

Welcome to Bosque's Camp John Marc Adventure! In this game, you will take Bosque to each camp activity for his very first week of camp. To start, each player will need to find an item to use as your game piece. This can be anything that is special to you from camp or something you find out in nature or even just something fun that you want to use. You will also need to find two (2) dice from another game. Be creative, have fun, and enjoy your camp adventure.

There are two different ways to play this game: with 2-6 player or individually. The rules for each are a little different.

Content:

- 1 game board
 - 6 pages cut at taped together from instructions

60 Adventure Cards

- -These can either move you forward or backwards
- -If you have already moved past an activity spot, you do not need to stop for it again due to these cards. If you have not made it to an activity yet, you still have to stop there even with these cards

12 Treat cards

-collect these for a little extra help that can be used at any time for 2-6 players

-collect these to win the game when playing by yourself

Objective:

2-6 player game

-Be the first to get Bosque to party night at the Silo.

Individual game:

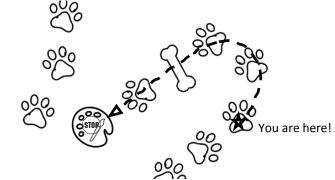
-Collect 4 treats from the activity areas before Bosque makes it to party night to be able to join the fun.

Game board spaces:

The board is made up of paw print spaces \mathcal{D} , adventure spaces \mathcal{D} , and activity spaces \mathcal{D} . **Paw print spaces** are normal game spaces that do not have an action. When landing on an **adventure space**, pick up an Adventure Card from the center of the board and do what it says. When you get to an **activity space**, you must stop there even if you have more spaces to move in your roll. On your next turn, follow the instructions on the board for that activity.

Example:

You roll a 7, but you reach Arts and Crafts before you can move all 7 moves. Stop at Arts and Crafts until



Game play:

Individual:

- 1) Roll both dice and move your game piece the number shown on the dice.
 - -If you have landed on a **paw print**, roll again and continue moving until you have come to an activity space or an adventure space.
 - -If you land on an adventure space, pick up an Adventure Card from the

middle of the board and do what it says.

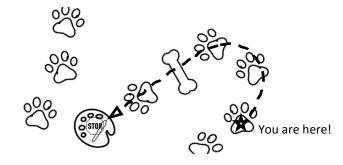
- -If you land on an **activity space**, stop there.
- 2) Follow the instructions on the board using both dice at each activity.

Example:

You get stopped at Arts and Crafts. Roll the dice until you get an odd

number. Move your game piece the number of spaces shown on the dice.





- 3) If you were able to get the correct number in 3 rolls, pick up a Treat Card from the center of the board.
- 4) Continue with this pattern until you have reached party night. Remember you have to have 4 treat cards for Bosque to be able to go to party night!

2-6 players:

1) Player 1 will roll both dice and move your game piece the number shown on the dice.

-If you have landed on a **paw print**, your turn is over.

-If you land on an **adventure space**, pick up an Adventure Card from the

middle of the board and do what it says.

-If you land on an **activity space**, stop there.

- 2) Play continues to player 2. Repeat the previous steps for player 2.
- 4) Repeat these steps for each player until the play moves back to player 1.
- 5) If you are on a paw print or an adventure space, roll as normal and continue play.

If you are on an activity space, follow the instructions on the board for that activity.

-You only get one roll per turn unless you use a treat card to help you.

6) If you are able to get the correct number in 3 turns, pick up a Treat Card from the center of the board and hold for use on any turn.

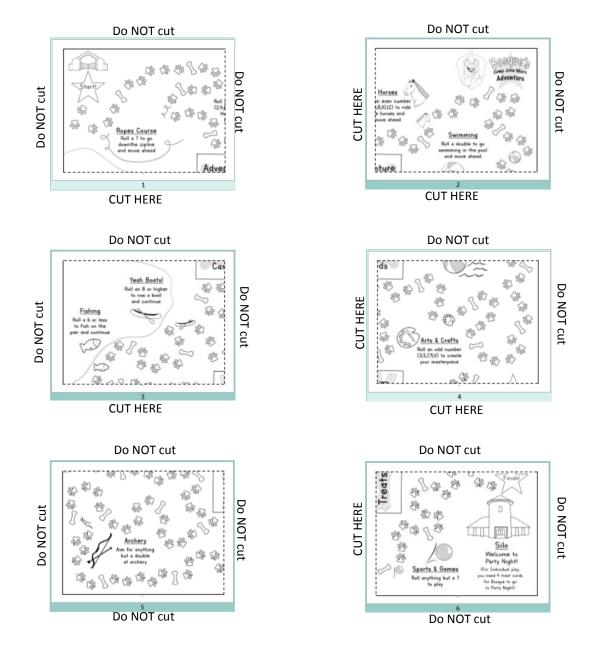
7) Continue with this pattern until the first person reaches party night! Remember whoever gets Bosque to party night first wins the game!

