

Shake 'Em and Bump 'Em

MATERIALS

Two Dice

Ten different markers (optional seasonal markers) for each player

OBJECT To be the first person to use all 10 of their markers

DIRECTIONS

1. Player rolls dice and adds two numbers together.
2. Player places a marker on that number on the game board.
3. If another player's marker is already on that number, the player can "BUMP" the marker off.
4. If player's own marker is on that number, link the two markers and that number is now "LOCKED" and can no longer be "BUMPED".

