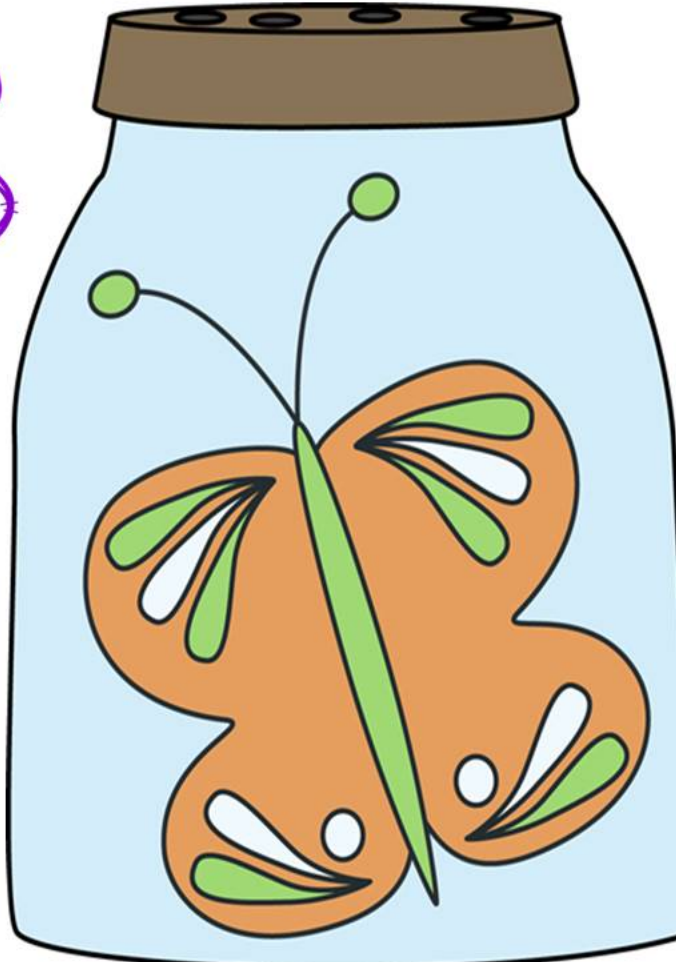
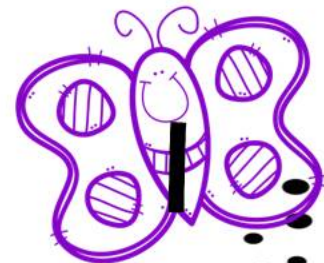
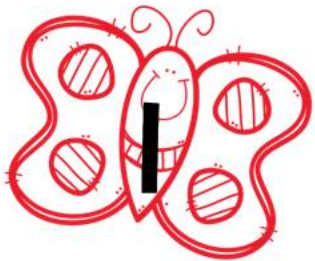




# Butterfly Roll and Cover



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!



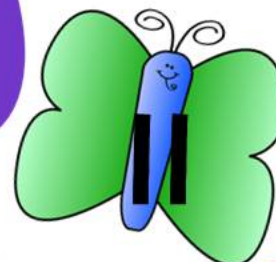
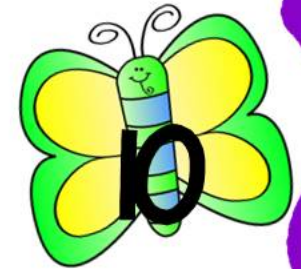
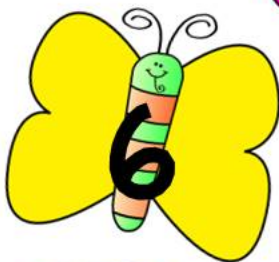
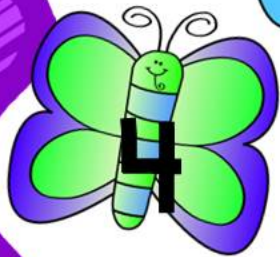
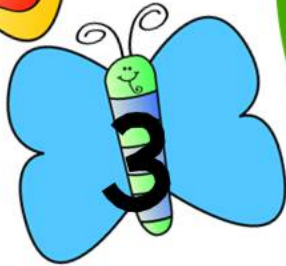


# Butterfly

## 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!






# Butterfly



## 5 In A Row

Roll 2 dice and cover the sum. If the sum is not open, it is your partners turn. The person who covers 5 in a row first wins! The middle space is a free space.

