

BUMP!

• Game Pieces •



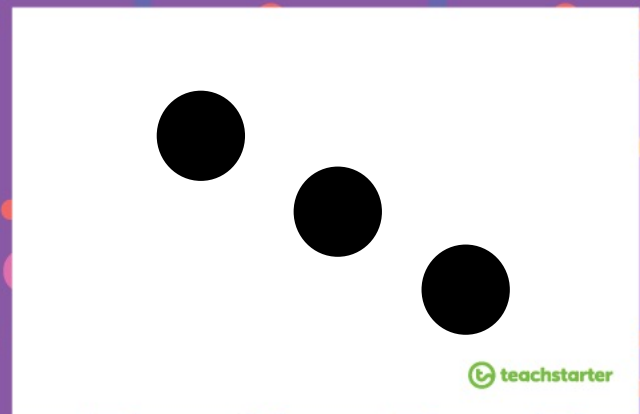
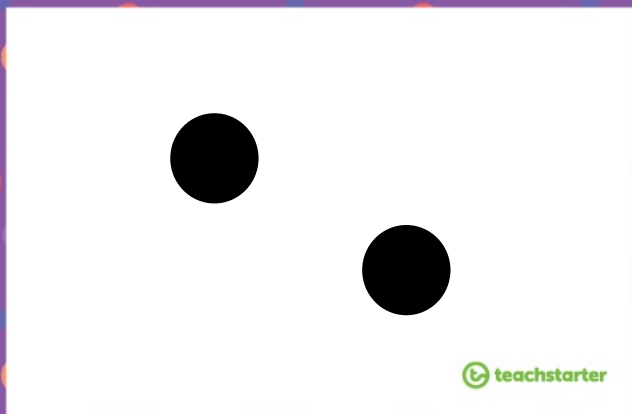
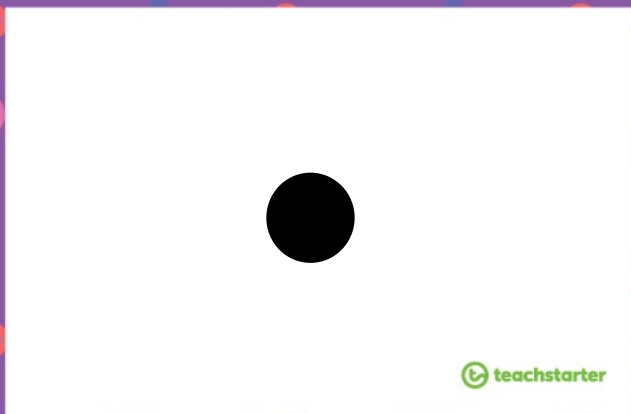
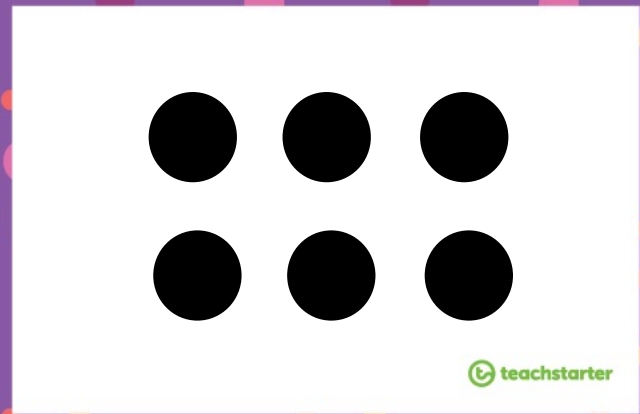
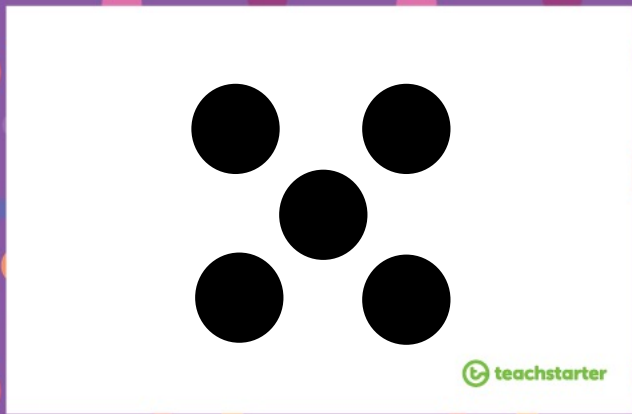
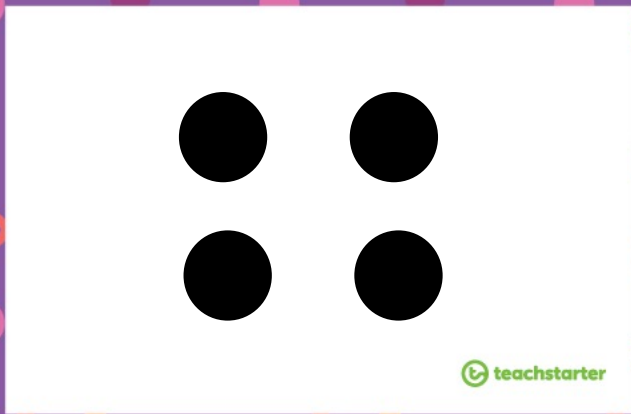
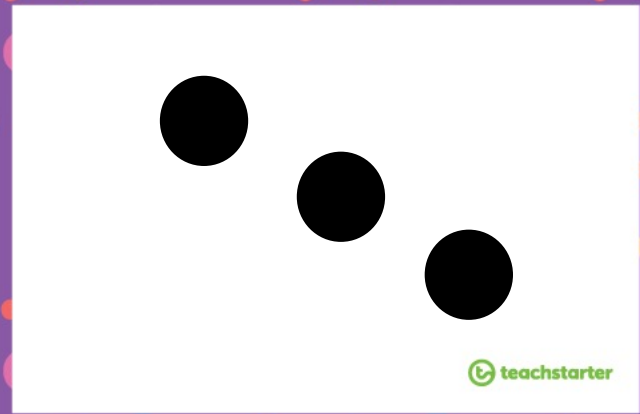
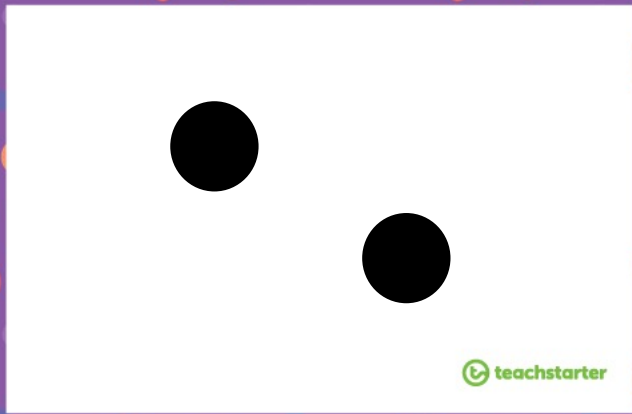
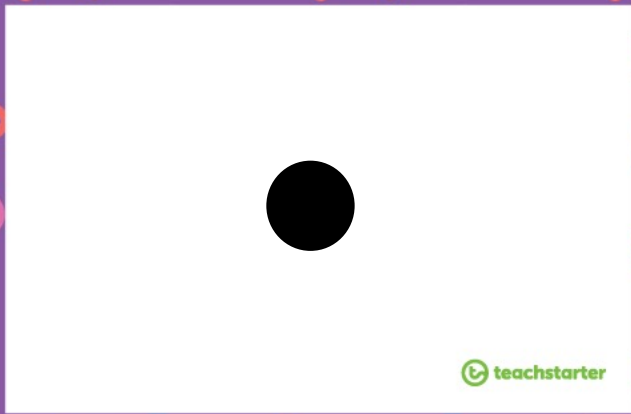
Game Instructions:

