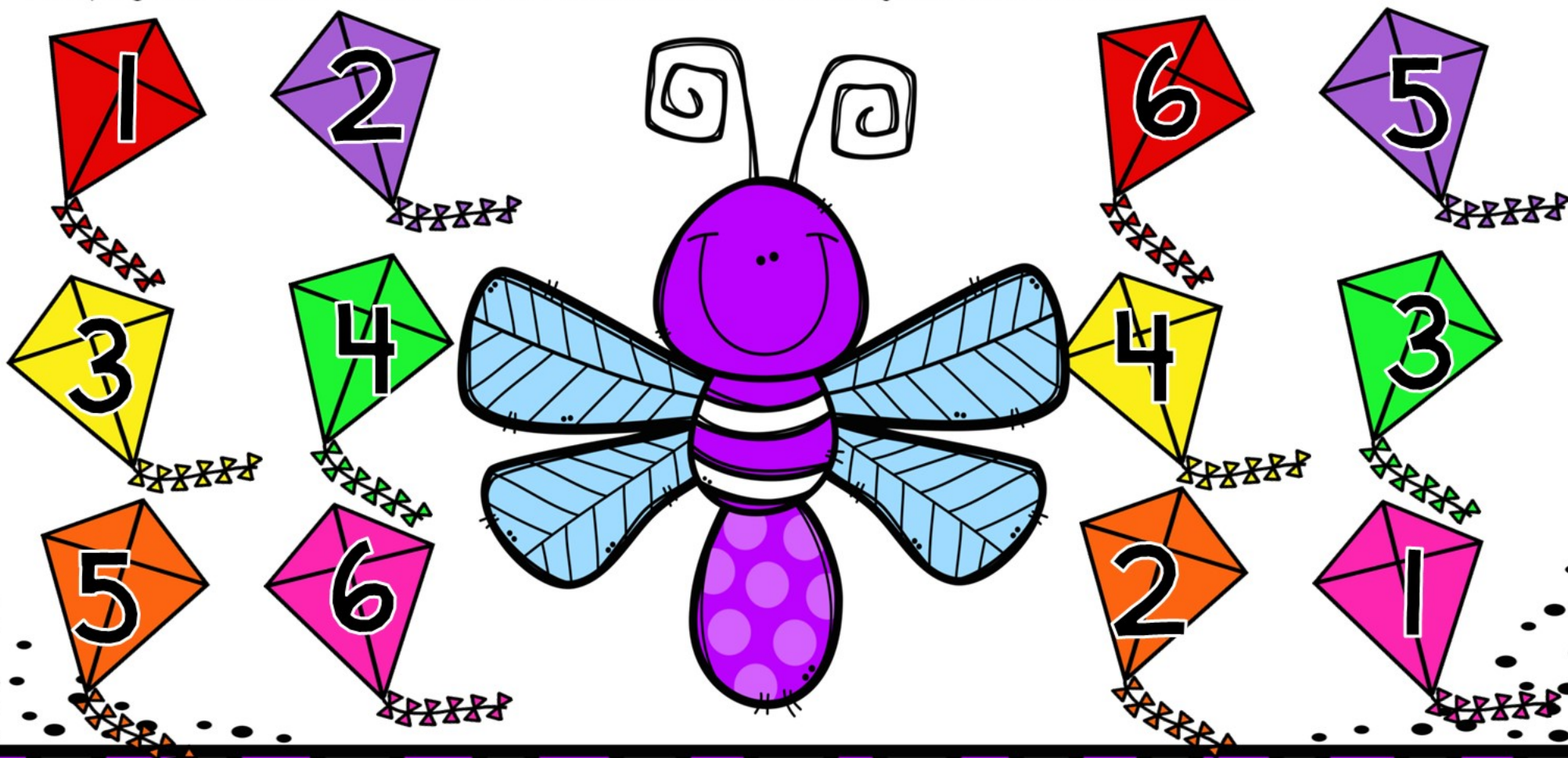
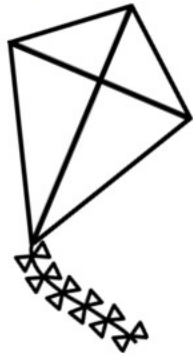


# Spring Roll and Cover



One Dice: Roll one die and count your dots. Cover the number of dots you rolled with your marker.  
Two players will need to use two different colors. Covering the most numbers wins!

