

## Addition

You will need: $2 \times 6$ sided dice, 20 markers ( 10 of each colour)
How to Play: Roll the dice and add the numbers. Cover that space with your marker. You can bump your partners colour and take their space. If you cover a space with 2 markers stacked on top of each other, you lock that space and it can't be bumped. The player to use all 10 of their markers first is the winner.

