

Directions: Use two dice and 10 connecting cubes per player. Players take turns rolling the dice and adding the digits. Players cover the corresponding number with one of their cubes. If a player gets a number that is already covered by their opponent, they "bump" that player's marker off of that spot. If a player lands on a number they have already covered themselves, they add a cube to the top and that space is now frozen. The first player to use all of their cubes wins the game!

S U M M E R

BUMP

