

Ornament

3

Bump

15

5

7

18

4

9

11

12

16

14

8

10

6

7

13

Materials: 3 dice and 8 colored markers per player!

Directions: A player rolls the 3 dice, adds the numbers together, and covers the sum on the board. If another player gets the same sum, he/she can "bump" the other player off the space. If the same player gets the same sum, he/she may place 2 markers on the space and it is "locked", and cannot be bumped! Winner is the first player to get all of his/her markers on the board.

12	11	10	9	8	7
6	5	4	3	2	1

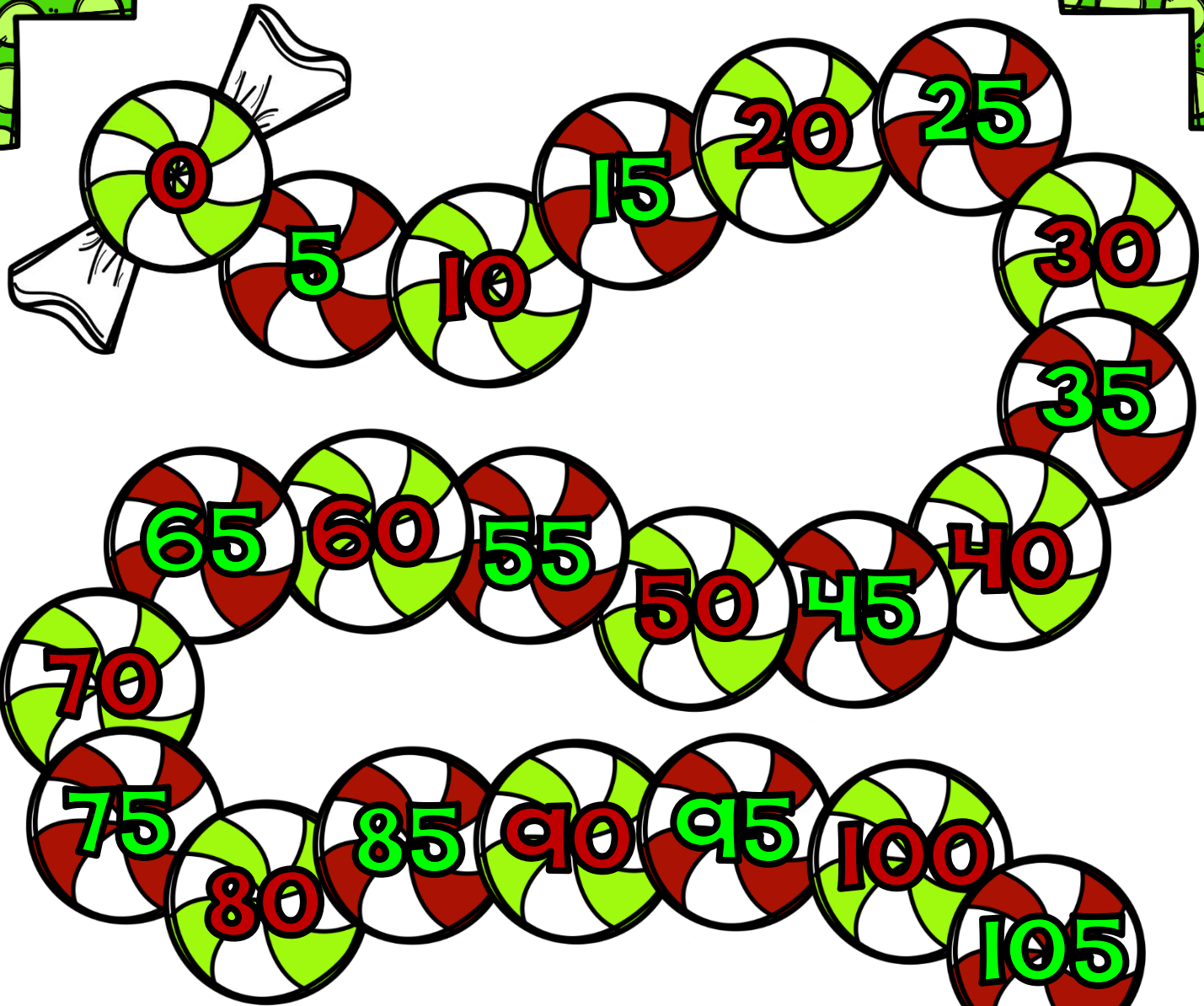


Elf Dash

Players will sit across from each other with the board between them. Each player will need 12 counters or markers. Players take turns rolling two dice. The player can add the numbers rolled together or subtract them to cover an answer on their board. If a player rolls and cannot add or subtract to cover an answer, they lose a turn. The first player to cover the entire board is the winner!

