

BUMP

Materials Needed: 2 dice, 10 different counters (e.g. cheerios, beans, buttons) for each player.

Directions: 1. On your turn, roll two dice, add the numbers, and place one of your counters on that number. If another player's counter is on that number, BUMP it off and replace it with yours. 2. If you already have one counter there, add a second one to lock the spot. Locked spots can't be bumped! 3. The winner is the player that uses all of their markers first!

