

# BUGS!

## Addition BUMP!



9

11

2

10



12

5

6

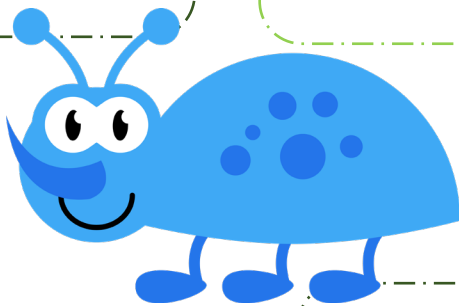
11

10

3

11

4



12

8

7

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11

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9

6

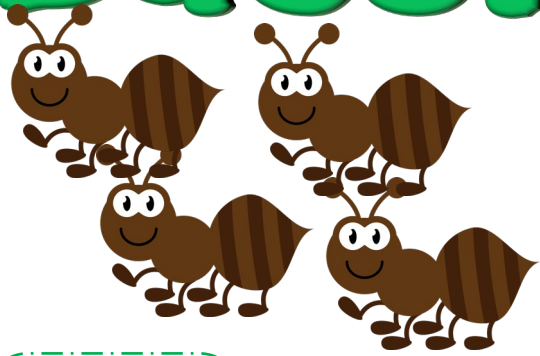
Directions: Roll 2 number cubes and add the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 stacked markers, that space can't be bumped. The first player to use all 10 of their markers first wins!

3

12

# BUGS!

## Addition BUMP!



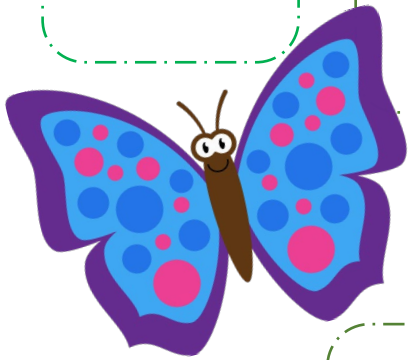
12

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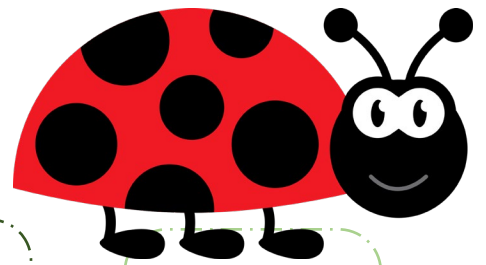
11

15

Directions: Roll 3 number cubes and add the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 stacked markers, that space can't be bumped. The first player to use all 10 of their markers first wins!

# BUGS!

## Addition BUMP!



4

14

12

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18

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22

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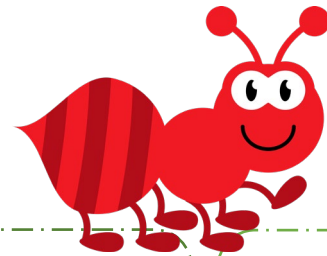
23

24

16

Directions: Roll 4 number cubes and add the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 stacked markers, that space can't be bumped. The first player to use all 10 of their markers first wins!

# BUGS! Addition BUMP!



20

4

15

11

2

19

13

12

6

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17

Use 2  
10-sided  
dice.

10

3

14

8

18

16

20

11

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4

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2

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19

13

3

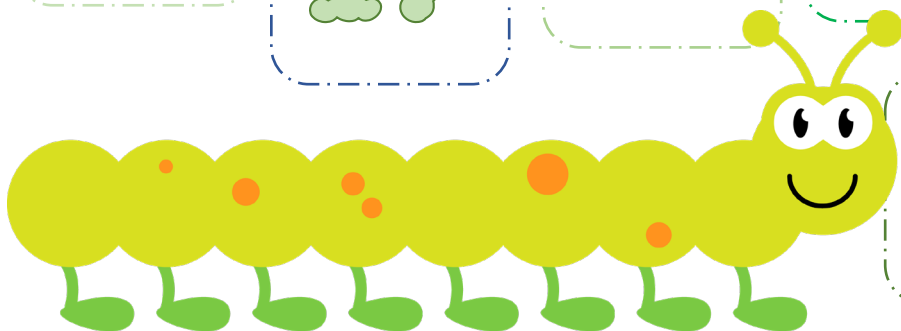
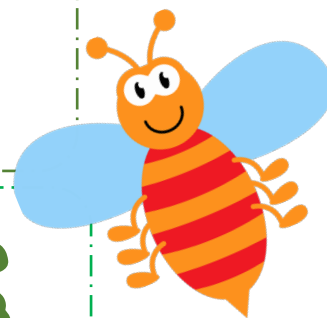
18

17

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14

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