



PRINTING TIP



Print pages 2 and 3 back-to-back so the rules of the game are printed on the back for the game board and can be easily referred to if needed.

BUMP

How do you play?

Each player gets 6 counters, all the same colour. If 1 player has picked blue counters the other player(s) must choose a different colour.

Players take turns rolling two 10-sided dice and using the counting on strategy to add the numbers together. Players cover up the answer to the addition question, 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 with a counter, they put a second counter on top. That spot is now frozen and cannot be bumped off by any other player.

The first player to use all 6 counters is the winner of the game.



BUMP

