

Multiplication Bump

Multiples of 6 Version

54



30

12

36

42

18

66



54

48

36



24

42

60

30

72

48



How To Play

1. Player 1 rolls 2 dice. Take the sum of the two numbers and multiply it by six.
2. Player 1 places their counter on that number on the game board.
3. Player 2 rolls.
4. If Player 2 rolls a number that Player 1 has taken, Player 2 may "bump" Player 1's counter off of the board and put their counter in its place.
5. If a player rolls a number that THEY have already taken, they may place a second counter on that number and "lock" that number. Their opponent can no longer "bump" them off.
6. If a player rolls a number and there are no open spaces, they lose their turn.
7. The first player to place all 10 counters on the board wins!

Multiplication Bump

Multiples of 7 Version

56



49

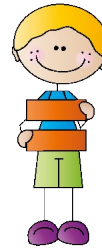
70

63

21

84

35



42

42

14



49

28

63

35

56

77



How To Play

1. Player 1 rolls 2 dice. Take the sum of the two numbers and multiply it by seven.
2. Player 1 places their counter on that number on the game board.
3. Player 2 rolls.
4. If Player 2 rolls a number that Player 1 has taken, Player 2 may "bump" Player 1's counter off of the board and put their counter in its place.
5. If a player rolls a number that THEY have already taken, they may place a second counter on that number and "lock" that number. Their opponent can no longer "bump" them off.
6. If a player rolls a number and there are no open spaces, they lose their turn.
7. The first player to place all 10 counters on the board wins!

Multiplication Bump

Multiples of 8 Version

40



48

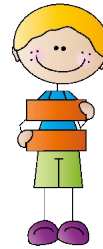
80

32

64

24

56



88

16

32



40

72

96

56

72

64



How To Play

1. Player 1 rolls 2 dice. Take the sum of the two numbers and multiply it by eight.
2. Player 1 places their counter on that number on the game board.
3. Player 2 rolls.
4. If Player 2 rolls a number that Player 1 has taken, Player 2 may "bump" Player 1's counter off of the board and put their counter in its place.
5. If a player rolls a number that THEY have already taken, they may place a second counter on that number and "lock" that number. Their opponent can no longer "bump" them off.
6. If a player rolls a number and there are no open spaces, they lose their turn.
7. The first player to place all 10 counters on the board wins!