Math educator Marilyn Burns devised this charming game to teach place value to elementary schoolers. I find that it’s good fodder for all ages, even decrepit old adults like myself.

To play, you roll a standard six-sided die. **After each roll, decide whether to leave the number as it is (e.g., 3), or to multiply it by ten (e.g., 30), before adding it to your score. Roll six times in total. The goal is to get as close as you can to 100, without going over.**

You may feel drawn to the so-called “greedy algorithm”: always multiply by ten, as long as there’s space to do so. Though useful as a starting point, this isn’t always a good idea. (For example, it’s foolish to leap up to 96 when you’ve still got two rolls remaining.) See if you can find a strategy that beats the greedy algorithm, or just play like me: making foolhardy and aggressive decisions, then sighing with sweet relief if luck bails you out.