

## Credits:

Game Design: John Caddell

Graphic Design: Susie Hernishin, Jay Hernishin and Damian Caddell

Production Management: Luke Peterschmidt and Jordan Martin

## Special Thanks to...

George and Charlie, the very first playtesters. Maura for her unwavering support. The Infinity Charter School game night. Charlie and the Friday night gang at That Game Place. Tom at the Game Table Cafe. Jeremy and the regulars at Playtest Lancaster. Charles, Anthony and Lisa Brown at Harrisburg University. Cynthia, Buddy, Amy and their families, early playtesters. Damian for his amazing graphics and design.

And you, for buying this game.

# Campo Bello™

## Rules

© Fun to 11 LLC. 752 Willow Street,  
Lebanon, PA 17042 USA.  
All rights reserved. Made in China.

**Warning: Choking Hazard!** Not for use by  
children under 3 years of age.

Any questions? Contact [info@funto11.com](mailto:info@funto11.com)

For more information on this and other  
Fun to 11 products go to [www.funto11.com](http://www.funto11.com)

# Campo Bello™

## CONTENTS:

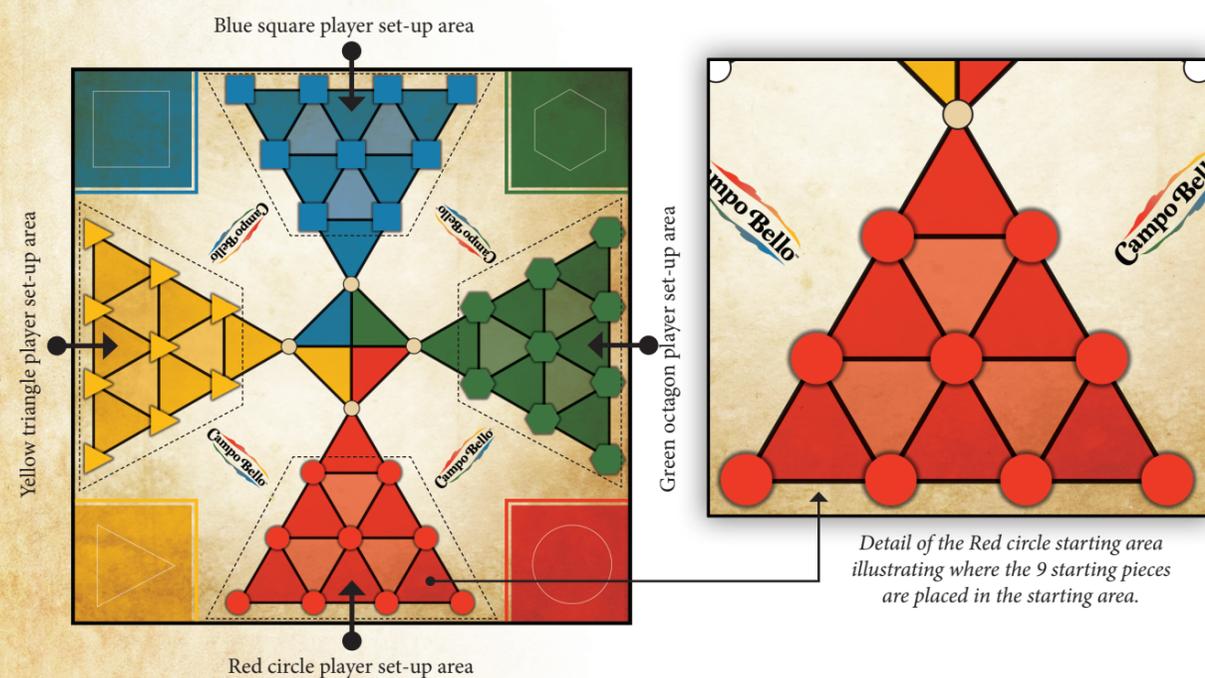
- Gameboard
- Rules
- 9 Red Circle Movers
- 9 Green Octagon Movers
- 9 Yellow Triangle Movers
- 9 Blue Square Movers

## OBJECTIVE:

In Campo Bello each player tries to remove as many of their own pieces from the board as possible. Each piece left on the board at the end of the game scores you points and the player who scores the fewest points wins!

