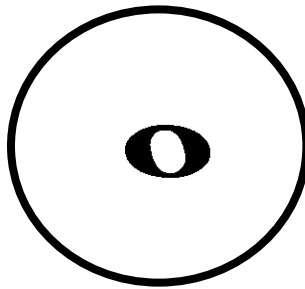
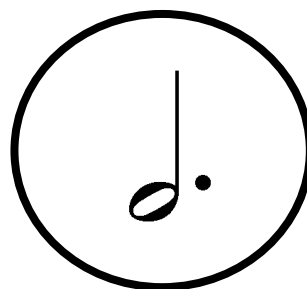
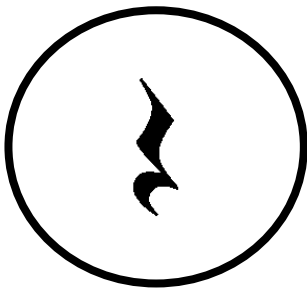
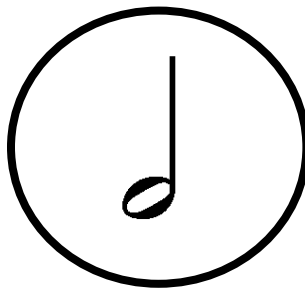
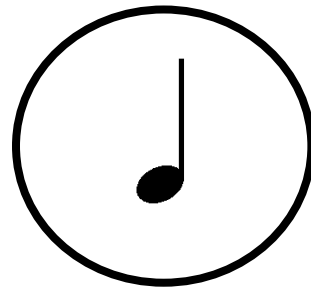
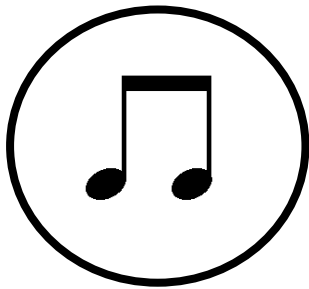


Music Bump!

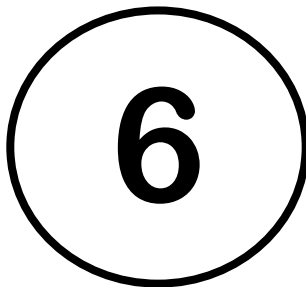
Level One



How to Play: Roll one music dice. Cover the space you roll with your marker. You can bump your partner's color and take their space. If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all 8 of their markers first is the winner!

Music Bump!

Level Two



How to Play: Roll two music dice. Add the number of beats for the two rhythms you rolled (in 4/4 time signature). Cover the space that equals the number of beats you rolled with your marker. You can bump your partner's color and take their space. If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all 10 of their markers first is the winner!