

BEARS!™

Number of Players: 2-4

Ages: 7 and Up

Time: 20 minutes

Objective

Be the first player to score 100 points or more.

Setting Up the Game

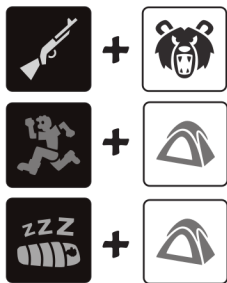
Give 5 Player Dice to each player and place 5 Camp Dice per player in the center of the play area.



Playing a Round

Roll all of the Camp Dice. Then have all players simultaneously roll their own Player Dice and quickly pair them with the Camp Dice.

Possible combinations



Invalid Pairs



Additional Rules

- Player Dice may be rerolled as often as a player chooses.
- No more than 1 Camp Die may be picked up at a time.
- Once dice are paired, they cannot be rerolled.
- If the round begins with all bears or all tents, reroll the Camp Dice.

Ending a Round

The player who removes the last bear OR tent yells, "Bears!" At that point, players may no longer take Camp Dice. If a player yells, "Bears!" when at least one bear and one tent remain in the campsite, that player takes a penalty of -1 point.

All Tents gone,
round ends.



All Bears gone,
round ends.



Scoring a Round

The number of points for each pairing is as follows:



+



= 1 point



+



= 2 points



+



+ Tents Left in
Campsite = 5 points



+



+ Bears Left in
Campsite = -2 points

Player Dice that are not paired at the end of a round are not scored. Camp Dice in a player's possession that are not paired or are in an invalid pair result in subtracting 1 point for each such die. (It is possible for a total score to be less than 0.)

Starting a New Round

All of the Camp Dice are rolled into the center of the play area. Players keep and roll their Player Dice. Pairing begins again.

Ending the Game

The game ends when a player reaches 100 points or more. If players tie, play as many rounds as needed to break the tie.

Alternate Rule

I Don't Have to Outrun the Bear, I Just Have to Outrun You.

In this version, players pair only Runners and Tents. At the end of each round, the player with the fewest pairs is out. Remove 5 Camp Dice each time a player is taken out of the game. If more than one player ties for fewest, then no player is out that round. The goal is to be the last player left in the game.

Credits

Game Designer:

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Additional Development:

Justin De Witt

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