THE OBJECT OF FISHING CAMP
To be the first person to travel from the docks, catch a fish or multiple fish, and get back to the docks with their catch.

START THE GAME
All players choose a Boat game piece and place it by the dock in the parking spot that matches the boat name. Each player must choose which level they would like to play for the duration of the game. Level 1 is the easiest (suggested for beginners) and level 4 is the hardest. Players indicate their choices by placing the appropriate level card in front of them. The youngest player is first to roll the die. Players take turns clockwise.

PLAYING THE GAME
The youngest person rolls the die and moves his or her boat by the number of spaces that appear on the die. If the player lands on a green colored Lilly Pad, the die passes to the left, and the next player takes his or her turn. If the player lands on a yellow Lilly Pad, that player attempts to answer one of the fishing camp questions. (Players should read the questions that correspond with their chosen levels 1, 2, 3 or 4) On 50 of the 100 question cards there are pictures of fish and weights of the fish. If the player draws one of these cards and answers it correctly, they keep the fish card. This would be considered a caught fish. Since the player answered the question correctly they roll again. During the play they can only keep five fish cards and have to discard any fish cards over this amount. However, they can pick which card they want to keep. Just like real fishing. Keep the largest fish or fishes and try to get back to the dock first. If an incorrect answer is given, the turn moves to the player to the left. If a player lands on a “Go To Shore Lunch Island” spot then the boat needs to move to the Shore Lunch Island Dock immediately and player reads a Fishing camp fun fact for all to hear; this completes the turn.

A picture of a GPS can be found on some of the Fishing Camp questions cards. If a player answers one of these questions correctly, that player is awarded the special GPS card (fig A). Only one player may possess the GPS card at a time. The owner of the GPS card may take the short cut to the docks. If a player has the GPS card and another player answers the next Fishing Camp card with a GPS icon on it - the GPS card changes hands. If the player is already on the shortcut and another player takes a card, the first player may continue on the shortcut. Once a player arrives back at the Docks with a fish and lands exactly on their docking spot - he or she is declared the winner and the game is complete. Other players may choose to continue until everyone reaches the docks.

NOTES
The Honey Hole spot- If any player lands on the Honey Hole spot they keep drawing Fishing Camp cards till they get to a card that has a fish icon on it. They then have to answer the question correctly. If they answer the question correctly they can keep the fish card and roll again. If the player’s answer is incorrect - the play passes to the next person to the left.

Last Chance Launch - If a player makes it all the way around the board and gets to the dock first but has not caught any fish then the player can move their boat to the Last Chance Launch spot. They can start fishing again on their next turn.

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WARNING:
CHOKING HAZARD—Small parts
Not for Children Under 3 yrs.