

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 player to use all 10 of their markers first is the winner.

# St. Patrick's Day Aadusden 



# St. Patrick's Day 

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


