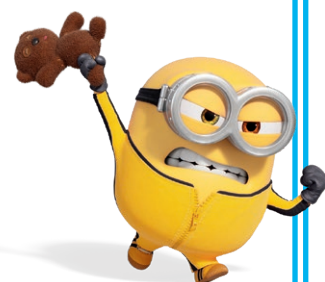


# Minions Multiplication Bump Game

## You will need:

- A 12-sided dice
- 10 identical counters for Player 1
- Bump Board
- 10 identical counters for Player 2

1. Choose one of the times tables to practise and write it on the line above the bump board:  $1\times$ ,  $2\times$ ,  $3\times$ ,  $4\times$ ,  $5\times$ ,  $6\times$ ,  $7\times$ ,  $8\times$ ,  $9\times$ ,  $10\times$ ,  $11\times$  or  $12\times$  table.
2. Player 1 rolls the dice and then multiplies the number rolled by the chosen times table. The answer (the product of the two numbers) will correspond to a number on the Bump Board.  
For example,  $3 \times 2 = 6$ . 6 is the product of 3 and 2 so must be found on the Bump Board.
3. The player must then search the Bump Board to find the product.
4. Once found, the player can place one of their Minion counters on top of the product.
5. Player 2 then carries out steps 2, 3 and 4.
6. If their partner has already covered that number, they can 'bump' their partner's Minion counter off the board and take the space. The Minion counter that is bumped off is given back to the player and they have another chance of placing the counter during their next turn.
7. The player that places all 10 of their counters first is the winner.
8. To practise a different times table, remove all counters from the Bump Board and start again.



## Optional Rule:

To practise all times tables, players may roll the dice twice and then multiply the two numbers together. Players should then follow the remaining rules of the game by finding each product on the Bump Board and covering the numbers with their Minions counters. The player that places all 10 of their counters first is the winner.