

Almost Zero Hero

- Material :** Enough base-10 material so that each player can make 5000.
Place Value chart for each player.
Two 30-sided polyhedra (dice)
- Players :** Two to four
- Rules :** Each player makes 5000 on his/her place value mat. The first player rolls the polyhedra (dice) and subtracts the sum from 5000 making any necessary trades. Players take turns rolling the polyhedra and subtracting the sum from what is on their boards. The winner is the first person to have only units left on the Place value chart
- Variation:** *Win 5000* - Same as above but the chart is empty at the start and players add the amount rolled dice to their charts. The winner is the first person to reach 5000.