



COMPONENTS



1 Game Board



4 Player Boards



75 Green
Camping Activities



75 Blue
Camping Activities



144 Activity Tokens



1 Trailblazer
Token



8 Campers
(Player Movers)



30 Campfire
Tokens



8 Granola Bar
Tokens



15 Backpack
Tokens



5 Wildlife
Bell Tokens



52 Camper Cards



10 Reference Cards



16 Campsite
Tiles



40 Coins



30 Card
Symbol Tiles



4 Solo
Mode Dice

SETUP

1. Place the Game Board in the middle of the table and a Player Board in front of each player. Each player starts with 4 Green "Starter" Camping Activity cards and 4 Blue "Starter" Camping Activity cards (shown below). All players will shuffle their Starter Green and Blue decks separately and place them in 2 piles next to their Player Boards. Place any unused "Starter" cards back in the box. Place all tokens within reach.

Starter Camping Activity cards



This indicates that this is a "Starter" card, and the border shows you which discard pile to place it in once you have played it.



This tells you how many of each token you gain on your turn from playing this card.



2. Shuffle the Campsite tiles face-down, then place all 16 face-down, in stacks of 2, in the highlighted sites on the Board.



How to make sure the tiles are random for everyone:

While Player 2 isn't looking, Player 1 turns all tiles face-down.

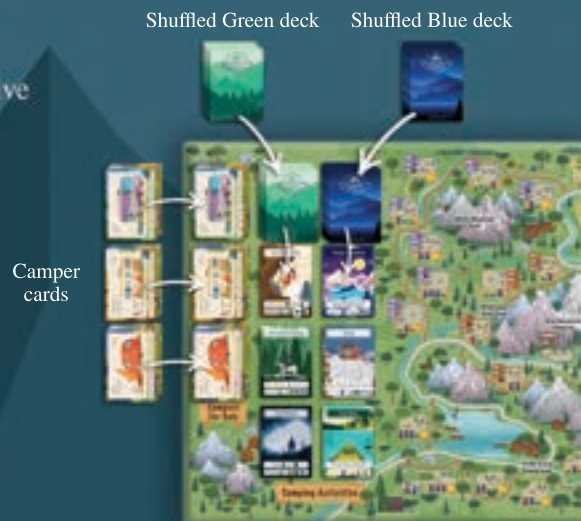
Then, while Player 1 isn't looking, Player 2 places the Campsite tiles (in stacks of 2) on the Game Board.

Keep the Campsite Tile Reference card nearby so all players may refer to it throughout the game.



SETUP

3. Shuffle the Green and Blue Camping Activity decks and place them on the designated areas on the Board. Then draw 3 Green Camping Activity cards and place them below the Green deck. Do the same with the Blue deck.
4. Decide which Light Camper, Mid-Sized Camper, and RV you're going to play with. Place enough of each Camper card (e.g., 3 of each for 3 players) face-up on their respective areas of the Board. For even more variety, feel free to play with 2 Mid-Sized Campers and 1 RV, replacing the Light Camper with a Mid-Sized Camper.
5. All players choose a color for their Player Movers. They will place 1 within the green rectangle of the Campsite Order on their Player Board and the other on their Tent. Then draw 2 Green and 2 Blue Camping Activity cards from their Green and Blue decks (not the decks on the Game Board).



6. Lastly, the player who most recently ate a s'more will go first. Gameplay will proceed clockwise to the left. Refer to the rules below on what the second, third, fourth, and fifth player (if playing with the Rough Terrain Expansion) will receive at the beginning of the game for not going first.

2-player game: The player who goes second earns 1 Coin.

3-player game: The player who goes last earns 1 Coin.

4-player game: Player 3 earns 1 Coin; Player 4 earns 1 Coin and 1 Campfire token.

5-player game (with the Rough Terrain Expansion): Player 3 earns 1 Coin; Players 4 and 5 earn 1 Coin and 1 Campfire token.

OBJECTIVE

You've packed up your stuff and hit the road, camping at every site you can find. To win, be the first player to reach the coveted Bear Mountain Campsite.

All players must move their way across the Board, camping in at least 1 site of each color before they are able to camp at the Bear Mountain Campsite. Players must also follow the campsite color order displayed on the Player Boards (as shown on page 9).



