

# BUMP



Game board ©Shannon Samulski  
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Roll Doubles  
and get  
another turn!

# BUMP

## Materials:

- ☒ Need 2 dice
- ☒ Each Player starts with a set of 10 same-color chips or clear counters (Player 1: 10 red & Player 2: 10 yellow)

## RULES:

### 2 Player Addition Game

☐ Level 1: Roll dice and put a clear counter on the circle showing the sum of the dice. If another player's counter is on that number, **BUMP** it off. If your marker is on that number, put an additional counter on top ("crown") and it closes that spot. The winner is the player that uses all of his/her markers first!

☐ Level 2: Play the same as Level 1 however a player can either use the sum of the dice or the addend(s) of the dice (example a  $5+4$  is rolled, you can place a chip on 9 or 4 and 5).

☐ Level 3: Play the same as Level 2, except players can use any two numbers to equal the sum of the addends (example if you roll  $4+5$  you can use any two numbers that equal 9, such as  $3+6$ ,  $8+1$ ,  $7+2$ , etc.)

☐ If a player rolls doubles he gets to roll again.

☐ If all possible circles (sum and addends) are closed, the player loses a turn lose.

☐ The first person to get rid of all 10 chips is the winner.

Math Strategy Games  
(game boards, cards, and materials)  
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