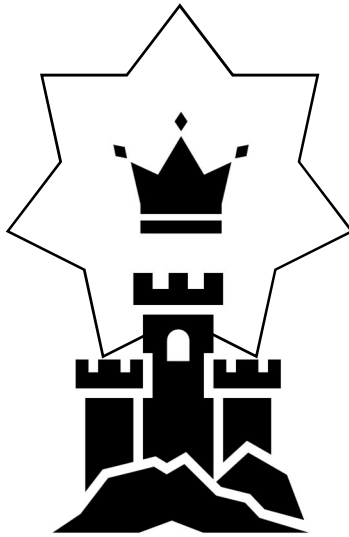


King of the Castle Instructions (Level 1):

Play with a partner and a 10-sided dice (or a deck of cards with the 10's and the face cards removed). Each partner also needs a stack of counters (one colour each).

Level 1: Roll the dice! Your number needs to help you bridge to a ten. Put your counter on top of the ten you made a bridge to. If your partner rolls the same number, they can bump your counter off! If you roll the same number twice, you can add an extra counter for an extra layer of bump protection. If you end up with three layers of bump protection, you can take a new roll if you like (or add another layer of protection—you're choice). Your partner can only bump off one counter at a time and can only take the spot if you have no counters left. Keep playing until your teacher says to stop!

Who is the ***King of the Castle?*** Count your counters! Whoever has the most is the king!



King of the Castle Level 1