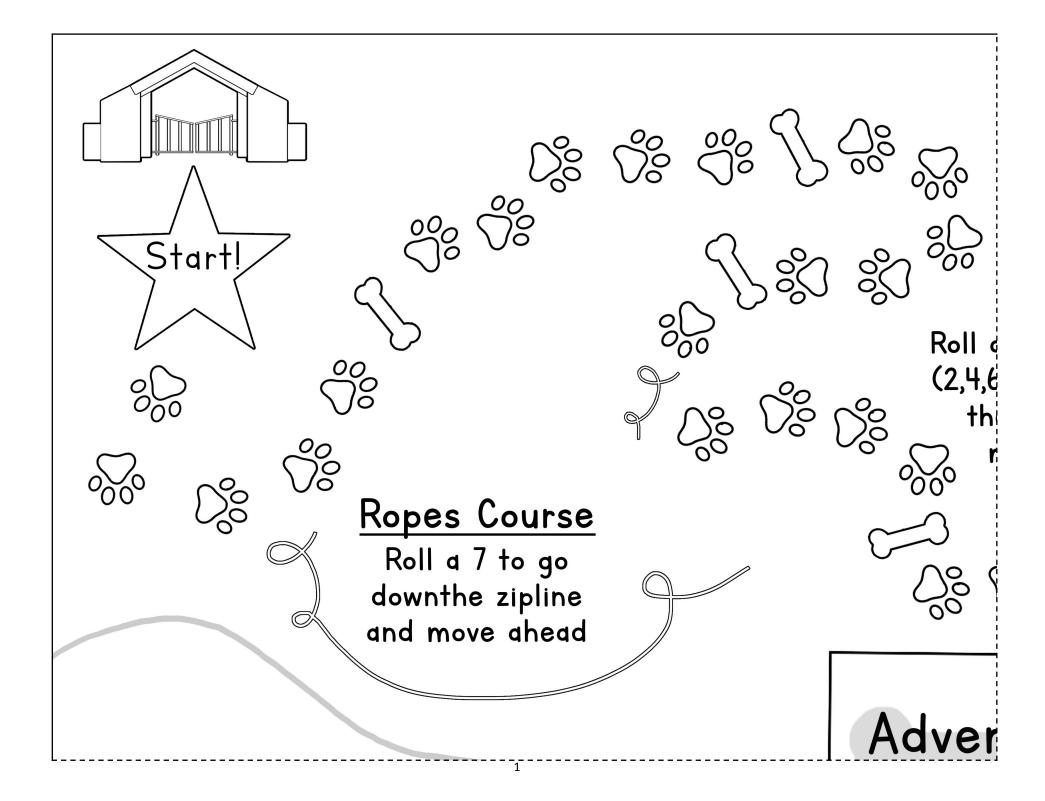
Feel free to color in your game board for some added fun!