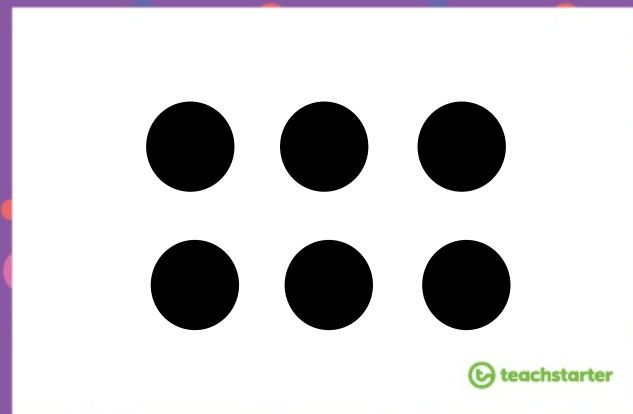
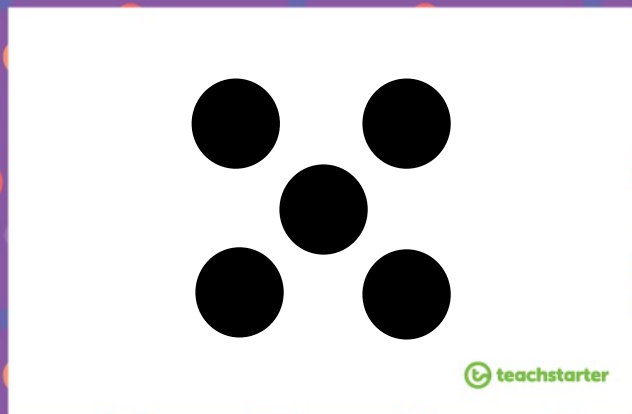
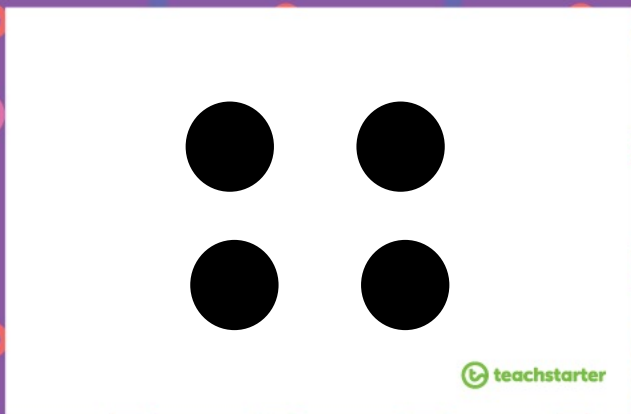
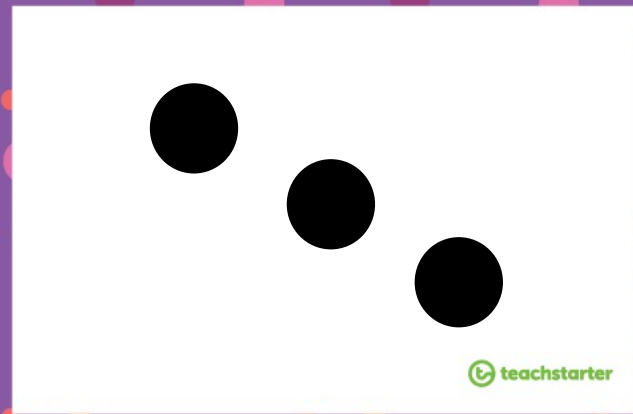
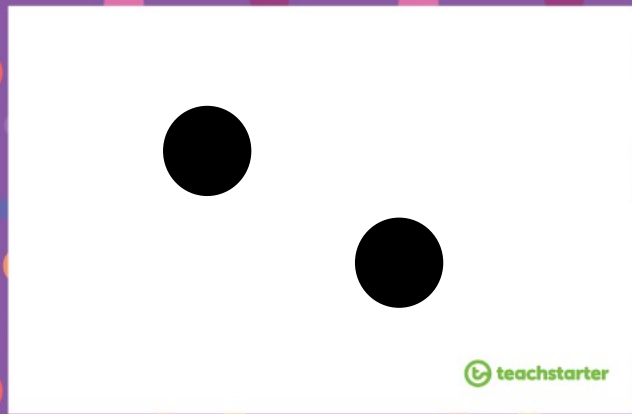
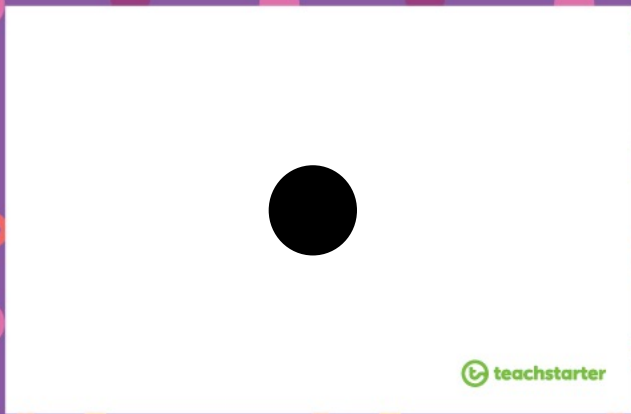
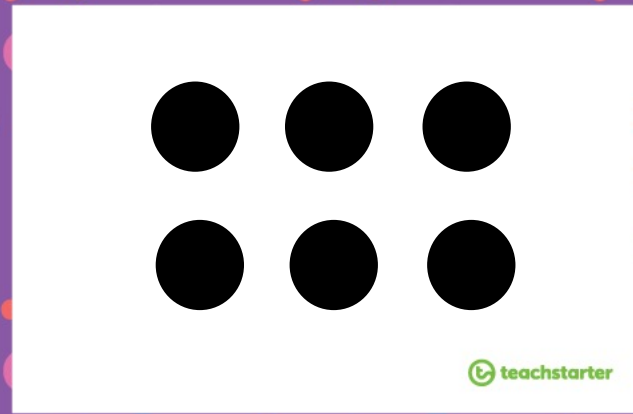
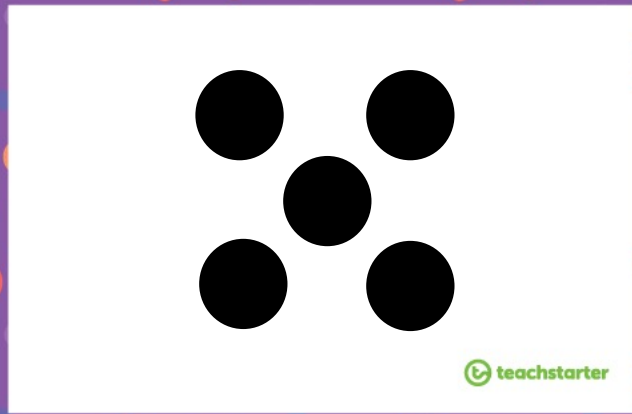
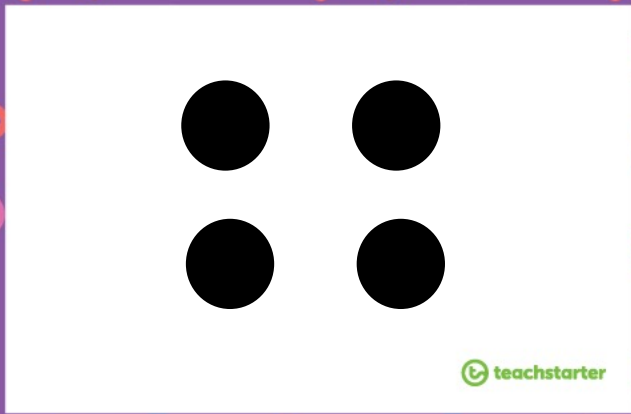
1. Place the number cards in a pile facedown where all players can reach them.
2. Each player chooses a game piece and places it on start.
3. Player 1 takes the top card, moves that many spaces, and reads the word aloud. If they read it correctly, they stay on the square. If they read it incorrectly, they must move back to where they started. Watch out for the BUMP spaces!
4. Play continues until one player lands on the 'Finish' square.