In order to complete the journey, you'll need to strategically build your Green and Blue Camping Activity decks. You won't be able to make the trek to the Bear Mountain Campsite without an Off-Road card in your hand at the time you move to the site. Luckily, Off-Road cards can be found in both the Green and Blue Camping Activity decks on the Board.



TURN ORDER - Quick Reference

PLAY CARDS: You must first play your hand before performing any other actions on your turn. You may play the cards in your hand in a strategic order if you desire.

GAIN TOKENS / USE ABILITIES: Gain tokens from the cards you play, as well as perform any card abilities. Discard your hand into the appropriate discard piles.

MANAGE RESOURCES: Buy cards or tokens. Upgrade your Tent/Camper. Save Activity tokens according to your Tent/Camper; discard the rest. (This represents cleaning up your campsite, leaving no impact on the nature you enjoyed.)

MOVE TO A CAMPSITE: Either pay to advance to a new color group or move your camper to a site in your current/previous color group.

DRAW CARDS FOR NEXT TURN: Draw the cards shown on the sign below your campsite. These are the cards you will use on your next turn.

**Important Note: If you're advancing to a new color group of campsites, you may move before managing resources; the order doesn't matter here. When doing this, keep in mind you don't gain a Coin from a campsite you move to until the end of your turn (and cannot spend it until your next turn).*

PLAY CARDS & GAIN TOKENS

You will start each turn by playing the cards in your hand and performing the actions stated on the cards.

Let's say this is your first hand. These are the fun activities you're going to do at your current site before moving on to a new campsite. According to these cards, you're going to gain some Activity tokens this turn.



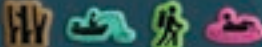
Below are what the Activity tokens represent:



You will gain 1 Firewood token, 1 Fishing token, 1 Hiking token, and 1 Sunbathing token from playing the cards above. After gaining the tokens, you will discard your hand into the appropriate discard piles, separating the Green and Blue cards.

MANAGE RESOURCES

You may now choose to spend your Activity tokens on new Camping Activity cards from the Board, on a Wildlife Bell token, to advance to a campsite in a new color group, or any combination of these options, as long as you have enough tokens to spend. There's no restriction on which order you choose to do these actions.

You've gained these 4 tokens this turn: 

Let's say you want to spend your tokens to add a new Camping Activity card from the Board to one of your decks. If we take a look at the cards currently available on the Board to the right, we can see there's only 1 card that you can afford with the tokens you currently have, which is the "Hang Gliding" card.

We can see that whenever you play this card, you would gain 1 Coin, 1 Hiking token, and 1 Firewood token, along with anything else you would gain from the other cards in your hand.



This is where you can see the cost of purchasing the card. It shows that you can add this card to your Green Camping Activities deck for 1 Hiking, 1 Fishing, and 1 Sunbathing token.

MANAGE RESOURCES

Once you purchase the Hang Gliding card, it will go directly into your Green discard pile (purchased Blue cards go to your Blue discard pile).

Now that you've purchased the Hang Gliding card, you only have  remaining. **All unused Activity tokens are discarded at the end of each player's turn.** So since there's nothing else available that costs 1 Firewood token, you would discard it now. However, if you look at your Player Board, you start by owning a Tent, which allows you to keep (save) 1 Activity token per turn. So in this case, you can keep your extra Firewood token by saving it in the designated spot on your Player Board.

Shows you how many Activity tokens you can keep (save) per turn.

Saved tokens can be used on any of your future turns.



Save Activity tokens in your storage area here.

Tokens are not finite. If you run out, find a suitable replacement.

To clarify, keeping 1 Activity token each turn (referring to the Tent) doesn't mean you may only have 1 Activity token in your storage area; it means you can only save 1 Activity token out of all of the Activity tokens you've gained this turn. There is no limit to how many Activity tokens you may keep in your storage area.

Alternatively, what if you want to buy a different card, still starting with these tokens:    

Let's say you really want the Kayaking card available. As you can see below, the cost to add this card to your Blue deck would cost 1 Campfire token and 2 Sunbathing tokens. You don't have these tokens but since you own a Tent on your Player Board, you can save 1 token per turn. In this case, you could save your Sunbathing token and discard the other 3 tokens because there's nothing else you can afford to purchase with them this turn.

Technically, you could (and should) purchase a Campfire Token with the remaining 3 tokens, instead of discarding them. This was just an example to show that you must use or lose your Activity Tokens by the end of your turn.



