PACK & PADDLE

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These are draft rules for a preview version of the game; visuals, tallies, and gameplay are not final, and may change before final production.
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Rulebook and Art Direction: Josh Cappel

THE STORY

1-4 PLAYERS | AGES 10+ | 45'

Camping is a wonderful experience, and you are about to go on a three day canoe trip! Each day you'll strive to put together the best campsite, contribute to the nightly campfire, enjoy the local wildlife, and win the daily canoe race. When the trip is over, the one who had the best camping experience wins!

HOW TO WIN

Win by having the most points (?) at the end of the game. Score in five different ways:

SUPPLY TILES

Fill up your mat with twelve Supply tiles, one per turn. Each tile colour has a different scoring system. **Green** tiles are all unique, and some have special effects. **Mosquitos** (*as in real life*) are just annoying.



COMMUNITY CAMPFIRES

Three shared Campfire tiles on the board display scoring criteria for **all players** to compete over, a unique combo in every game.



YOUR OWN CAMPFIRES

You'll also collect your **own** Campfire tokens, which grant you **private** scoring opportunities. The more **firewood** you gather, the better the selection of Campfires you'll have!



ANIMALS

Go on hikes to spot Animals in the forest and mountains. Animals offer their own ways to score, usually (*but not always*) based on the **weather**.



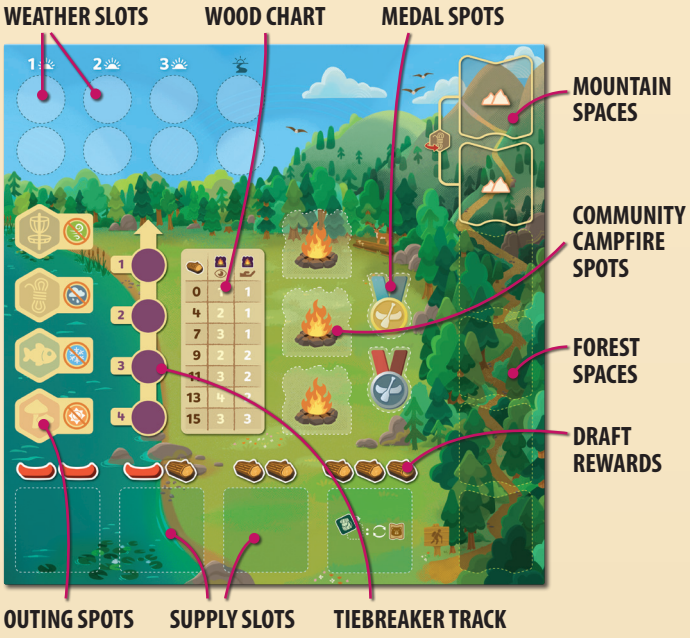
THE DAILY CANOE RACE

Now that's a paddling! Each day Medals are awarded to the players who paddled the furthest!

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COMPONENTS

GAMEBOARD



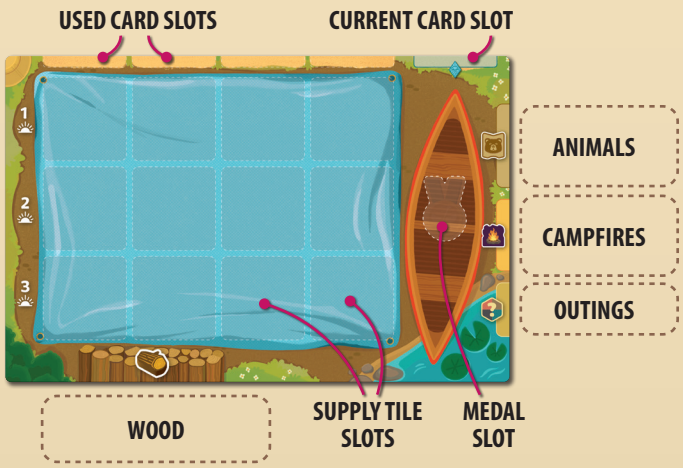
CANOE RACE TRACK

If you ever exceed 10, use the top section to travel back.