BUMP!

Blending at the End

| | | | | | | | | | | |
|------------------------|------------------------|-------|----------------------|------------------------|----------------------|------|------|------|------|------------------------|
| BUMP! Back 1 | gift | wand | vest | wink | BUMP! Up 2 | ant | test | ramp | risk | raft |
| mask | | | | | | | | | | BUMP! Back 2 |
| bump | Finish | frost | send | BUMP! Back 3 | loft | hand | | | | |
| last | | damp | BUMP! Up 2 | task | rust | | | | | |
| bent | | cold | pest | limp | BUMP! Up 3 | | | | | |
| Start | BUMP! Back 2 | lint | bunk | desk | went | tusk | bank | | | |



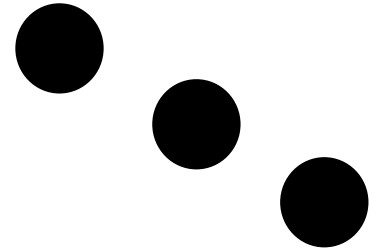




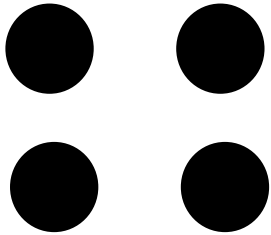
 teachstarter



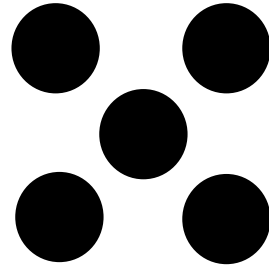
 teachstarter



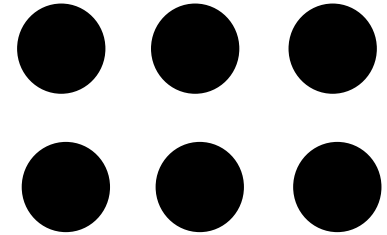
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**Lose a
Turn!**

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**Lose a
Turn!**

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Turn!**

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