## How

You will need:

- Bump Game Board
- Counters (2 colours)
- Dice

Instructions for Shark Bump:
I. Player A rolls the dice. Multiply by 2. Find the answer on the Shark Bump game board and place your counter on that circle.
2. Player B rolls the dice, multiplies by 2 and places the counter over the answer.
3. If the opponent's counter is already on the circle, the player can "bump" his/her counter off the circle. If the circle already has the player's own counter on it, he/she can place a second counter on the circle to "lock" it. Once a circle is "locked," the other player can not bump the counters off.
4. The winner is the player with the most "locked" circles.

Rules are the same for all Bump games, except:

- For Shark Bump, multiply by 2
- For Valentine's Bump, multiply by 5
- For Supernero Bump, multiply by IO


## Shark Bump

Multiply by 2



Multiply by 5


$$
(20) i 5 ;
$$



## SupOrkOPO DURMP <br> Multiply by 10