4 PLAYER MATS

One for each player.



20 ACTION CARDS

Five for each player.



8 PAWNS

Two for each player.



56 SUPPLY TILES

...and a **bag** to randomize them.



30 CAMPFIRE TOKENS



25 ANIMAL TILES



20 WEATHER TOKENS

Each one has some combination of the four weather symbols on its front and back sides.



32 OUTING TOKENS

Eight of each type; ***Active*** on the front, ***spent*** on the back.



25 WOOD BITS

Plus six 5-wood tokens if you need to make change.



6 MEDALS



1 TOKEN

Used in 3-player games only.

4 PLAYER AIDS



SCORE PAD



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SETUP

1. Place the **board** in the middle of the table, and the **Canoe Race track** below it.
2. Put all the **Supply tiles** in the **bag** and mix well.
3. Shuffle the **Animal tokens** into a face down supply. Reveal six Animals into the four *forest* and two *mountain* spaces, one per space.
4. Shuffle the **Campfire tokens** into a face-down supply. Draw three random Campfire tokens and place them face up in the ***Community Campfire*** slots on the board. *If any of the Community Campfires has an × in the top corner, discard it and draw a replacement.*



This × means that the Bongos are not a valid option for the Community Campfire.

Important: Make sure that **all players** notice the three ***Community Campfires***! These display scoring criteria that **all players** can benefit from at the end of the game!

5. Keep the **Outing tokens** in a supply to the left of the board.
6. Shuffle the **Weather tokens** into a stack near the top of the board.
7. Stack the gold and silver **Medal tokens** in their respective slots of the game board. *In a 2p game, return the silver Medals to the box.*
8. Make stockpiles of **wood** and **5-wood tokens** near the board.
9. In a 3-player game, place the **Lock token** in the leftmost *Supply slot* on the board. *For any other player count, return it to the box.*
10. Each player takes the **player mat**, a hand of five **Action cards**, and both **pawns** in their colour (*and a Player Aid card, if they want).*
11. Each player places one pawn on the zero space of the Canoe Race track, and one pawn on a space of the Tiebreaker track.
12. **Randomize the order** of the pawns on the tiebreaker track. You are ready to begin!



GAMEPLAY

START OF DAY SETUP

The game is divided into three *days*. At the start of each day (*including the first one*), perform this setup:

1. Take two Weather tokens from the stack, place them in today's Weather slots on the board, then **flip them over**. *This is today's weather; it will affect which Outings are available to plan, and at the game end the weather from **all** tokens will play a big part in various scoring (especially animals).*

2. *First clear any leftover Outing tokens off the board that remain from the previous day.* Then place **two of each** Outing token (***one** of each in a **2-player** game*) from the supply on their corresponding Outing spots, **skipping** any type that is limited by today's weather.



*For example, the board shows that in **Cold** weather, **Fishing** is not available.*

3. Gather all five of your Action cards into your hand.

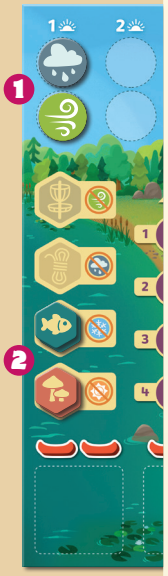
4. Make sure all pawns are at zero on the Canoe Race track.

***Weather example:** You place two tokens from the stack in Day 1's slots, and flip them over... today's weather is Rainy and Windy.*

***Outings example:** Because of the Windy and Rainy weather, **Disc Golf** and **Climbing** aren't available today:*



*That leaves only **Fishing** and **Mushroom Hunting** as the available Outings. You place two of each of those tokens from the supply onto the board.*







ROUND SETUP

Each **day** has four **rounds**. In each round, every player gets a **turn**. At the start of each round, set up like this:

1. **Refill the Supply slots:** Place random **Supply tiles** from the bag face up in the empty Supply slots on the board.

