Player A: _		Player B:		
.		D OUT!		
Directions:	Player A rolls a die. S/he decides whether it will be worth ones or tens and records the number. Player B does the same and records the number. On roll 2, the players still decides whether it is worth ones or tens and adds it to roll 1. Play continues until all rolls are complete or if a player goes over 100 and is "out". The player closest to 100 without going over is the winner!			
1 = 1 or 10	2 = 2 or 20 3 = 3 or 30	4 = 4 or 40	5 = 5 or 50	6 = 6 or 60
	Player A		Player B	
Roll 1				

Player A	Player B
Roll 1	
Roll 2	Roll 2
Roll 3	Roll 3
Roll 4	Roll 4
Roll 5	Roll 5
Roll 6	Roll 6