MANAGE RESOURCES

Next turn, by saving the correct tokens, you should be able to afford the Kayaking card, as long as another player doesn't buy it first.

When a card is purchased and taken off the Board, it is immediately replaced with another card from its respective deck. (i.e., When a Blue card is taken off the Board, replace it with the top card from the Blue deck on the Board.)

**You may buy multiple Camping Activity cards on the same turn as long as you have enough tokens to do so.*

Extra Tokens & Card Symbols

You'll notice there are a couple of extra features on the Kayaking card, the first of which is located on the right-hand side, right above the card ability. There's a +1 Canoeing token (circled below). Whenever you see this on a card, it indicates that you will gain +1 of whichever token you see on the card each time you play that card. So for the Kayaking card, every time you play it, you may choose an opponent and swap a card with them **and** you will gain 1 Canoeing token.

Another thing you'll notice on the Kayaking card is that there's a Binoculars symbol on the left-hand side, right above the card ability (circled below). The same symbol can be found on other cards in both decks. **Once you own a card with a symbol on it, regardless of which deck it belongs to, you cannot buy another card with the same symbol on it. See FAQ for certain scenarios where you may end up owning more than one card with the same symbol.**



There are 6 different symbols, and once you own a card with a symbol on it, you will take a corresponding Card Symbol tile and place it on your Player Board as a reminder that you own a card with that symbol.

MOVE TO A CAMPSITE

Now that you've chosen to either add a new card to one of your decks or save a token (or perhaps both), you are either out of tokens or have discarded the unused tokens, and it's time to complete the last part of your turn: choosing a new campsite to move to. In the beginning, you may choose a site in the Firefly Grove Campground, otherwise known as the green color group (shown below).

**Designer Note: The objects inside the campsites are just for theming and don't relate to gameplay.*



Signs below each campsite display a variety of cards and Coins. When you move to a site (by placing your Player Mover on the site), you will draw the number of Green and Blue cards (from your personal Green and Blue decks) shown on the sign below your campsite. These are the cards you will play on your next turn, so you will want to be strategic on deciding which campsite you move to. If there's a Coin displayed on the sign below your site, you will gain a Coin at the end of your turn, which you can save on your Player Board.

**If there aren't enough cards to draw from your Green or Blue deck(s), draw what's left, then take the discard pile for that deck, shuffle it face-down, place it face-down, and draw the rest of what you need from the top as usual.*

Let's say you move to this site at the end of your turn. You would draw 1 Blue card and 2 Green cards from your decks. You would also gain 1 Coin at the end of your turn.



This indicates the player will gain 2 Coins instead of 1.



**At the end of your first turn, you will move the Camper (Player Mover) sitting on your Tent to a green campsite on the Board, leaving the other Camper within the green rectangle on your Player Board.*

Save Coins here. You may spend Coins anytime during your turn *but* if you move to a site with a Coin on the sign, you cannot use that Coin until next turn, as you gain it at the end of your turn.

Now that you've moved to a campsite and drawn your cards for next turn, you end your turn and gameplay moves to the player to your left.

MOVE TO A CAMPSITE

**Important Note: At the end of your turn, you cannot move to a campsite that another player is currently in. You also cannot stay in the same campsite for consecutive turns.*

Let's say a few turns have passed and you've stayed at a few of the campsites in Firefly Grove Campground (the green campsites), collecting cards/coins/tokens. On your next turn, you play your cards/gain tokens, as per usual, and you decide it's time to move to the next color group of sites, following the Campsite Order (which, in this case, is the purple sites in Misty Mountain Pass), getting closer to the Bear Mountain Campsite. You may still purchase Activity cards, etc. on this turn as well, if you have enough tokens to spend.

The Campsite Order is shown below, as well as on the Player Boards.



Firefly Grove
Campground
=
Green Sites

Misty Mountain
Pass
=
Purple Sites

Mammoth Peak
National Park
=
Yellow Sites

Alpine
Ski Village
=
Blue Sites

Wilderness
Point Trail
=
Orange Sites



In order to move to a purple campsite, you must spend the amount of tokens shown on the site you want to move to.

For example, if you were to move to the site on the left, you would spend 2 Biking tokens and 1 Swimming token.



When moving to a new color group, you will draw the cards shown on the sign below the site, at the end of your turn as usual.

