## **Bump Games Instructions**

**Materials Needed:** Bump game board of choosing, 10 counters of one color and 10 counters of a different color, 2 dice

## Directions:

- 1. Each player takes 10 counters of the same color (i.e. one player has 10 red counters and one player has 10 blue counters).
- 2. Each player rolls a dice. Whoever has the highest roll goes first.
- 3. The first player rolls both dice. The player adds numbers of both dice together (i.e. if the player rolled a 6 and a 4, the sum of both dice is 10), and finds that number in the chart on the board. The player solves the problem beside that number, and covers the corresponding answer on the game board with one of his or her counters.
  - If the player rolls a sum that has already been covered by the other player, the player can bump the other player's counter off and replace it with his or her own counter.
  - If the player rolls a sum that has already been covered by his or her own counter, the player can
    place a second counter on top of it. When two of a player's counters are on top of the same
    number, that player's counters can no longer get bumped off by the other player. They are locked
    in.
  - If the player rolls a sum that has already been locked in by either player, the player cannot do anything. He or she must wait for the next turn.
  - If the player rolls a 12, he or she must create an addition sentence whose sum is equal to the fraction on the space he or she wants to put his or her counter on. The player's addition sentence must be correct in order to place a counter on that space.
  - Play continues with each player taking turns until one player has placed all 10 of his or her counters on the game board. The first player to place all 10 of his or her counters on the game board is the winner.



