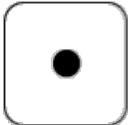
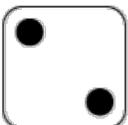


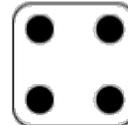
Geometry BUMP!

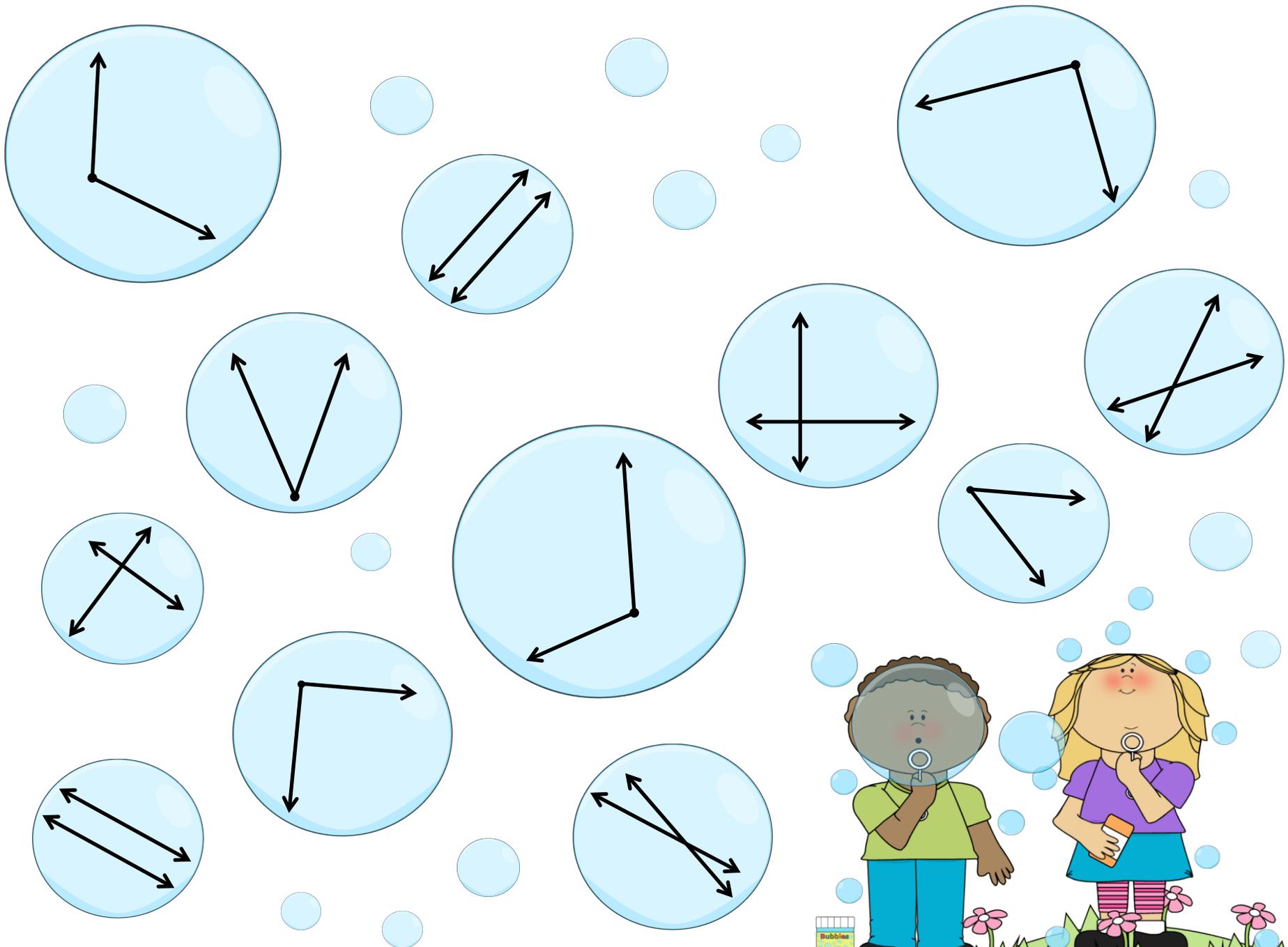
Angles and Lines

Directions:

Each player will need 20 counters. Players take turns rolling a dot cube and matching the number rolled to the chart below. Look for the geometric representation on the game mat and place your counter on top. If you roll a representation that has been covered by another player, you can "Bump" off their chip and replace it with your own. If you roll a representation that you already covered, you can place a second chip on top to "lock" the space. Once a space is locked, it cannot be bumped. Play continues until all spaces have been marked. The player with the most spaces wins.

	Acute angle
	Right angle
	obtuse angle

	Parallel lines
	Perpendicular lines
	Intersecting, but not perpendicular lines



Geometry BUMP: Angles and Lines