

How to Play Knock It Off!

Materials: paperclip
pencil
markers in two colours



Rules:

1. The youngest person goes first. They spin the spinner. Then the player places a marker inside the bubble on the province or capital city the point of the paperclip points to on the spinner. On your first spin if you land on “lose a turn”, your turn is over. If you land on “spin again” you, of course, get to spin another time.
2. Now it’s the second players turn to spin and place a marker.

Note:

***If you land on a bubble that has your marker on it already you may place another marker on it to help protect it. The winner is the person with the most regions marked when set time is up.

***If you land on a bubble that is already taken you may bump off the other player and replace the marker with one of your own or remove one marker if the other player has 2 or more markers on the space.

Capital Cities

