

Spring

Roll & Bump!

12	10			7	5		
3	4		9	7		11	2
	2	5		4	6	3	
8	6	11	8		12		

Roll two number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!

Spring Roll & Bump!

10

7

9

12

2

4

3

5

4

6

2

5

4

6

3

8

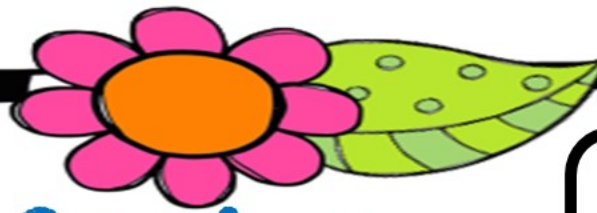
6

11

8

12

Roll two number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!



Spring Roll & Bump!

5

10

7

18



3

4

9

17

6

14



12

15

13

7

3

8

16

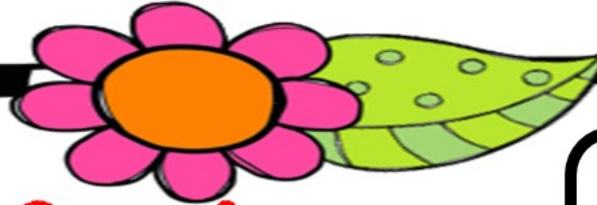
11

18



12

Roll three number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!



Spring Roll & Bump!

12

18

11

16



8

3

7

13

15

12



14

6

17

9

4

3

18

7

10



5

Roll three number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!