

Place Value Bump

Printing Tip: Print pages 2 and 3 back to back so the rules of the game are printed on the back and can be easily referred to if needed.

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How do you play?

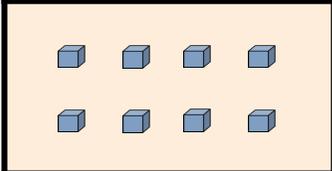
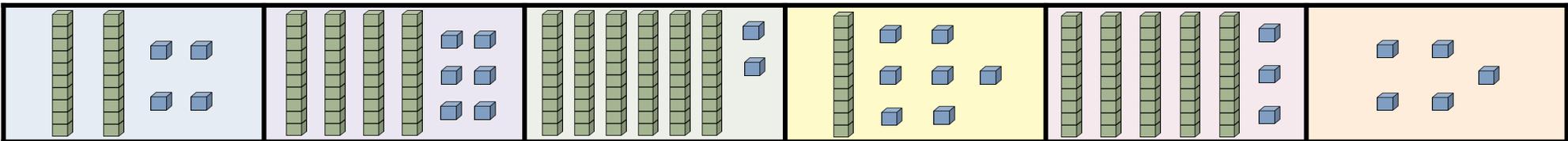
Each player gets 10 counters, all the same colour. If 1 player has picked blue counters the other player(s) must choose a different colour.

Each player puts a playing piece anywhere on the board. Players take turns rolling a dice and moving their playing piece around the board. Players cover up the equivalent number in the middle of the board with one of the coloured counters on their turn.

If a player gets a number that has already been covered by their opponent, they can “bump” that player’s counter off that spot and put their own counter there.

If a player lands on a number they have already covered, they put a second counter on top. That spot is now frozen and cannot be bumped of by any other player.

The first player to use all of their 10 counters is the winner of the game.



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39	56	83	33	17
6	24	29	5	74
26	90		46	14
62	55	48	8	64
15	71	27	53	80