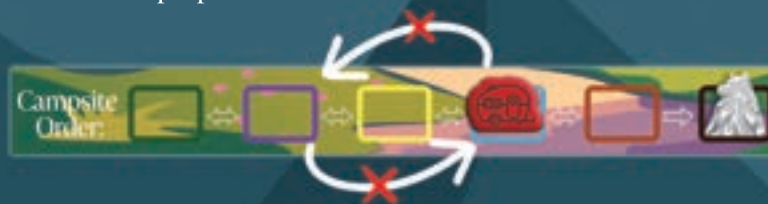
Each time you advance to a new color group, you'll move the Camper (Player Mover) on your Player Board to the next color group.



MOVE TO A CAMPSITE

At the end of your next turn, you may move to another site within the same color group - in this case in Misty Mountain Pass (purple) - ***without discarding any tokens shown***. Continue until you are ready to move on to the next color group of sites. To clarify, when you look at the Camper on your **Player Board**, if it's on the yellow space, you no longer have to pay for any campsites from the beginning up through the yellow sites.

Players may move backward in Campsite Order, but they may move only one color at a time. For example, if you are on a blue campsite, you cannot move to a purple site. You would have to move to a yellow site first, then on your next turn you could move to a purple site.



If you choose to backtrack, you must go through the correct color order again when advancing. You cannot go from a purple site to a blue site, even if you were once at a blue site. You don't have to pay the tokens shown on the campsite when backtracking (for example, moving from a blue site back down to a yellow site).

You will not move the Camper (Player Mover) on your Player Board backward even if you choose to backtrack to earlier sites. You don't have to pay the tokens again when advancing from a yellow site to a blue campsite, as long as the Player Mover on your Player Board is on the blue rectangle. This is why it's important for the camper on your Player Board to keep track of how far you've advanced.

CAMPSITE TILES

At the end of your turn, if you choose to move to a site with a Campsite tile, you will flip the top tile ***before drawing any cards or gaining any Coins***. If there's a bear on the tile, it chases you backward! In this case, you must choose an empty site in the ***previous*** color group of campsites (i.e., go backward 1 color in the Campsite Order), where you will move to and draw cards/gain Coins as per usual. The tile is then discarded.

**If you flip a Bear tile and you move to another site with a tile, flip that tile before drawing cards or gaining Coins. If it's another Bear tile, repeat the same process as stated above.*



If you flip a tile and there's no bear on it, you'll gain whatever's on the tile (shown above), then continue to draw cards/gain Coins as usual. The tile is then discarded.

CAMPSITE TILES

You'll notice on the "Gain a Green/Blue card" tiles that there's a red X over where you would see a symbol on a card. This indicates you may only gain a card without a symbol on it. If all eligible Camping Activity cards on the Board show symbols on them, you may gain a Campfire token instead. Then discard the tile.

Additional Bear Tile Clarifications

If you flip a Bear tile, both of your Campers (one on the Game Board and one on your Player Board) will move backward 1 color group. The example below shows that the player chose to strategically move backward at some point and flipped a Bear tile.

This example shows that even though they willingly moved backward, the Bear tile still pushes both of their Campers back 1 color group. They still don't have to pay any tokens when advancing again to a yellow site; however, they will now have to pay tokens again when advancing from a yellow site to a blue one.



Bear Tile FAQs

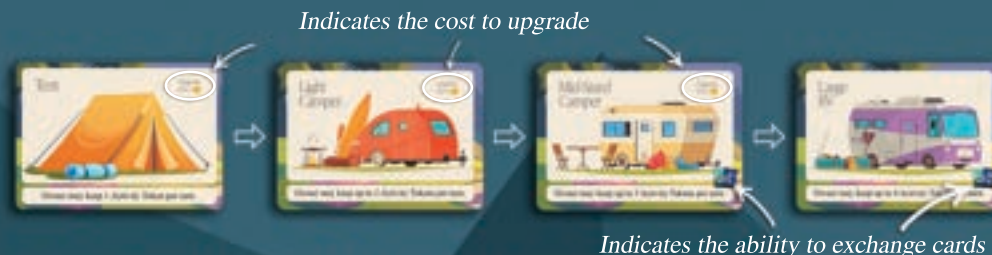
You may skip this section for now and come back if a Bear tile situation arises during the game that needs more clarification.

