

Howdy Campers! I see y'all are looking to pitch your tents in these woods. Well that'd be a mighty fine idea, if there weren't all these bears around! You gotta be careful or else those nasty bears will swoop in and steal all your food. Use whatever camping equipment you got to fend them off, and collect their teeth as trophies. You can use those teeth to trade with Crazy Willie at his Outfitter Shack for items to use against bears and other campers. Whomever is the first to get 20 teeth and defeat an Extra Bad Bear or is the last to still have food is considered a Legendary Bear Hunter and wins the game!

Stock Card & Tokens: A Camper's gotta keep track of a lotta stuff in order to survive in the woods. That's where their Stock Card comes in handy! A Camper will use their Stock Card to keep track of how many food rations they have, how many bear teeth they currently possess, and remember just how strong they are. Campers keep everything straight by using three different tokens. The Food Token is used for food. The Teeth Token is used for teeth. The Strength Token is used for strength. It ain't rocket science!

Food: Campers should consider their food rations as their life; cause, without food, y'all aint gonna have the energy to keep on fighting! Campers start the game with 10 rations of food. If a bear manages to defeat a Camper in combat, that bear takes an amount of food determined on their card. Should a Camper lose all of their food to bears, they are out of the game and gotta go home with their tail between their legs.

Teeth: Teeth are both a currency and a Camper's ranking in the woods. Campers that defeat a bear get an amount of teeth determined by the bear card. Campers with more teeth are closer to being considered a Legendary Bear Hunter. Since teeth are so important, they are also how a Camper buys and sells items. Campers have to balance needing teeth to win the game, and sacrificing teeth in order to purchase better items and get stronger. Choose how you invest your teeth wisely Campers!

Beginning the Game: Campers start with a Stock Card, 10 rations of food, and 7 item cards dealt at random that they may equip right away. After each player receives their cards, take the top 6 cards from the Item Deck and lay them out face up. These cards are what Crazy Willie has in his Outfitter Shack. Cut the Bad Bear Deck to determine who goes first. The Camper with the highest value bear card goes first, and the player to their left is next, etc. Turns are broken into three phases: Draw, Prep, and Battle.

Draw Phase: Campers will draw the top card from the Item Deck face down at the beginning of each of their turns. This completes the Draw Phase. Boy-howdy you're learning fast!

Prep Phase: This is the part where Campers organize and make plans with different kinds'a items. The three types of Item Cards are: tools, equipment, and ammo. Items can be equipped, held, or sold right away. Camper's have no maximum hand size. Items that are a one time use (pepper spray, raid, extra supplies) are Tool Cards. Cards that can be worn by a player (weapons and clothing) are Equipment Cards. Items that enhance specific equipment (rocks and arrows) are Ammo Cards.

Tools: Tool cards are single use items that can be the deciding factor in any bear encounter. They may be used at **any** time by **any** Camper during **any** Camper's turn. Tools that cause negative effects to Strength, like pepper spray, can be used on either bears or other Campers. There is no limit on how many Tool cards may be used at any time. Be tactical with your tools, Campers!

Equipment: Campers have 5 equipment slots: 1 head, 1 body, 2 hands, and 1 feet. Equipped items are laid down in front of a Camper and clearly visible. Equipment is what makes a Camper strong enough to go toe-to-toe with bears. Each piece of equipment has a strength bonus located next to its slot symbol. Campers add the total value of all their equipped items together to determine what their current strength is. You won't last long without strong equipment!

Ammo: Slingshots, Bows, and Shotguns need ammo to function to their fullest potential. Ammo comes in three forms: Rocks, Arrows, and Shells. If you want to use the ammo that you have, simply keep it face up with its accompanying item. Ammo is infinite and Campers don't have to worry about running out. Rocks and Arrows are able to be equipped as weapons independently. Shells can not be equipped without a Shotgun. If a weapon with ammo attached to it is destroyed with a Malfunction card, the Camper who used the malfunction card chooses whether the weapon or the ammo is destroyed. If a weapon with ammo attached is stolen with a Fishing Rod or Sticky Fingers, the Camper who used either tool card chooses whether the weapon or the ammo is stolen.

Versatile: Some items can be used multiple ways. These are called Versatile Items and can be any combination of ammo or equipment. Versatile Items are marked by a star icon. These items also show their possible equipment/ammo slots. Remember Campers, it always helps to diversify!

