

Partners to 10 Bump

Need: 1 die (0-9) and 8 counters per player. Each player uses a different colour.

To Play: Players take turns to roll the die. Cover the number that would partner to make 10. If another player has covered that number, you can "bump" that counter off and put your own counter on it. If that number is covered by one of your own counters, you can put another counter on top and you have won that space. You can only "bump" when there is only one counter on a number. The winner of the game is the first player to use all of their counters.

