

12

6

4

10

3

8

2

9

5

11

7



Snowman BUMIP!

Use two dice and 10 connecting cubes per player. Players take turns rolling the dice and adding the digits. Players cover the corresponding number with one of their cubes. If a player gets a number that is already covered by their opponent, they “bump” that player’s marker off of that spot. If the space has two of the same color the spot is “locked” and cannot be “bump”ed.