## bymp game directions:

This is a 2-player game.

## Mqteriqls needed:

- 2 dice
- 12 colored chips or tokens per player (different color for each player)
- Scratch paper or Math journal
- pencil

On a player's turn, he or she will roll the dice and add the dots together. (For example, if a player rolled a 2 and a 6, he would add the dots to get a total of 8.) Then, the player would find his or her total on the table on the game board. Next to the dice dot total is a problem to be solved. Both players will solve the problem on scratch paper or in a Math journal. After solving the problem and finding the answer, the player whose turn it was will cover the answer on the game board with his or her token. Players will continue to take turns. If an answer only has one chip or token on it, the opposing player can "bump" the token off if he or she gets the same answer. Once two tokens of the same color are placed on an answer, the tokens are "locked in" and cannot be bumped off. The player with the most tokens on the board at the end of the game (when all tokens have been used) is the winner!