3 In a 3-player game, the **Lock** sits in a slot. The locked slot does **not** get a Supply tile.



2 In a 2-player game, **only** refill the slots if **all four** slots are empty (*this will occur every two rounds*).



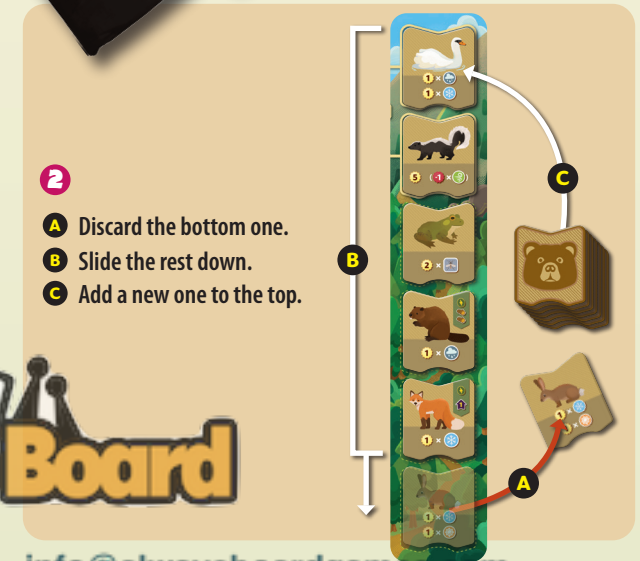


2. **Cycle the Animals:** After refilling the Supply slots, discard the Animal from the bottom Forest space, slide all others down to fill the gap, then draw a new one from the stack to fill the top Mountain space. *You can skip this on the very first round. If the Animal stack ever runs out, shuffle the discards into a new stack.*



There is a **reminder symbol** in the Supply slots to cycle the Animals after refilling the slots.

2 **Only** cycle the Animals when you refill the Supply slots; in a 2-player game this will be every other round.



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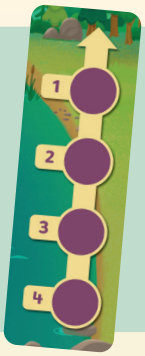
BIDDING FOR TURN ORDER

Each player secretly selects one card from their **hand**, and places (*or holds*) it face-down near the ***current card*** slot of their mat. When everyone is ready, **all** current cards are revealed, and player turns begin.

Turn order for the round is determined by the numbers on the cards everyone played, going from **highest to lowest**. If multiple players played the same number, the tie is broken by position on the ***tiebreaker track*** (*higher position on the track wins the tie*).

THE TIEBREAKER TRACK

*The tiebreaker track breaks **all** ties in the game. If there is ever a tie for **anything**, the player in the **higher** position on the tiebreaker track wins the tie. There are a variety of ways to improve your position on the tiebreaker track during the game.*

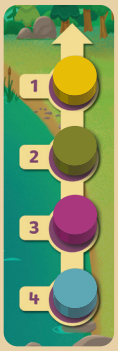




Turn Order example: *All cards are revealed. Green played the highest card (**5**), so Green will go first.*

*The next-highest number (**4**) was played by both Blue and Pink, so they check the Tiebreaker track; Pink is higher on the track, so Pink will go next, then Blue.*

*Yellow will go last, having played the lowest card (**2**).*



ON YOUR TURN

Do these two things, in ***whichever order*** you like (*usually the order won't matter, but sometimes it might*):

A: CLAIM YOUR SUPPLY TILE & DRAFT REWARD

Claim **one** of the remaining Supply tiles from the board, and add it to the grid on your player mat, in the **current day's row**. *You do **not** choose **where**; always fill your grid from left to right.*

Each Supply slot on the board displays a ***draft reward*** above it; claim that reward now. *For each symbol advance your pawn one space in the Canoe Race, and for each symbol gain one Wood from the supply.*

Most Supply tiles indicate some sort of scoring formula. Some of them indicate an ***immediate effect*** (*marked by a symbol*); perform it when you claim the tile.