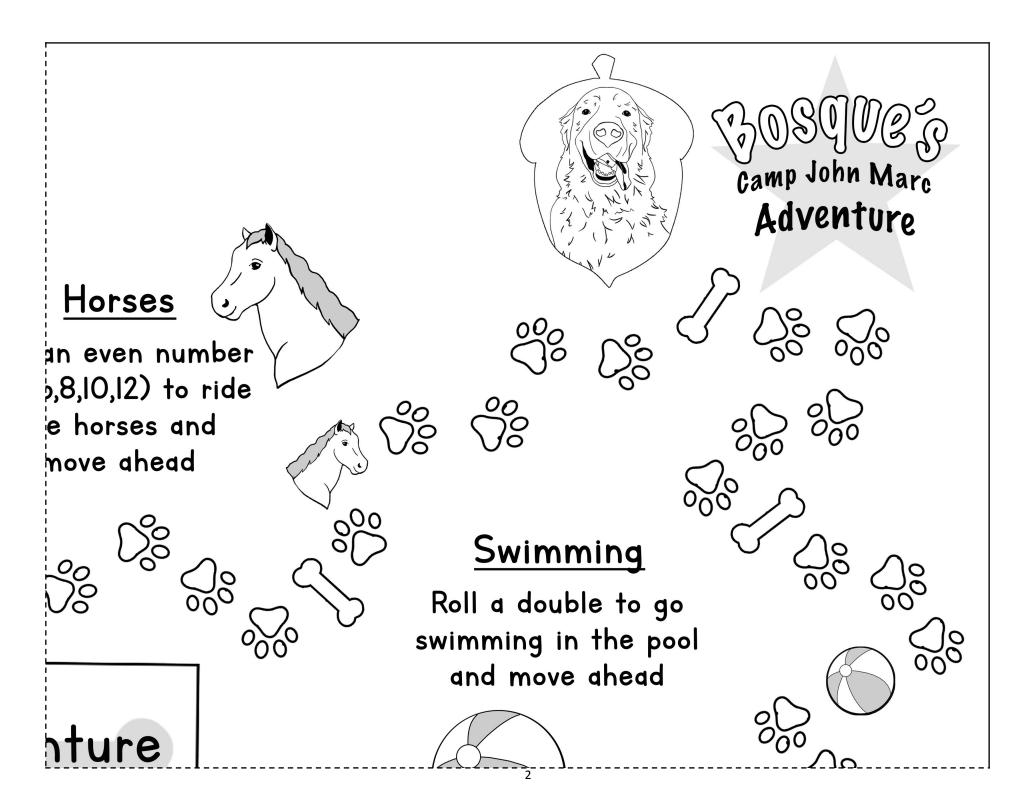


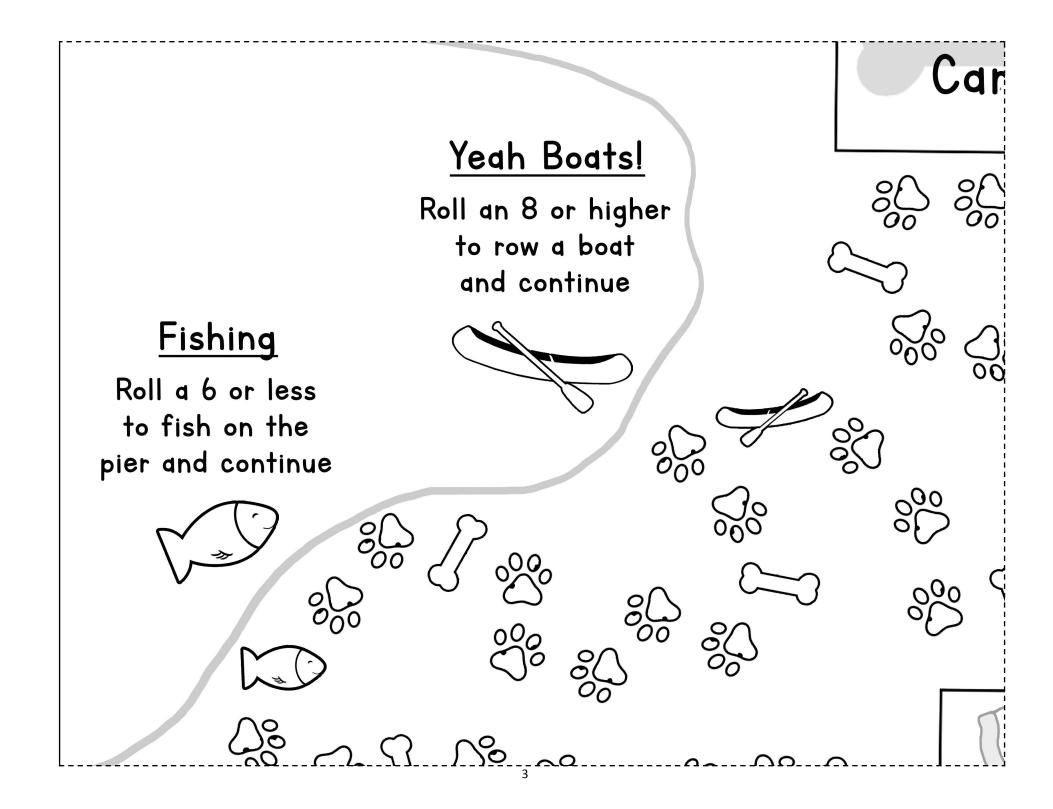


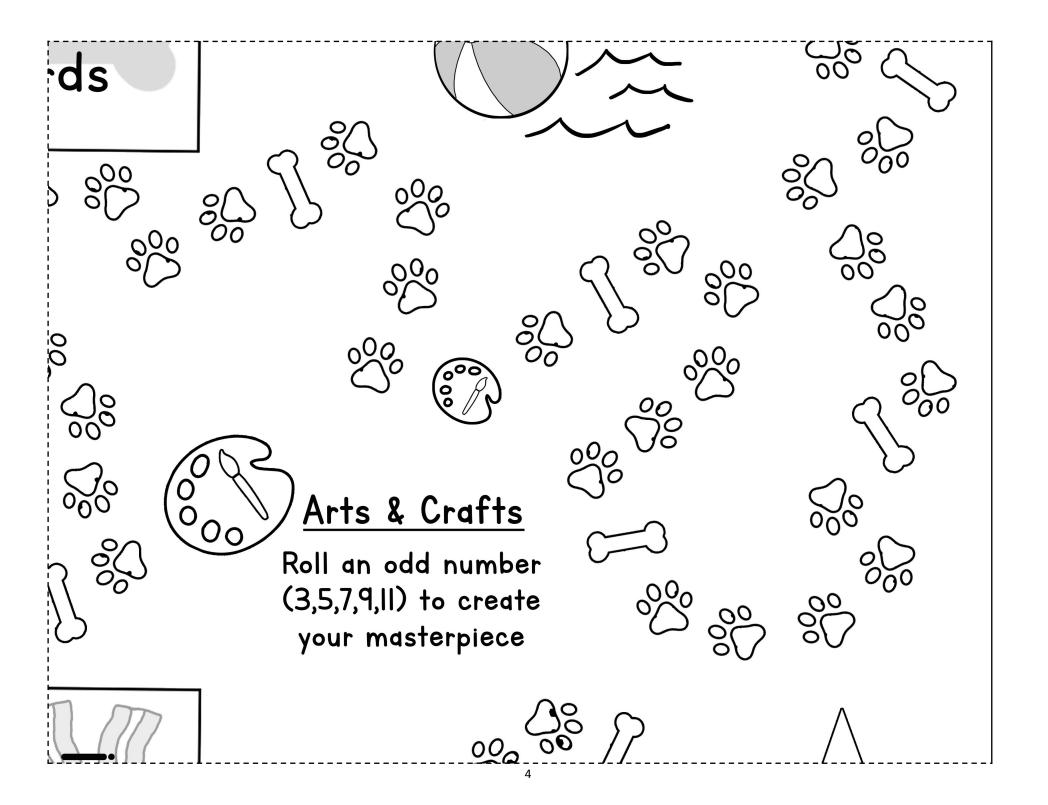
You can construct your board any way you would like to. We suggest using tape or glue to connect the different pages together. The best way to carefully cut and put the board together is to cut any dotted line that is on the left side of the page and on the bottom of the page as seen below. Leave any solid line uncut. Line up the cut edges on top of the uncut edges to have an area to use glue or tape. Make sure your parents or guardian are ok with you using scissor before putting the board together.

