Close to 0 Close to ZERO Close to ZERO Close to 0

How to Play: Each player needs a Close to Zero sheet. Using one dice (preferably a 10 sided dice) player 1 rolls the dice and decides to use the number rolled as ones or tens. eg: if a 3 is rolled the player can use it as 30 or 3. The chosen number is then subtracted from 100. The next time that player rolls they subtract the number chosen from the previous total. eg: if 3 tens was chosen on the first roll (the total would be 70 as 100 - 30 = 70) If a 5 was rolled on the second turn, the player could decide to use it as 5 or 50. If 5 was chosen it would be subtracted from the previous total. eg: 70 - 5 = 65 so 65 would be written on the second line. After each player has had 7 turns, the player that is closest to a total of 0 is the winner. The total can go into negatives but the idea of this game is to get as close to zero without going below.

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0

Close to ZERO

1	0	0