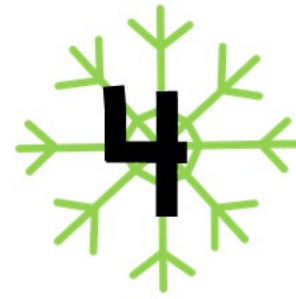
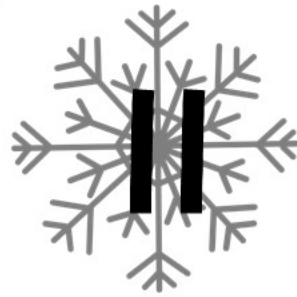
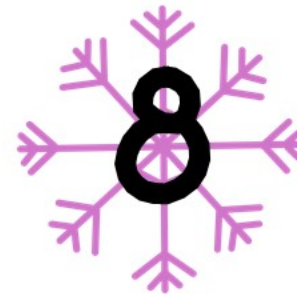
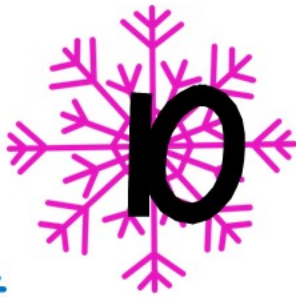
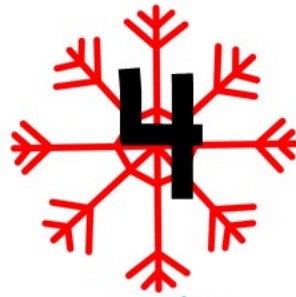
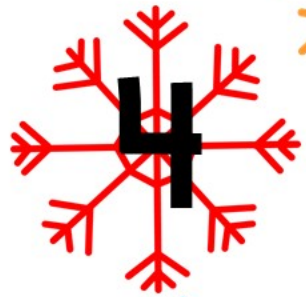
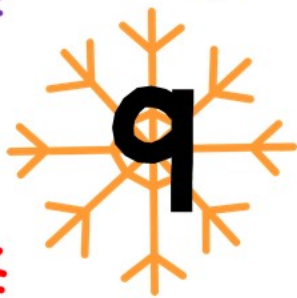


Winter

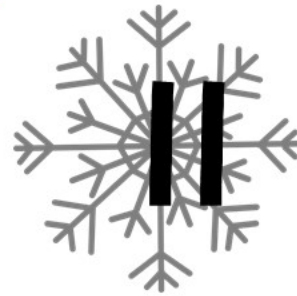
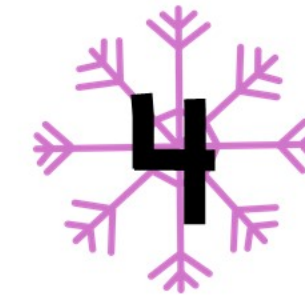
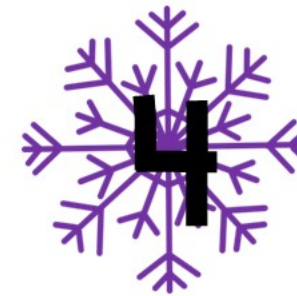
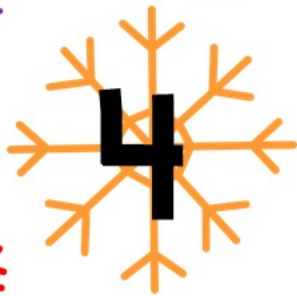
Roll & Bump!



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!

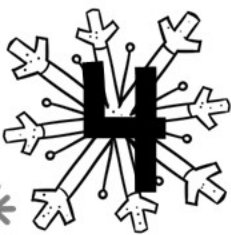
Winter

Roll & Bump!

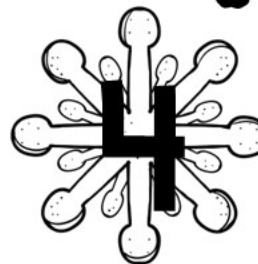
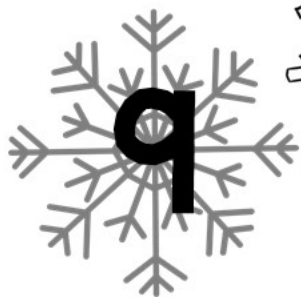
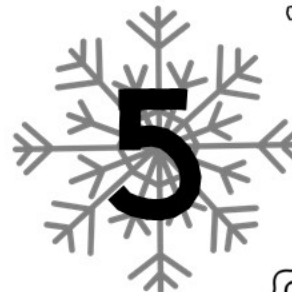


Two Addend Addition: Roll two number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their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

Winter



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!

Winter 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!

Winter

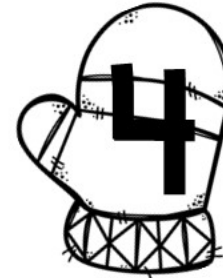
Roll & Bump!



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!

Winter

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 of their markers first is the winner!