Bump
Directions

Each child takes 8 unifix cubes of one color. Their partner should have 8 of a different color. The first child rolls 2 dice (or 1, depending upon the game you are playing) and puts a cube on that number. If the other player's cube is on that number, they get to BUMP it off. If your own cube is already on that number, link another cube with it and it freezes that spot.

Any time there are two cubes of the same color on a spot, that freezes that spot and you cannot bump that person's marker off. The winner is the player that uses all of their markers first.

X10More or x10 Less BUMP

Roll the dice. Then, put your marker on the spot that is x10 more or x10 less times the amount you rolled.

.2

.5

10

.6

50

60

20

.1

.3

30

.4

40