


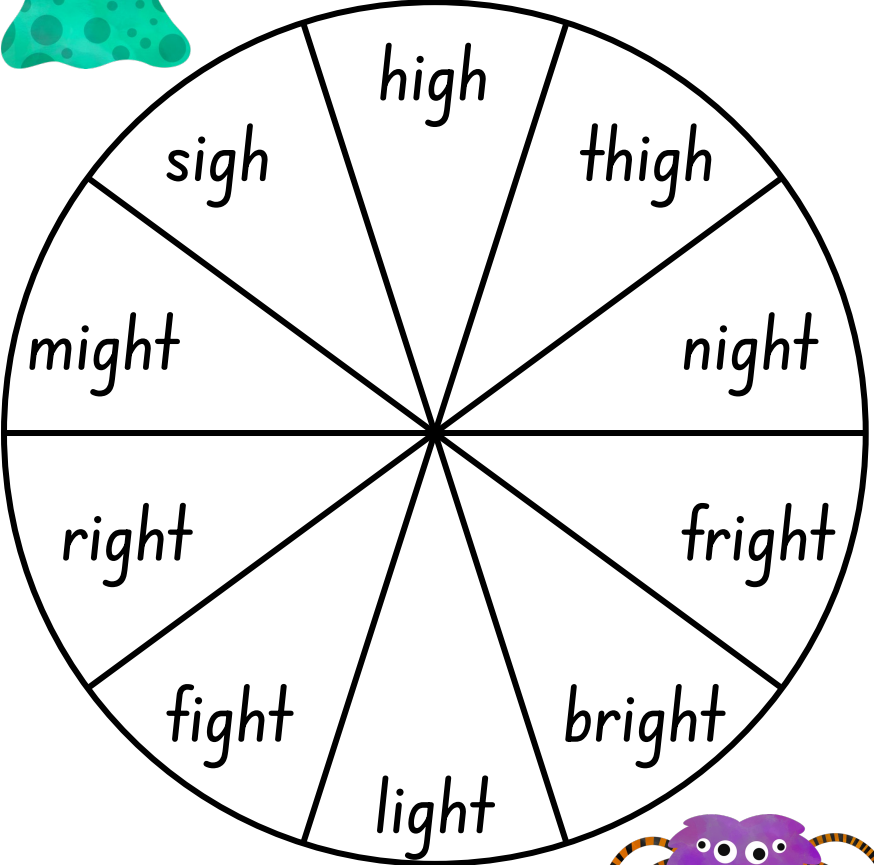


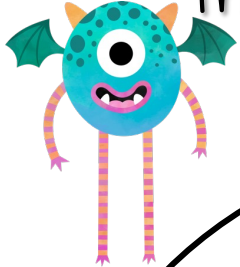
Print out this page on thick cardstock, cut out and laminate. Use a pencil and a paperclip or a spinning arrow to make a spinner.