If you're currently on a yellow site and you attempt to move to a blue site with a tile on it, and it happens to be a Bear tile, you must move down to a purple site. If you are currently on a blue site, move to another blue site that has a tile on it, and you flip a Bear tile, you would move down to a yellow site.

If your Camper (Player Mover) on your Player Board is on the blue space, but you've backtracked to the green color group on the Game Board, and you attempt to move to a site in the purple color group with a Campsite Tile on it, and it happens to be a Bear tile, your camper on the Game Board will go back to the green color group, but may not go back to the same site from which you tried to move from. As usual, the Camper on your Player Board will move back to the yellow space.

CAMPER CARDS

As previously stated, all players start by owning a Tent on their Player Boards, which allows them to keep (save) 1 Activity token per turn. On your turn, you may spend Coins to upgrade from a Tent to a Camper. You must follow the order shown below when upgrading (Light Camper to a Mid-Sized Camper to an RV).



Camper Cards allow you to keep (save) more Activity tokens per turn, which will come in handy as you work to build your decks and advance along the Game Board.

You'll also notice an extra ability for some Mid-Sized Campers and RVs. Right after drawing your hand for your next turn, you may exchange 1 (or 2) card(s) from your hand with new cards from your decks. To do this, you'll simply draw an extra card from either deck, then, from all the cards in your hand (including the one you just drew) choose 1 and discard it. The card you discard doesn't have to be the same color as the one you just drew. For exchanging 2 cards, you may exchange **up to** 2 cards, meaning you may exchange 1 at a time, and stop after 1 if you wish. You will exchange cards while the next player takes their turn.

**When upgrading, you may place the Camper card being replaced back on the Game Board.*

OTHER COLLECTIBLE TOKENS



Campfire token: These tokens are "wild" and may be spent as any Activity token. You can purchase 1 of these for 2 Coins or 3 (meaning any combination of Activity tokens). There's no limit to how many of these you can buy or spend in a turn.



Backpack token: You may spend 1 of these tokens to draw an extra card at any time during your turn. You can purchase 1 of these for 2 Coins, and you may buy/spend up to 3 per game. There's no limit to how many of these tokens you can spend per turn.



Granola Bar token: You may spend 1 of these tokens to reset all of the Camping Activity cards on the Board. To do this, place all cards currently on the Board at the bottom of their respective decks, then draw 3 new cards from each deck. Once the new Camping Activities are drawn, you may purchase 1 of them at a 1 token discount (including Campfire tokens) - yes, some cards would be free. After that, you may purchase more at the normal cost of the cards. You can purchase 1 Granola Bar for 2 Coins, or 3 for 4 Coins. You may use only 1 per turn.

**You may only use these during your own turn.*

***Note:** The minimum cost of any token is 1 Coin, even if multiple discounts would make them free.

OTHER COLLECTIBLE TOKENS



Wildlife Bell token: This token will help to ward off surrounding wildlife, keeping you safe while you explore. Spend (discard) this token to negate the effects of a Bear tile. You can purchase 1 of these for 4 🎨 (meaning any combination of Activity tokens).

**You may only hold 1 of these tokens at a time, but there's no limit to how many times you can purchase a Wildlife Bell.*

Trailblazer token

This token will start the game off to the side. The first player to move from a green campsite to a purple one will gain this token. While owning the Trailblazer token, you gain 1 extra Coin each turn, starting on the next turn after you gain it. Each time a player advances the Camper (Player Mover) **on their Player Board** to a color group that no one else has advanced to yet, they will steal this token from whoever currently owns it (unless they already own it, of course). For example, there are 2 players in the purple color group and Player 1 owns the Trailblazer token. Player 2 advances to the yellow color group first. Player 2 will steal the token from Player 1. Player 2 will gain their first Coin from the token on their next turn after stealing it.

The Trailblazer token rewards players for keeping the game moving; however, it will act as a “catch-up mechanism” toward the end of the game as well!

Once the owner of the Trailblazer token advances to the orange rectangle on their Player Board, they will pass the token to the next closest player, meaning the player who is the furthest in the Campsite Order (on the Player Board) without being on the orange site. If there's a tie, the player giving up the token decides who (among the players in the tie) earns it. Once the next player advances to the orange color group, they will pass it down again, using the same process. The last player to make it to the orange color group will keep the token for the rest of the game.