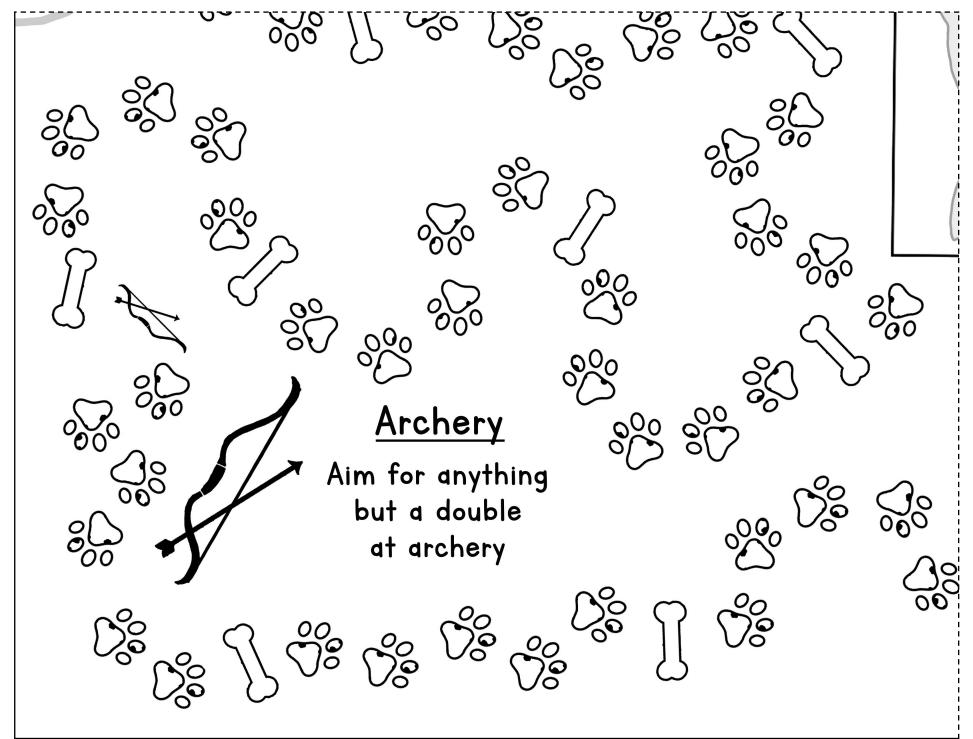














Adventure Card	Adventure Card
Congratulations! You got a Word of the Day for facing your fears and going	Whomp, whomp! Your cabin forgot to
down the zip line for the first time! Move forward 3 spaces.	wipe down your table after eating circle pizza.
	Move back 2 spaces.
Adventure Card	Adventure Card
Congratulations! You caught 2 fish today!	Whomp, whomp! Your cabin mate ate too much ice cream. Your cabin has to swing by the med shed on the way back to the cabin.
Move forward 2 spaces.	Move back 1 space.
Adventure Card	Adventure Card
Congratulations! You passed your swim	Whomp, whomp! Your Frisbee got
test!	stuck in a tree while playing Frisbee
Move forward 1 space.	golf.
	Move back 3 spaces.
Adventure Card	Adventure Card
Congratulations! Your cabin is allowed	Whomp, whomp! Netter broke your
to stay out late and go to stargazing!	fishing line again!
Move forward 1 space.	Move back 2 spaces.
Adventure Card	Adventure Card
Congratulations! You won your first	Whomp, whomp! You clogged up the
game of gaga ball!	toilet in the cabin!
Move forward 2 spaces.	Move back 4 spaces.

Adventure Card	Adventure Card
Congratulations! You got your favorite	Whomp, whomp! They didn't have
flavor of snow cone at party night!	enough for a third round of bacon at
Move forward 2 spaces.	breakfast.
	Move back 1 spaces.
Adventure Card	Adventure Card
Congratulations! You got to go down	Whomp, whomp! You forgot to pack a
the zip line twice today!	towel and have to go get one from
Move forward 3 spaces.	Paul's closet.
	Move back 2 spaces.
Adventure Card	Adventure Card
Congratulations! Your cabin rocked it at	Whomp, whomp! You didn't get the
Lip Sync Battle!	row you wanted on the bus to camp!
Move forward 2 spaces.	Move back 1 space.
Adventure Card	Adventure Card
Congratulations! You learned a new	Whomp, whomp! Your s'more fell in the
song at the campfire tonight!	fire!
Move forward 1 space.	Move back 3 spaces.
Adventure Card	Adventure Card
YEAH BOATS!!!	Whomp, whomp! Meg-o caught you
	trying to get away with a flinch in Simon
Move forward 1 space.	Says!
	Move back 1 spaces.