Purchasing Items: Campers may choose to visit Crazy Willie's Outfitter Shack to purchase additional items by trading in their teeth or selling their different item cards. After an item is purchased from Crazy Willie, take the top card in the Item Deck and place it in the spot of the item purchased. Campers may purchase as many items as they can afford on their turn, and any combination of bear and item cards may be sold to make the purchase. Remember campers, Crazy Willie does not give you change back, so any amount of teeth you go over to purchase an item is lost!

Bargain Bin: Crazy Willy can have some fantastic deals! Campers may choose to pay 3 teeth and draw the top card of the Item Deck face down instead of selecting from the 6 face up cards in stock. This purchase can be made by selling a bear card or item.

Selling Bears: When a Camper sells a bear card to purchase an item, they first select the bear or bears that they want to sell. Campers then subtract the total amount of teeth from the sold bear card(s) from their Stock Card. Pick up the purchased item and put the sold bears at the bottom of their appropriate deck(s).

Selling Items: Item cards show a cost and a resale value. Items can only sell for their resale value and must be used to buy an item right away. Campers cannot sell items to boost the amount of teeth they have: only defeating a bear can!

Trading: Only items may be traded. Campers can not exchange teeth directly! A camper may trade as many items as they want with any number of other campers, but it must be done on their turn. This means Campers not currently in the Prep Phase can not trade with each other. Trading may only occur during the Prep Phase.

Restocking: Used and sold items are put in the Item Discard Pile. When the Item Deck runs out, shuffle the Item Discard Pile - this is the new Item Deck. Ain't recycling great?!

Battle Phase: When you decide to take on a fuzzy foe, you gotta keep your eye on the prize. Campers can not buy, sell, equip, or trade items once in the Battle Phase. To begin a battle, Campers must draw a Bear Card. The Camper has to defeat this bear in order to collect its teeth. The Camper compares their strength total to the bear's strength. Should the bear have a higher total strength, it steals food from the Camper. The amount of food taken is determined by the bear card, and the bear card is then put at the bottom of its deck. If the Camper has a higher strength than the bear, the bear is defeated. The Camper collects the bear card and adds the bear's teeth to the amount on their Stock Card. Should both the Camper and bear have the same point value, then the battle is a draw. The Bear Card is put at the bottom of the Bear Deck. No food is lost, and no teeth are gained. No matter the outcome, once combat ends the turn is now over. All Tools used are placed in the Item Discard Pile. The Camper to the left begins their Draw Phase.

Bears: Bears are broken into 3 difficulties: Baby Bears, Bad Bears, Extra Bad Bears. Arrange the Bears face down into 3 different decks depending on the type of bear the card is. Campers may choose from any available deck.

Extra Bad Bears!: All bears are bad, but some bears are extra bad! These Extra Bad Bears want revenge for their ursine brethrens' incisors. Extra Bad Bears are bigger and louder, so they can be avoided. The Extra Bad Bear Deck isn't available until any one Camper collects 10 teeth. Once Extra Bad Bears are unlocked, any Camper may choose from that deck for the rest of the game.

Winning: There are 2 ways for a Camper to win the game. The first way is for a Camper to defeat an Extra Bad Bear while having 20 or more teeth in their possession. If a Camper is below 20 teeth, but defeating an Extra Bad Bear would put them at or above 20, then they still win the game and gain the title of Legendary Bear Hunter! Remember, If a Camper gets to 20 teeth or more by defeating a Baby or Bad Bear, they have not won yet. They must defeat at least 1 Extra Bad Bear on the winning turn! All teeth won and all food lost are still calculated if a Camper gets over 20 teeth. You can be the Rockafeller of bear chompers!

A Camper can also win the game by being the last person with food remaining. You don't need to be the strongest to win, just the best fed!

Multiple Bear Attacks: If a Camper is forced to fight multiple bears at once, give each bear a +5, but do not stack their strengths. The bears are fought simultaneously, and all fights are resolved simultaneously. All teeth earned and food stolen happens at the same time. In the event that a Camper is facing multiple bears for the win, **all** bears must be fought before the Camper can claim victory. A Camper losing all of their food but earning 20 or more teeth after defeating an Extra Bad Bear will still count as a loss.

Bearxodia: if a Camper has the Bear Mask, at least 1 Bear Claw, the Bear Chest, and the Bear Feet equipped they have completed Bearxodia. The Camper gains an additional 15 points toward their Strength total.