For example, there are 3 players and Player 1 owns the token. Player 1 advances to an orange campsite on the Board for the first time (moving the Camper on their Player Board to the orange rectangle). Player 1 must pass the token to Player 2 or Player 3. When looking at their Player Boards, Player 2 is on the yellow site and Player 3 is on the blue, so Player 1 must pass the token to Player 3 since they are the next closest to the orange. Now Player 3 owns the token. If Player 3 advances to the orange color group before Player 2, Player 3 will pass the token to Player 2. Since Player 2 is the last player to make it to the orange color group, they have no one to pass the token to and they will keep it for the rest of the game, even after they advance to the orange color group. A player can earn the token if pushed back by a Campsite tile and all other players are in the orange color group.

**Note: The Trailblazer token, Coins, Campfire, Granola Bar, Backpack, and Wildlife Bell tokens cannot be swapped or discarded by an opponent, unless specifically stated by a card ability.*

RECYCLING

There is a dumpster for recycling next to the campsite in the bottom left corner of the Firefly Grove Campground. This indicates that when you move to that site, you may discard 3 (meaning any combination of Activity tokens) to recycle (take out of the game) 1 card you played that turn. You still get to gain whatever you would normally gain from the card (or use its ability) that turn before recycling it. You cannot recycle on your next turn before moving to a new site, only when you move from another site to that site.

HOW TO WIN

To win the game, you must be the first player to reach the Bear Mountain Campsite. To move to this site, you must have 2 of all 8 Activity tokens and an Off-Road card in your hand on the same turn you're moving to the site. You may use Campfire tokens to replace any Activity tokens you don't have, as usual.



PLAYER BOARD REFERENCE

Place purchased Backpack tokens here. After you spend a Backpack token, move it to the box on the right.

Place purchased Granola Bar tokens here.

Place purchased Wildlife Bell token here.



Place purchased Camper card upgrades here.

Place purchased Campfire tokens here.

CAMPING ACTIVITIES REFERENCE



You must play one of these cards on the same turn that you move to the Bear Mountain Campsite.



Choose an opponent and take up to 3 Activity tokens from their Activity token storage area. For each token you take, you must replace it with 1 of your own Activity Tokens.



After playing all cards in your hand (and gaining all tokens/using all card abilities), you may select 1 of those cards and take it out of play for the rest of the game (place it back in the box).



Start by selecting a card from your hand that you haven't played yet, then choose an opponent and have them fan out their hand so you can't see their cards. Next, take 1 of their cards and replace it with the card you selected from your hand. You will play the card that you took from your opponent that turn. You don't have to reveal any cards in this process (but it's usually more fun if you do). The cards do not get handed back after the turn.



Choose an opponent and discard 3 of their Activity tokens from the Activity token storage area on their Player Board.

CAMPING ACTIVITIES REFERENCE



When playing this card, you will choose to either gain the Activity token shown or allow all players (including yourself) to gain 2 Coins. No matter which option you choose, you (and only you) will gain the +1 Activity token shown above the card ability.



Play this card first from your hand. Draw 2 cards. Then, from all the cards in your hand, discard 1 card. It can be 1 of the 2 cards you just drew, but it doesn't have to be.



When playing this card, all players will choose one of their decks and draw the top card from that deck. They will then decide whether they want to place it back on top of that deck face-down or discard the card they drew.



If you purchase a card on the same turn that you play this card, you may choose to place that card face-down on top of your deck instead of in the discard pile as usual. If you purchase more than 1 card this turn, you may choose 1 of the cards you purchased to place on top of your deck instead of in the discard pile.

Peaceful Game Modification: When playing with 2 players (where there's only 1 opponent to target), feel free to take out the following cards from the Activity decks for a more relaxing game: Tell Ghost Stories, Bungee Jumping, Play A Board Game, Breakfast By The Lake.

CAMPER CARDS REFERENCE



Owner may purchase Campfire tokens for 2 Activity tokens instead of 3.



Owner may move to a site where there is already an opponent(s). Owner still cannot stay at a site for consecutive turns.



Owner may gain 1 additional Activity token of their choice, once per turn.



Owner is not required to flip a Campsite tile if they choose to (or are forced to) go to a site with one present.