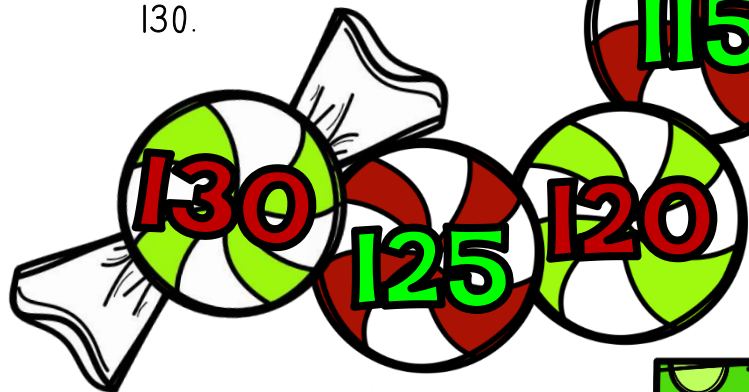


1	2	3	4	5	6
7	8	9	10	11	12

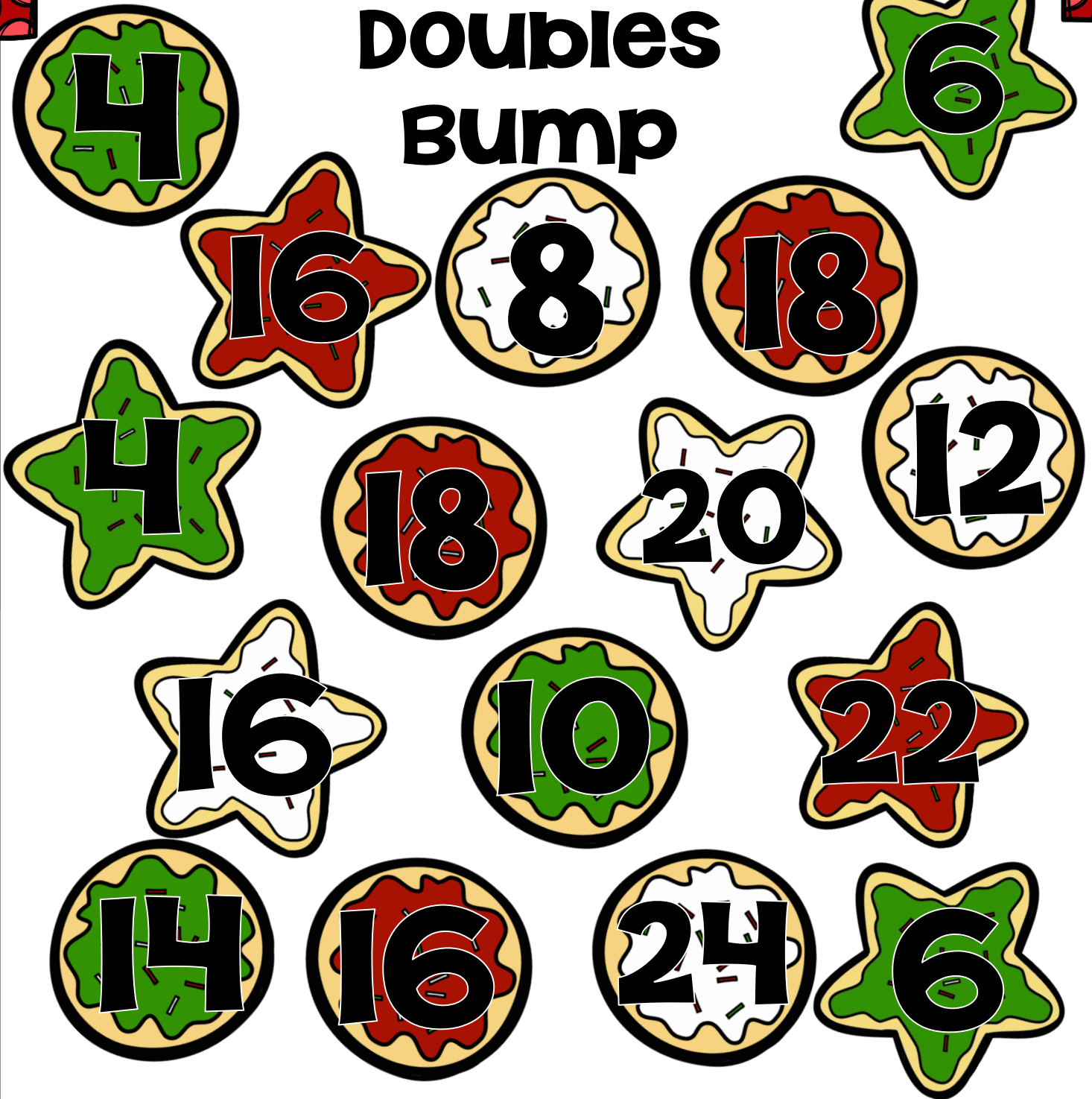


Peppermint Path

Players start at 0. Take turns to spin the spinner with a paperclip and pencil. The Player will add or subtract 5 or 10 and move to the correct space on the board. The winner is the first player to reach 130.



Cookie Crunch Doubles Bump



Materials: 2 dice and 8 colored markers per player!

Directions: A player rolls the 2 dice, adds the numbers together, doubles the sum and covers the sum on the board. If another player gets the same sum, he/she can "bump" the other player off the space. If the same player gets the same sum, he/she may place 2 markers on the space and it is "locked", and cannot be bumped! Winner is the first player to get all of his/her markers on the board.