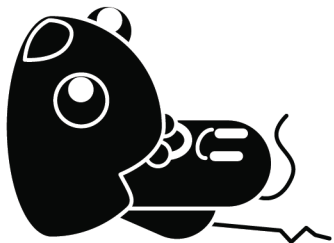
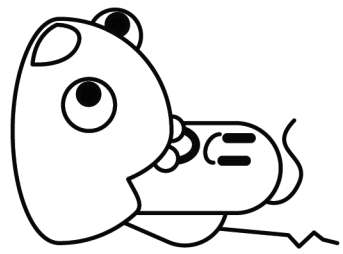


Bumper Battle



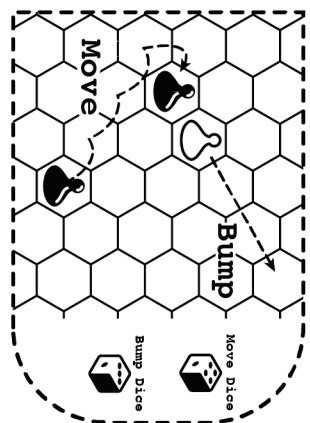
REQUIRES:



- 1: Players place their token on any ★ and play Rock, Paper Scissors to decide who goes first.
- 2: Players roll two dice. One is their movement, and one is their "bump". They get to decide which is which.

3: The "Move" dice represents how many spaces they get to move.

4: The "bump" dice can be used to move an opponent in the direction of that opponent the number of spaces represented by the dice



5: When a player gets bumped off, they place their token on any ★ space

6: Players cannot move or be bumped through barriers ○○○○

7: Players cannot move or be bumped onto another player's space

8: When a player is bumped off three times, they're out.

9: The player who is left when all others are out is the winner