The cost to advance to a new color group is -1 of any Activity token. **This does include the Bear Mountain Campsite.**



The cost to buy a Camping Activity card is -1 of any token shown, including Campfire tokens.



When the owner moves to the site with the recycling dumpster, they may recycle for 1 Activity token instead of 3.



Owner may purchase Granola Bars for 1 Coin each.



Owner may substitute Coins for Activity tokens on any purchase.



Owner may perform the ability of a card they played this turn for a second time.

SOLO MODE RULES

When playing Bear Mountain Camping Adventure solo, you may choose to play against 1 to 3 other explorers. These adventurers will start with the usual Starting cards; however, they will not need a Player Board. You will move their Camper (Player Mover) and collect their Activities using the rules that follow. All other rules not otherwise referenced here will remain the same as the full multiplayer game.

Game Board & Player Setup

Set up the Game Board and your play area as usual.

DICE & SOLO CARD: Place the Solo Mode dice and the Solo Reference card beside your play area. If playing against 1 opponent, play with all 4 dice. If playing against 2-3 opponents, take out the blue die, playing with only the red, purple, and green dice.

CAMPERS: Select a Camper (Player Mover) color for each opponent, and place the Campers beside your play area.

DECKS: One at a time, take each opponent's 8 starting cards and shuffle them into 1 deck for each. Place your opponents' decks below their Campers beside your play area, as shown below.

OPPONENT STORAGE: Leave room below your opponent's cards; this is where their tokens will be stored. Your opponents will share resources with each other. This being the case, the Solo Mode becomes more challenging the more opponents you choose to play with. The opponent storage may not have more than 6 of any given token (including Campfire tokens) at any given time.



Opponents' tokens



Green
discard
pile

Blue
discard
pile



SOLO MODE RULES

Turns

When playing in Solo Mode, you will always have the first turn. Then you will alternate between playing for yourself and each opponent separately, following the regular turn steps from a multiplayer game. On your opponent's turn(s), you will collect Camping Activities and move their Camper as follows:

Perform these actions for each opponent's turn separately.

ROLL THE DICE: Roll all Solo Mode dice at once.

COLLECT ACTIVITIES + TOKENS: Look at the green and blue dice and collect the Camping Activity cards from the Board according to what numbers the dice are showing. Refer to the Solo Reference card to see which cards to collect. You will always collect a card according to the green die first, then another card according to what the blue die is showing if playing against 1 opponent. Your opponent will **gain tokens equal to the cost of the collected cards**. Place the collected tokens in 1 pile below all opponent decks, then place the collected cards face-down on top of the deck of the opponent who collected them. Opponents will collect Campfire tokens from collected cards if they are in the cost.

MOVE TO A CAMPSITE: After collecting Activities and tokens, look at the red die. If it shows 1, 2, or 3, your opponent will move to a campsite within the same color group they are currently in. If it shows 4, 5, or 6, your opponent will attempt to advance to the next color group. Look at the purple die and refer to the Solo Reference card to determine which site they are going to move to. For the first 2 color groups, where there are more than 6 sites to choose from, look at the red die. If it shows a 1 (or a 2 for the green color group) then your opponent will move to the site (red die equals 1 (or 2)) shown on the Solo Reference card, no matter what the purple die shows. If the red die is anything besides a 1 (or a 2 for the green color group) then your opponent will move to the site according to the purple die (referring to the Solo Reference card).

For the opponent's first turn, take 1 of their Campers and place it on the Board according to the dice. Leave the other Camper sitting above that opponent's deck as a reminder that it is their deck of cards. When an opponent is attempting to advance to the next color group, look at the cost of the site they are attempting to move to. Then look at the collective pile of tokens below the opponents' decks to see if they can afford to move to that site. If they can, discard the tokens required and move their Camper to that site. If they cannot afford it, simply move them to a site in their current color group based on the the purple die and the Solo Reference card.

SOLO MODE RULES

When looking at the green and blue dice, refer to the numbers 1–6 over the Camping Activity cards on the Solo Reference card. When looking at the purple die, refer to the numbers 1–6 over the campsites of the color group that the opponent is moving to.

Opponents will use collected Campfire tokens as necessary when attempting to advance to a new color group. This also applies to the Bear Mountain Campsite.

