

SLAPPY CAMPER™

The spot-it, slap-it, pack-it game!

RULES

Ages 5+
2-4 Players
15 Minutes



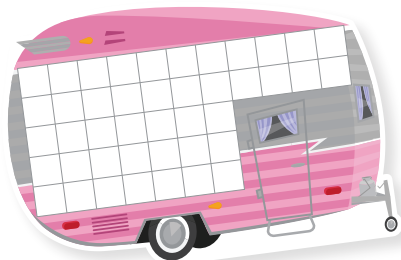
WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.



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CONTENTS

- 4 Marshmallow Slapper Sticks
- 4 Camper Game Boards
- 47 Camping Gear Pieces
- 94 Camping Gear Cards



GOAL

Be the first player to completely fill your camper.

SET UP

- Each player takes a camper board and a marshmallow slapper stick.
- Mix up the Camping Gear Pieces and spread them out in front of you face-up, clearly visible and within reach of all players.
- Shuffle the Camping Gear Cards and put them face-down in a stack.



HOW TO PLAY

1. Choose a player to turn over the top Camping Gear Card so all players can see it at the same time. All players search to find the matching Camping Gear Piece on the table.
2. The first player to slap the piece with their marshmallow stick can add the piece to their camper within the grid. Camping Gear Pieces can't be moved once they are put in your camper, so place them carefully!



3. **Don't get slap happy!**

If a player slaps a Camping Gear Piece that doesn't fit into their camper, the Camping Gear Piece goes back into play, along with an additional Camping Gear Piece from the player's camper.

If a player slaps the wrong Camping Gear Piece, they must remove a piece of their choosing from their camper and place it back on the table in play. Note: another player can still slap the correct Camping Gear Piece and win it.

4. Choose a new player to flip the next card and play continues.
5. If the deck of Camping Gear Cards runs out, shuffle the cards and continue play.

6. If a Camping Gear Card is flipped and no player wants to slap the corresponding Camping Gear Piece, or it is already in someone's camper, then the next Camping Gear Card is flipped and play continues.
7. If two or more players slap an item at the same time, the Camping Gear Piece is not awarded and the Camping Gear Card is shuffled back into the deck.
8. The first player to fill their camper with Camping Gear Pieces with no empty spaces is the winner!

EXTENDED PLAY: STORIES AROUND THE CAMPFIRE

The player who wins tells a story about their camping trip based on the gear they have in their camper. What are you going to do with two guitars, a lawn chair and a single boot?



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2140 West County Road C
Roseville, MN 55113
Ph 800.274.6123



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Keep all relevant
information.