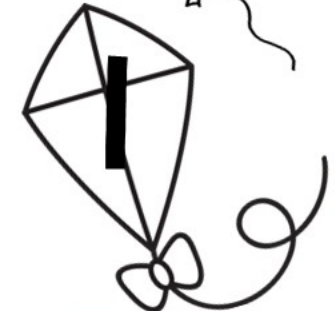
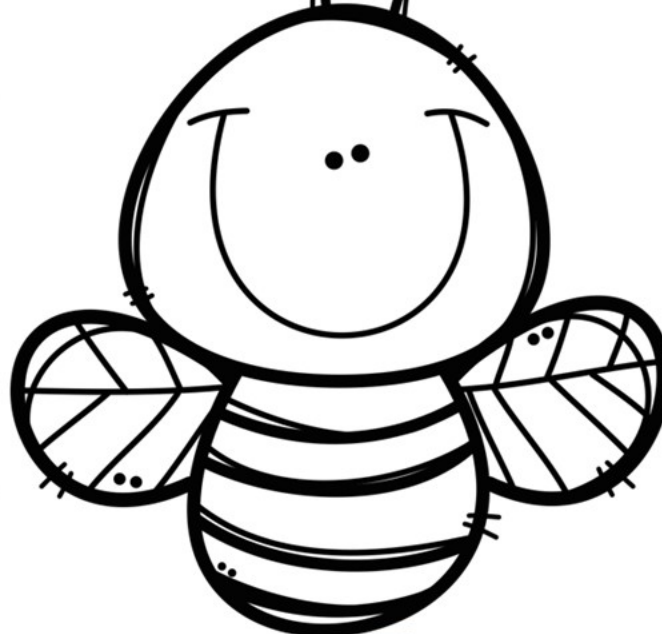
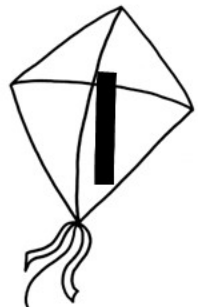




# Spring Roll and Cover



One Dice: Roll one die and count your dots. Cover the number of dots you rolled with your marker.  
Two players will need to use two different colors. Covering the most numbers wins!





# Spring Roll and Cover



Two Dice: Roll two dice and count your dots. Cover the number of dots you rolled with your marker.  
Two players will need to use two different colors. Covering the most numbers wins!

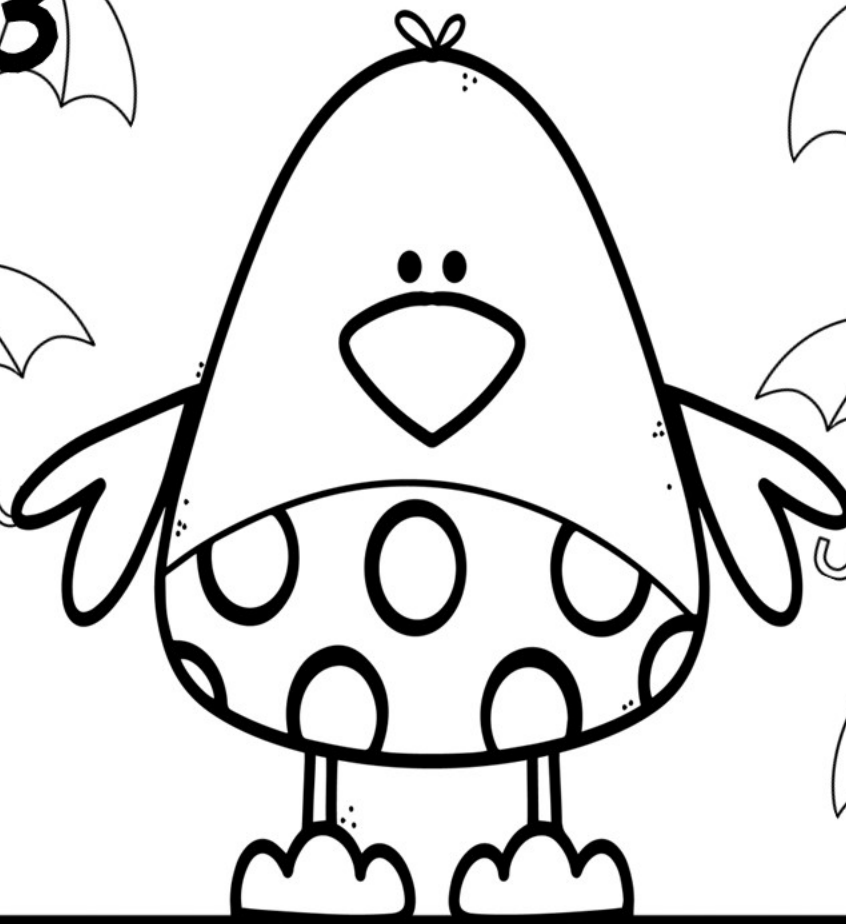




# Spring Roll and Cover



Two Dice: Roll two dice and count your dots. Cover the number of dots you rolled with your marker.  
Two players will need to use two different colors. Covering the most numbers wins!



# Spring Roll & Bump!



Two Addend Addition: 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!



**Two Addend Addition:** 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!



**Three Addend Addition:** 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!



**Three Addend Addition:** 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!