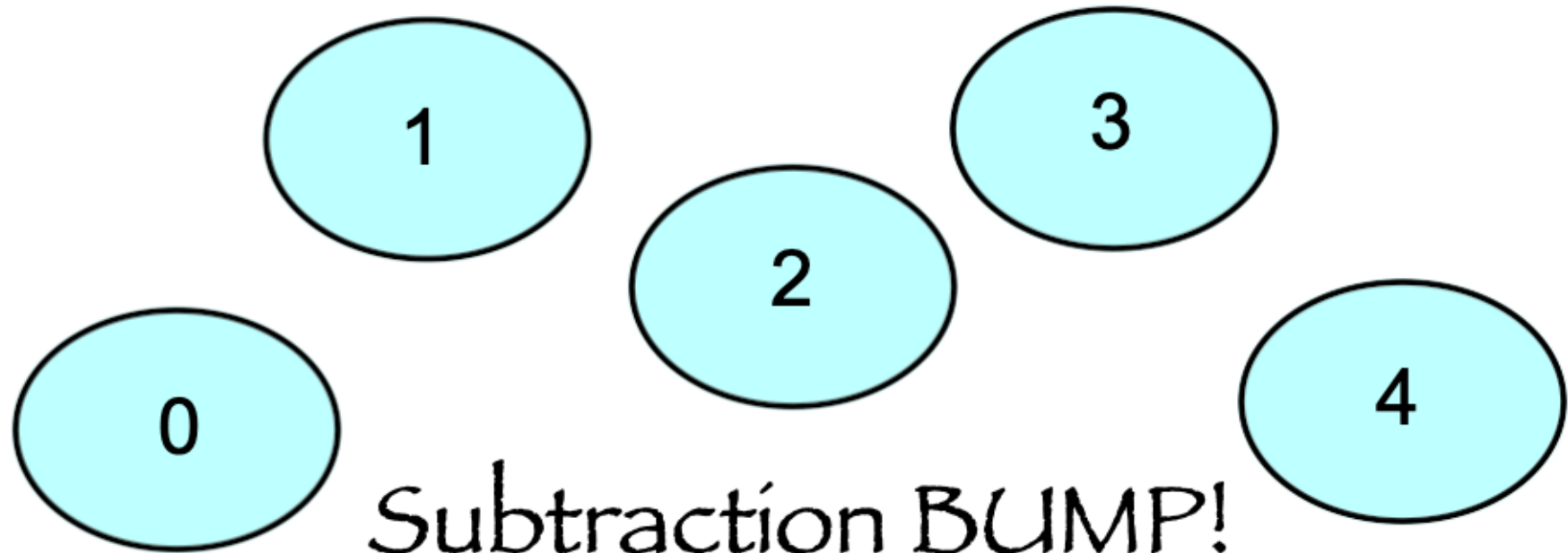




Each player takes 8 Unifix cubes of one color (each player should have their own color). Player A rolls two ten sided dice (1-10 playing cards can also be used), subtracts the numbers they rolled, and puts a cube on the difference. If the other player's cube is on that number, they get to BUMP it off. If their own cube is already on that number, they should link another cube with it and it freezes that spot. When there are two cubes of the same color on a number it freezes that spot and you cannot bump that player's cube off. Player B then take a turn. The winner is the player that uses all of their cubes first.

