

12 20 15 16 11 18

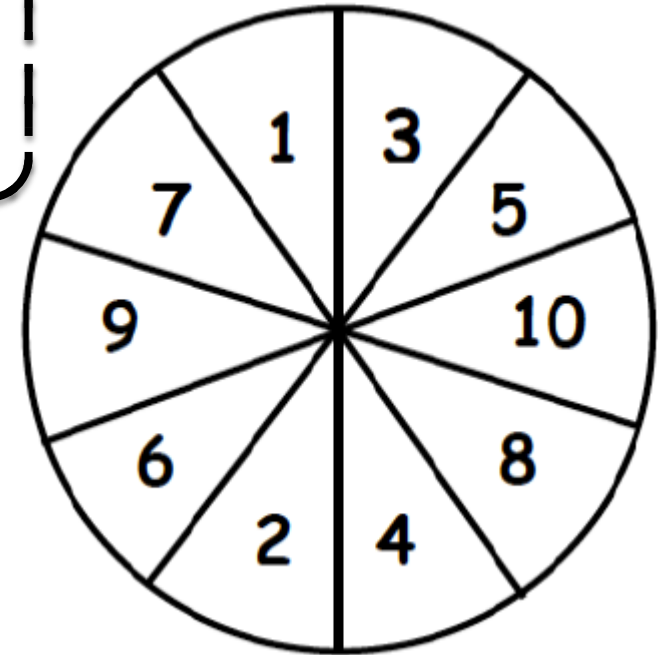
14 18 11 20

13 +10 15

Bump!

17 12 19 13

14 19 16 17



Directions:

Each player gets 10 cubes or other item. Spin the spinner. Add 10. Cover the answer with a cube. Other player goes. If there are no numbers left, you can "bump" off the other player's cube. You can also "lock" your number if you spin it again and put a second cube on it. Locked numbers can't be bumped. First player to use all 10 cubes wins!