***Blue tiles** resolve **immediately** as well. When you claim a blue tile, advance your pawn one space in the Canoe Race for each it shows.*

B: DO YOUR CARD'S BONUS EFFECT

Most of the Action cards (*all except **card 5***) indicate a bonus effect. Carry it out (*see **page 6** for details*).

When you are done your turn, **tuck your played card** under the top of your mat with the number visible. *This helps everyone see who hasn't taken their turn yet this round, and also provides information during play about which cards players still have in their hands.*



Turn example: *On your turn, you (Pink) claim a **Marshmallow** tile (it goes well with the **Chocolate** you already have), and place it in today's row in the next empty spot in your grid.*

*Your Supply slot's **draft reward** gains you 1 Wood from the supply, and allows you to advance 1 space in the Canoe race.*



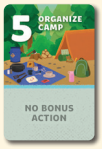
*You played the **Gather Kindling** card; its bonus effect gets you 1 Wood from the supply.*



Finally, you tuck your card under your player mat with its number visible. Your turn is over.

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THE ACTION CARDS



5 - ORGANIZE CAMP

This card has the best priority order, but no bonus action; all you get is your Supply tile (*and its draft reward*).



4 - GATHER KINDLING

In addition to your Supply tile (*and its draft reward*), also claim **1 wood** from the supply.

- If you have any active ***Mushrooming*** Outings, you may spend them now (*see* ***Outings***).



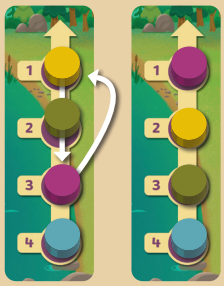
Gather Kindling example:
You claim 1 Wood from the supply, and keep it near your mat.



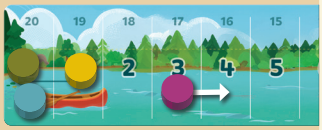
3 - GO FOR A PADDLE

In addition to your Supply tile (*and its draft reward*), you may move to the top of the tiebreaker track (*bumping all pawns above yours lower*) **and** advance one space in the Canoe Race.

- If you have any active ***Fishing*** Outings, you may spend them now (*see* ***Outings***).



Go for a Paddle example:
*You (Pink) move your pawn to the top of the Tiebreaker track, **and** advance your Canoe Race pawn one space.*

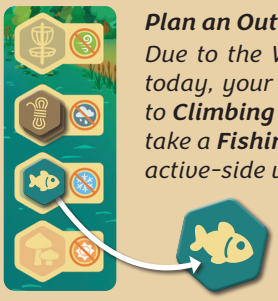




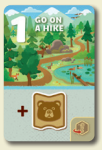
2 - PLAN AN OUTING

In addition to your Supply tile (*and its draft reward*), you may claim one remaining Outing token from the board (***not*** *from the off-board supply*), and keep it (***active****-side up*) beside your mat.

- There is no limit to the number of Outing tokens you may collect during the game.
- If an Outing type has run out by the time it is your turn to take one, you may not take that type.



Plan an Outing example:
*Due to the Windy and Sunny weather today, your Outing options are limited to **Climbing** and **Fishing**. You decide to take a **Fishing**, and keep it by your mat active-side up.*



1 - GO ON A HIKE

In addition to your Supply tile (*and its draft reward*), you may claim one Animal tile of your choice from the **Forest** spaces of the board (***not*** *the Mountains*), and keep it face up beside your mat.

Immediately slide all remaining Animals down to fill the gap, and fill the top Mountain space with a new Animal from the supply.

- Some animals indicate a ⚡ effect, which you perform immediately upon claiming.
- There is no limit to the number of Animals you may collect during the game.
- If you have any active ***Climbing*** Outings, you may spend them now (*see* ***Outings***).