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



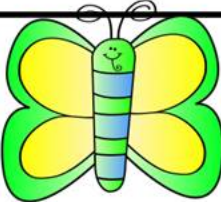


# Butterfly

## 5 In A Row

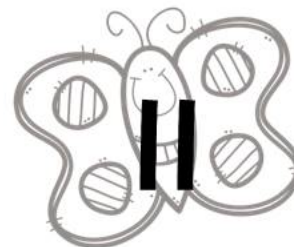
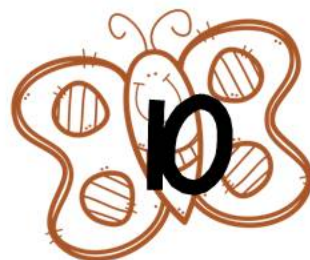
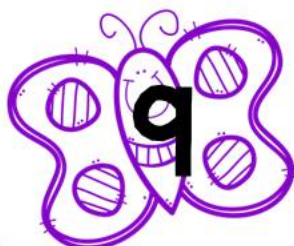
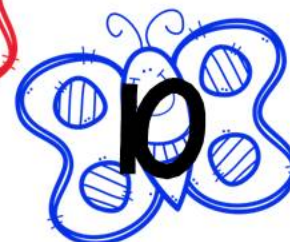
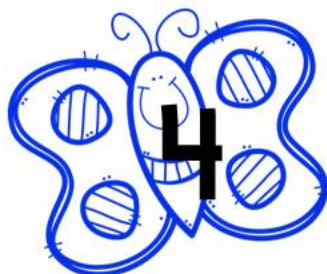


Roll 3 dice and cover the sum. If the sum is not open, it is your partners turn. The person who covers 5 in a row first wins! The middle space is a free space! ~~xxx~~.

3	16	4	17	5
18	6	3	8	4
9	5		6	10
7	11	8	12	9
13	10	14	11	15

# Butterfly

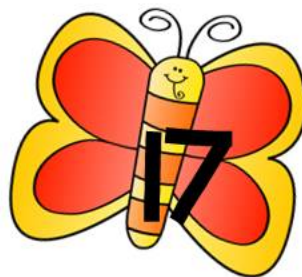
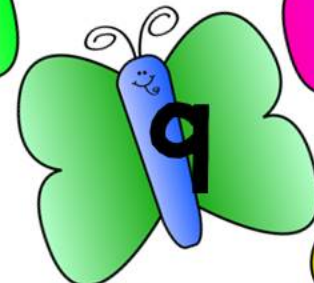
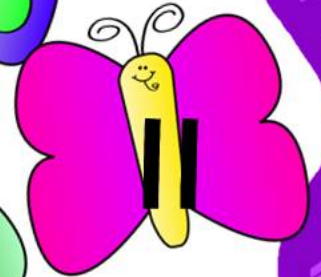
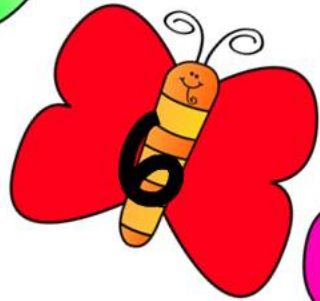
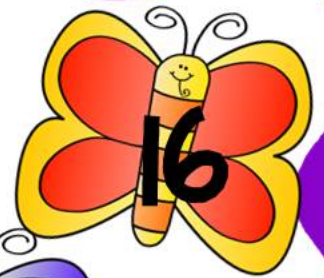
## Roll & Bump!



**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!

# Butterfly

## 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!