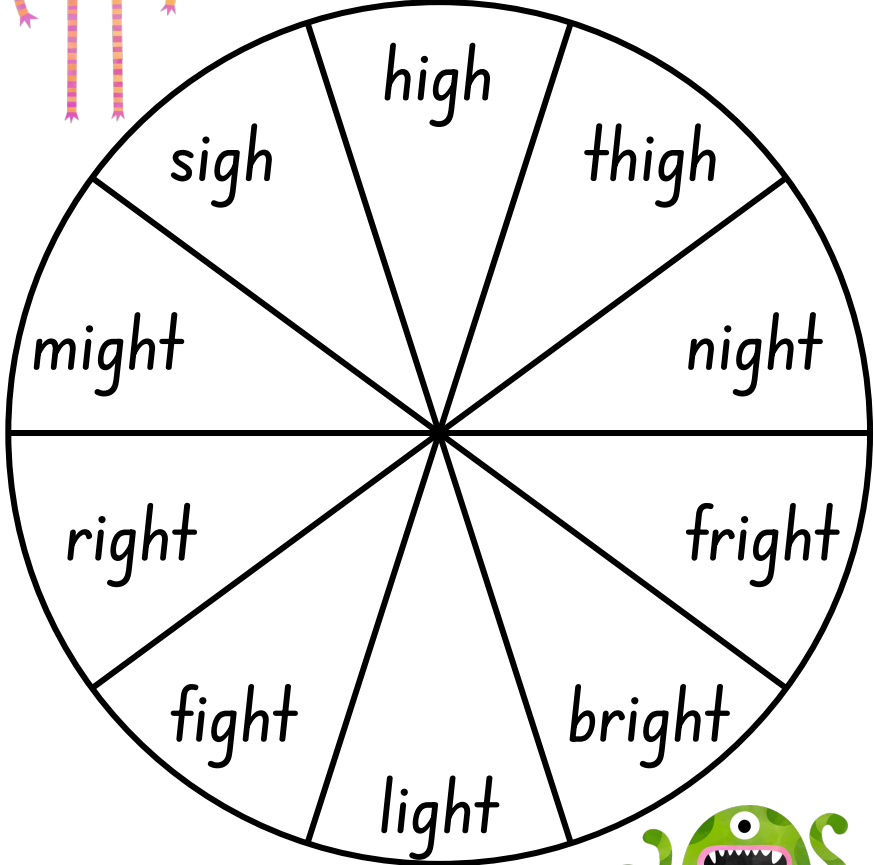
MONSTER BUMP



high
thigh
night
fright
bright
light
fight
might
sigh



MONSTER BUMP



high
thigh
night
fright
bright
light
fight
might
sigh

MONSTER BUMP

How do you play?

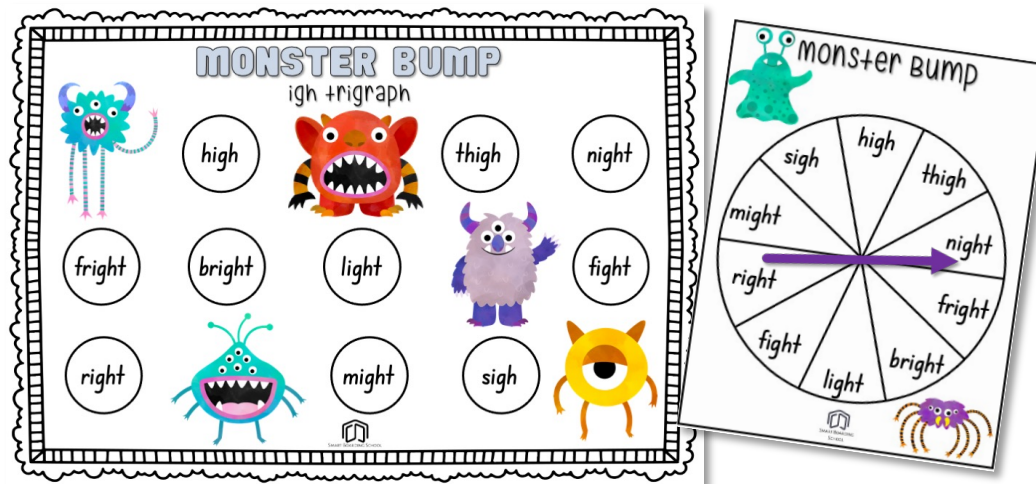
Each player gets 6 counters, all the same colour. If 1 player has picked blue counters the other player(s) must choose a different colour.

Players take turns spinning the wheel (page 2) and reading the given word. Players cover up the matching word with one of the coloured counters on their turn.

If a player gets a word that has already been covered by their opponent, they can “bump” that player’s counter off that spot and put their own counter there.

If a player lands on a word they have already covered, they put a second counter on top. That spot is now frozen and cannot be bumped off by any other player.

The first player to use all of their 6 counters is the winner of the game.



MONSTER BUMP

igh + rigraph



high



thigh

night

fright

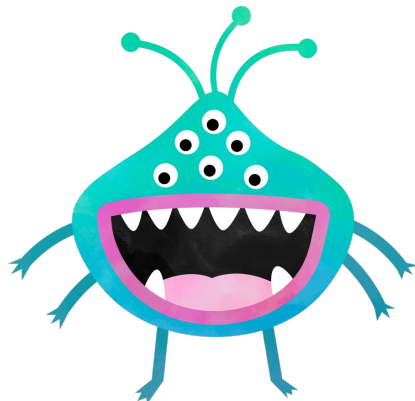
bright

light



fight

right



might

sigh

