



1

100 POINTS PREDICTION

A 100 Points Card Game



100 Points Prediction

100 Points Prediction is a card game in the 100 Points line of games that uses 100 Points cards.

Overview

Each player rolls a 6-sided die and draws a number of cards equal to their roll. Each player then guesses as to what the total number of points are of all the cards in all the players' hands. One by one the players reveal their cards and everyone finds out the the total number of points. The player who guessed the closest without going over wins. The losing players put their cards in their discard pile. The last player with cards in their deck wins.

The game can be played with 2 or more players.

Each player needs their own set of 100 Points cards and a 6-sided die to play the game.

Pre-game Setup

Before play, each player shuffles their own set of 100 Points cards together, and places the cards face down to form their own personal Draw pile. A full set of cards consists of:

- Seven 10 Point cards
- Four 20 Point cards
- Seven 30 Point cards
- Four 40 Point cards
- Two 50 Point Cards

Choose a player to be the first player in the round.

100 Points Prediction

- 2+ players
- 10 - 30 minutes to play
- Simple addition card game of luck and strategy

100 Points Prediction, 100 Points Card Games, the 100 Points logo, A'n'S'R -entertainments, the A'n'S'R logo, all text and images are © and TM Aaron and Stephanie Richardson. Contributors: Stephanie Richardson and Aaron Richardson, Please do not reproduce and distribute this book, in whole or in part, electronically or physically, without the express consent of the publisher, A'n'S'R -entertainments. Artistic Piracy is something that robs us all, even the pirates; we advise you avoid it for multiple reasons. No sheep were harmed in the making of this game. Enjoy.

Visit us at www.AnSR-entertainments.com for more games you can play with 100 Points cards!

You can purchase 100 Points cards and games from one of these fine vendors:

- DriveThruRPG.com (for Print2Play editions of our games)
- TheGameCrafter.com (for physical copies of our games)



Game Rules

Roll, Draw, Guess, and Reveal

1. Each player rolls their 6-sided die and draws that many cards to their hand from their personal Draw pile.
2. Beginning with the first player, each player voices 1 guess as to how many total points there are between all the cards in all the players' hands. Guesses must be in increments of 10 (example: 10, 20, 80, 120, 300, etc.)
3. After everyone has taken a guess, each player, beginning with the player that took the first guess and moving clockwise, shows the cards in their hand to the table.
4. Add up the total number of points of all the cards shown. The player who guessed the closest to the actual total points of all the cards shown without going over wins the round.
 - If no one guessed over the actual point total, then all of the players win the round.
 - If 2 or more players have the same winning guess, then both players win the round.

Discard or Shuffle Cards

- All players who won the round may put the cards in their hand back in their personal Draw pile, and shuffle their Draw pile to get ready for the next round.
- All of the other players must place their cards face-up in their personal Discard pile in front of them.
- If a winning player guessed the *exact* number of points at the table, that player may put all of the cards in their Discard pile *and* their hand back into their Draw pile, and shuffles their Draw pile.

Start a New Round

Begin a new round starting with the player who took the last guess in the last round.

Game Over

When a player goes to draw a card from their Draw pile and cannot, they are out of the game. The last player left wins the game. If all players left at the table go out in the same round, then the player with the most points in their Draw pile wins. If there is still a tie, then each player rolls a 6-sided die; the highest number rolled is the winner.