Adventure Card	Adventure Card
Congratulations! You rode a horse for	Whomp, whomp! You didn't put on
the first time and even got it to turn on	enough sunscreen and are a little pink
our own!	now!
Move forward 3 spaces.	Move back 3 spaces.
Adventure Card	Adventure Card
Congratulations! Bre called your	Whomp, whomp! Kevin caught you
winning Bingo number! BINGO!	doing a belly flop at the pool.
Move forward 2 spaces.	Move back 2 spaces.
Adventure Card	Adventure Card
Congratulations! You shot your playing	Whomp, whomp! You forgot to lock
card with an arrow on your first try!	Hiccup's cage and now he is out!
Move forward 3 spaces.	Move back 3 spaces.
Adventure Card	Adventure Card
Congratulations! Your campsite got a	Whomp, whomp! Kyle caught you using
one match fire!	the sulfur socks as a light saber with
Move forward 2 spaces.	your friend.
	Move back 4 spaces.
Adventure Card	Adventure Card
Congratulations! You were part of the	Whomp, whomp! Your favorite cereal
last crow's nest during Ship to Shore	was already all gone by the time you
and you won!	got to breakfast.
Move forward 2 spaces.	Move back 1 spaces.

Adventure Card	Adventure Card
Congrats! You didn't quite go as far as	Whomp, whomp! You dropped the
you wanted to on the ropes course, but	plate of fry bread dough before it was
you faced your fear and tried your best!	cooked.
Move forward 3 spaces.	Move back 3 spaces.
Adventure Card	Adventure Card
Congratulations! You held a tarantula	Whomp, whomp! You went past buoy
for the first time even though you were	in your boat!
nervous!	Move back 2 spaces.
Move forward 2 spaces.	
Adventure Card	Adventure Card
Congratulations! You won your Uno	Whomp, whomp! Your fishing line got
game during dialysis this morning.	caught on the rocks and you had to cut
Move forward 3 spaces.	the line.
	Move back 3 spaces.
Adventure Card	Adventure Card
Congratulations! You used your flash-	Whomp, whomp! Your water balloon
light at night and found all the spider	popped in your hand.
eyes!	Move back 4 spaces.
Move forward 2 spaces.	
Adventure Card	Adventure Card
Congratulations! You got a clean cabin	Whomp, whomp! Someone is doing
award!	your karaoke song before you had the chance.
Move forward 2 spaces.	Move back 1 spaces.

Adventure Card	Adventure Card
Congratulations! You completed the polar bear challenge! Enjoy your	Whomp, whomp! Someone accidently ran over your toe with their wheelchair.
Klondike Bar. Move forward 3 spaces.	Move back 3 spaces.
Adventure Card	Adventure Card
Congratulations! They are playing your favorite song at your porch party. Move forward 2 spaces.	Whomp, whomp! They ran out of Jubilee Juice. Move back 2 spaces.
Adventure Card	Adventure Card
Congratulations! You cathed yourself for the first time ever! Move forward 3 spaces.	Whomp, whomp! They ran out of ranch and Goldfish on the salad bar. Move back 3 spaces.
Adventure Card	Adventure Card
Congratulations! The taxi was right by you and you were able to grab a quick ride. Move forward 2 spaces.	Whomp, whomp! You lost all your "money" to Vance in poker. Move back 4 spaces.
Adventure Card	Adventure Card
Congratulations! You got 2 cinnamon rolls! Move forward 2 spaces.	Whomp, whomp! You cranked the ice cream in the wrong direction and now it is a soupy mess. Move back 1 spaces.

Adventure Card	Adventure Card
Congratulations! It was the perfect	Whomp, whomp! You got out of bed
weather for your sleep out.	late and now doing have time to take a
Move forward 3 spaces.	shower before breakfast.
	Move back 3 spaces.
Adventure Card	Adventure Card
Congratulations! You gave yourself your	Whomp, whomp! Your swimsuit is still
factor for the first time!	wet from yesterday.
Move forward 2 spaces.	Move back 2 spaces.
Adventure Card	Adventure Card
Congratulations! You painted a	Whomp, whomp! You got the squeaky
masterpiece that you are proud of in	bed.
arts and crafts.	Move back 3 spaces.
Move forward 3 spaces.	
Adventure Card	Adventure Card
Congratulations! Your cup turned out	Whomp, whomp! Your 4th of July
just the way you wanted it to on the	fireworks were cancelled due to rain.
pottery wheel.	Move back 4 spaces.
Move forward 2 spaces.	•
Adventure Card	Adventure Card
Congratulations! You got to feed the	Whomp, whomp! Your slime didn't
horses their favorite treats.	quite set up and now it is stuck to the
Move forward 2 spaces.	bag.
	Move back 1 spaces.