If an opponent moves to a site with a Campsite tile, they will trigger the tile. If it's a tile that will force them to move backward (e.g., Bear tile) or skip a turn (if played with the Rough Terrain Expansion), they will do so, moving to the campsite in the prior color group according to what the purple die currently shows. If the tile allows them to collect a card from the Board, roll either the blue or green die (doesn't matter which one) and your opponent collects the card it shows (gaining the tokens according to the cost of the card collected, as usual). The card collected does not have to match the card color on the Campsite tile. If the tile is anything else, it will be discarded with no effect.

Special Rules

Opponents will not collect Coins, Backpack tokens, Granola Bars, Wildlife Bells, or Card Symbol tiles. They will also not upgrade to different Campers and do not have a limit on how many tokens they can collect each turn, as long as they are at (or under) the storage limit (6) of the token they are collecting.

Opponents can share a campsite with you or other opponents. So if the purple die shows that they will move to a site with you or another opponent, they will do so. As usual, you still may not move to a site that has an opponent unless you have an ability that allows you to do so. An opponent may also stay in the site they are currently in if that's what the purple die shows.

**If an opponent does stay in a site with multiple Campsite tiles for consecutive turns, they will trigger the Campsite tiles both turns.*

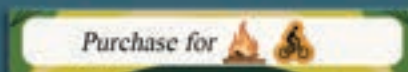
If you play a card that allows you to swap (or manipulate) a card from an opponent's hand: choose the opponent, shuffle their deck, look at the sign below the campsite they're currently on and draw the cards shown from the top of their deck (with the correct amount of Blue and Green cards, according to the sign). Then play as normal, acting as though this is their hand, choosing a card (without looking at their hand) to swap with yours. Similarly, you may manipulate opponents' collected tokens (you won't need to choose an opponent because they share 1 pile) with cards you play as usual.

Game End

The game ends when either you or an opponent reaches the Bear Mountain Campsite. Opponents do not need to have collected an Off-Road card in order to move to the Bear Mountain Campsite. They only need to have the required 2 of each token.

Q: What does a  mean in a card's cost?

A: You must actually spend a Campfire token (along with the other Activity tokens shown) to purchase that card.



Q: What happens when you move to this site?

A: At the end of your turn, after moving to this site, you'll gain 2 Coins and draw no cards.

You will still take a turn on your next turn, just

without playing cards, unless you spend a Backpack token to draw a card. You still have the opportunity to spend tokens that turn.



Q: What if you swap a card with an opponent, and you take a card with a symbol?

A: You will also take their Card Symbol tile from their Player Board and add it to yours.



Q: What if you swap a card with an opponent, and you take a card with a symbol, but you already own that symbol?

A: You will still keep the card, and your opponent will simply discard that Card Symbol tile from their Player Board.

Q: What happens to the Trailblazer token if the player who owns it gets chased back a color group by a Bear tile?

A: There are 2 scenarios to consider:



1: There are 2 players tied for the lead (one of them owns the Trailblazer token) and they both have the Camper on their Player Boards on the yellow space. The player with the token gets pushed back to the purple space from a Bear tile. The Trailblazer token would then go to the player still in the yellow.

2. There are 3 (or more) players tied for the lead (one of them owns the token) and they all have the Camper on their Player Boards on the yellow space. The player with the token gets pushed back to the purple space from a Bear tile. Since there is still a tie for the lead, the player who got pushed back would actually keep the token until any player moved from the yellow space to the blue one.

Q: Can I move to a purple site as my first move if I have the tokens to do so?

A: No, you must start the game by moving to a green site. You can move to a purple site on your next turn if possible.

Q: Do Camper card abilities start immediately after upgrading to a new Camper card?

A: Yes, you can use the ability of any Camper card on the same turn that you upgraded to it.

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I sincerely hope you enjoy your Bear Mountain Camping Adventure! It's great to see how camping has surged in popularity as we grow to appreciate nature and use it to escape the pressures of daily life. But it is crucial to be mindful of our environmental impact, particularly in wilderness areas.

I'd highly encourage you to check out tips on eco-camping! By adopting eco-friendly practices, such as using reusable containers and adhering to the Leave No Trace principle, we can minimize our ecological footprint and preserve the natural beauty around us. It is essential to treat wildlife with respect, as well as stick to designated camping areas and trails. As social media magnifies the allure of nature, it becomes imperative for us to set an example by indulging in a way that does not harm the environment and inspires others to follow suit.



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