

Bump-It Addition

Players: Two

Materials: Gameboard, markers of two different colours, four sets of cards 1-9

Directions: Shuffle and divide the cards into 2 stacks. Draw a card from each stack, add the two numbers and place a marker on the answer. If a square has an opponent's marker on it, the player can "bump" the marker off. Game ends when all cards are used. The winner is the player with the most markers on the board.

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3	8	11	10	14	7
6	10	15	9	17	5
12	2	13	12	14	16
9	16	8	14	11	6
12	4	15	10	16	13
18	13	7	9	8	11