



SUPERHERO

Addition BUMP!



3

12



16

5

6

3

7

smash

10

18

7

13

13

9

8

18

8

11

4

15

17



14

12

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!

SUPERHERO



Addition
BUMP!

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

13

7

18

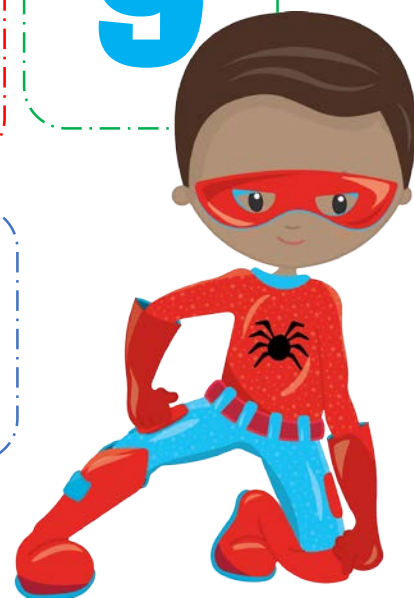
18

9

18

14

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13

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smash

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18

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16

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13

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SUPERHERO

Use 2
10-sided Dice.

18

2

13

14

8

18

14

11

3

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4

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3

12

16

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12

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15

4

15

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20

9

17

7

10

Addition
BUMP!

19

11

