



Directions: Start with 6 to 10 markers. Roll 2 dice or number cubes. Find the sum of the numbers. Place one of your markers on that space. If the other player has only 1 marker there, you can "bump" him/her off of the space. When you get 2 markers on a space, it is "locked" and you cannot be bumped from it. The first player to run out of markers wins!