## SET-UP:

Each player takes the movers of one of the colors and puts the movers into their starting positions. Randomly decide who goes first. You are ready to play Campo Bello!



## TURNS:

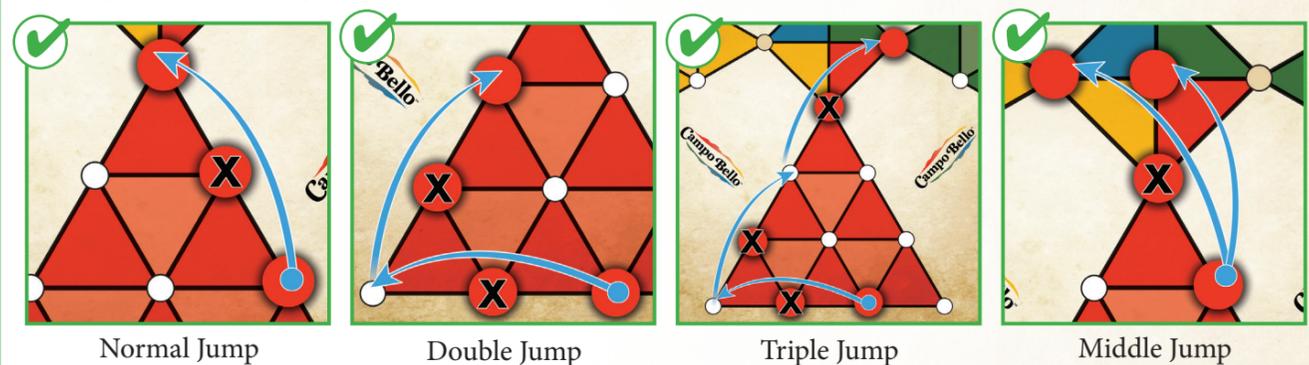
When it is your turn, you must choose one of your movers and jump another mover with it. If the piece you jumped over was one of yours, remove the jumped piece from the game. If the piece you jumped was one of your opponent's then you may remove ANY one of your movers on the board (*including the one that did the jumping if you choose*).

You may “chain” up to 3 jumps with the same mover during your turn, but you may not jump over the same mover twice, and the jumping piece may not occupy the same space during the same turn.

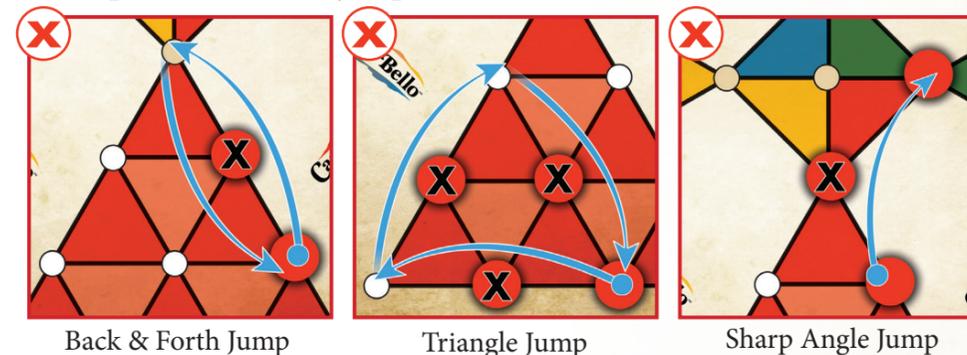
If you can't make a jump during your turn, you skip your turn.

You **MUST** make a move if there is one available.

### Examples of LEGAL jumps



### Examples of ILLEGAL jumps



After a player takes their turn, the next player going clockwise takes a turn.

Play continues until either one player has no movers on the board *OR* no player may make a legal jump.

At the end of the game, each player scores 1 point for each of their movers outside their starting area and 3 points for each mover that is in their starting area.

**The player with the fewest points wins!**

For a longer Campo Bello experience, you can keep score from game to game and see which player scores the fewest points over 3 games.