, blue, purple, red.
- All players stand near the 0 card.

Playing the Game
- On your team's turn, go through the following actions:
  - **SPIN**: Get whoever has the spinners to spin them and call out the two numbers where the arrows are pointing.
  - **MOVE**: Your team will need to choose how to apply the two spinner numbers to move your players. Take the number where one player is standing and one spinner number, and do the following calculation:

    (standing position number)□(spinner number)

    where the □ could be replaced with any operation from +, -, ×, ÷.

PRIME CLIMB by Math for Love

That is, take the number where one player is standing and add the spinner number to it, subtract the spinner number from it, multiply it by the spinner number, or divide it by the spinner number.

The resulting number from this calculation is where this player will move. Now do the same with the second spinner number. You can choose to use the new number where the first player has just moved (so the first player will move again) or use the number where the other player is standing (so the second player will move this time)

You can only move if the calculation produces a number actually on the cards. You do not round off non-whole numbers or wrap around if you get numbers that are negative or numbers that are too big.

You get to choose what order to apply the spinner numbers, which player(s) to apply them to, and which mathematical operations to use, though you *must* apply both numbers.

o **BUMP**: If your team's players move, and finish on the same card as another player, then the player who was already there goes back to the 0 (start) card, even if it's one of your own team's players.

This only counts at the end of the moving process, not between applying the two spinner numbers.

o **PRIME SPIN**: When at least one of your players moves and finishes on a red prime card, your team gets another spin of one spinner. You apply this number in the same way as in the MOVE phase, except you can apply to any player in the whole game, whether on your team or another's team. You may choose not to apply it if you do not want to.

You only get one prime spin per turn, even if both players move to a red prime. You do not get another prime spin if your prime spin moves you to another red prime.

- NOTE: There is not enough space on the 0 (start) card for everyone, so if it's not your turn, just stand nearby to the 0 card rather than actually on it.

Finishing

- The first team to get one of their players to land on 101 wins the game! You must get exactly to 101 – you can't overshoot or "bounce off".

Variations

- **Prime decline**: Start at 101 and aim to get a player to 0 instead. (In this case, BUMP sends the other player back to 101.)
- **Prime target**: Choose a different prime than 101 to aim for, such as 47.

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