



# INSTRUCTIONS

Join these happy Pegs on their camping trip as they race and jump from hole to hole along the colorful tracks in the great outdoors. If you beat the other Pegs back to the campsite, you win!

**COUNTING CAMPERS™** includes a deck of 44 cards depicting many things you will see on your camping trip. But look out! The stormy rain clouds could slow down your way back to camp.

**COUNTING CAMPERS™** is both great fun and educational. The loveable little Pegs will delight young players. This child's board game goes beyond entertaining and challenges the youngster in an exciting learning adventure. The young player will have opportunities to practice counting, learn the concept of forward and backward, come to understand plus(+) and minus(-) along with developing small motor skills and eye-hand coordination.

**AGES:**

4-8 years.

**NUMBER OF PLAYERS:**

Two to four players.

**SET-UP:**

1. Each player chooses a Peg and places it in the starting hole in its matching color track.
2. Shuffle the cards and place them to the side of the board, face down.
3. Choose a player to go first.

**APPROXIMATE PLAYING TIME:**

10-20 minutes.

**OBJECT:**

Be the first player to race his/her Peg to the campsite and tent.

**EQUIPMENT:**

Game board. Four Pegs. Deck of 44 cards total: 30 plus(+) cards, ten minus(-) cards, two unhappy Peg cards with rain clouds, two happy Peg cards with sun/rainbow.

**PLAYING:**

1. On your turn, draw a card from the playing deck.
2. If a plus(+) card is drawn, jump your Peg forward that number shown.
3. If a minus(-) card is drawn, jump your Peg backwards that number shown. If a minus (-) card is drawn at the starting turn, the player must remain at the start and does not move.
4. If a card is drawn with an unhappy Peg under a rain cloud, you lose a turn.

5. If a card is drawn with a happy Peg with sun/rainbow, you draw two more cards for two moves.

6. Leave card which has been played face up.

7. If all cards have been drawn before the end of the race, reshuffle them, turn face down, and continue playing. Do this as many times as necessary.

**WINNING:**

You win if your Peg reaches the campsite first.

**OPTIONS:**

1. For the very young players, the game can be played with plus(+) cards only.
2. For the older player who wants a challenge, the exact number card must be drawn in order to finish and win. For example: If the player has

three holes left before reaching the finish, the player must draw a three in order to win. If a player draws any number over three the player cannot move on that turn. The player could also win in two plays, for example, by drawing a two and then a one.