Note that Animal tiles slide down immediately when one is taken; if multiple players do this action in the same round, every player will have four Animals to choose from.



Go on a Hike example:
*You must take an Animal from one of the four **Forest** spaces. You take the **Hummingbird** (which scores for Windy and Sunny weather), and keep it beside your mat face up.*

Then you slide the remaining Animals down to fill the gap, and add a new Animal from the stack to the top Mountain space.

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OUTINGS

An **Outing** is a token that you may use (*by **flipping it** from its Active side to its Spent side*) at the permitted moment, to gain its advantages.

- You **may** spend several Outings at once, if you have several of the same kind.
- Weather does **not** prevent you from **playing** any Outing; *weather only influences which Outing tokens are available on the board.*



*Most of the Outings (all except **Disc Golf**) are only usable when you play a specific Action card; those cards have a reminder in the bottom corner about the Outing type that may be played.*

DISC GOLF *Raid the supply cabinet at the Disc Golf course!*

When **claiming your Supply tile** (*regardless of **which** card you played*):

Draw **two more** random Supply tiles from the bag, then choose which **one** to keep from among those three. Return the others to the bag, and mix well.

- Remember that you **do** get the draft reward of the slot the original Supply tile came from.
- You may **only** activate the ⚡ effect of a Supply tile that you actually **keep**.

***Disc Golf example:** You aren't thrilled with the **Sock** tile you claimed, so you decide to use a **Disc Golf** token, flipping it to its Spent side. You draw two more Supply tiles from the bag, and decide which of the three you want to keep.*



CLIMBING *Spot extra wildlife while up in the hills!*

When you play **card 1 – Go on a Hike**:

Claim one **extra** Animal tile of your choice from the **Mountain** spaces of the board (***not** the Forest*), and keep it beside your mat.

Immediately slide all remaining Animals down to fill the gap (*if there is one*), and fill the top Mountain space with a new Animal from the supply.

- This is **in addition to** the Animal that you claim from the Forest on this turn; it gets you an **extra** Animal.
- You may use it before **or** after you claim your Animal from the Forest; *this order **may** matter, because of how Animals immediately slide down when one is taken.*



***Climbing example:** You play **Go on a Hike**, and notice two Animals you are interested in; one in the Mountains and one in the Forest.*

*You flip a **Climbing** Outing, and claim the **Snake** from the Mountains.*

*After sliding down and refilling, you claim the **Skunk** from the Forest, as permitted by your card.*

*Notice that if you claimed the Skunk **first**, the Snake would have slid down out of the Mountains and couldn't be claimed with the Climbing Outing. This shows **one way** that the order might affect your options.*

FISHING *Fresh fish for dinner is always a hit around the campfire!*

When you play **card 3 – Go for a Paddle**:

Draw two random Campfire tokens from the supply, and choose one to keep. *Discard the other*.

***Fishing example:** You play **Go for a Paddle**, and flip a **Fishing** Outing. You draw two Campfires from the supply, look at them, and must decide whether to keep the **Bacon** or the **Camera**.*



MUSHROOMING *Grab more wood while searching the unde*

When you play **card 4 – Gather Kindling**:

Gain three **extra** wood from the supply **in addition to** the one that the card normally gives you (*it's any that you get from your draft reward, as usual*).

***Mushrooming example:** You play **Gather Kindling**, and flip a **Mushrooming** Outing. You gain four wood (one from the card as usual, and three from the Outing), **plus** any your draft reward gives.*



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ROUND END

When **all players** have taken their turn, the round is over. Start another round (*remember to refill Supply tiles and cycle Animals*), **unless** the day is over. *You can tell the day is over if everyone's Supply tile row on their mat for this day is full; remember there are **four rounds** in each day.*

3 In a 3-player game, **before** you refill the Supply tiles, move the **Lock** one slot to the right (*or wrap around to the leftmost if it is in the rightmost slot*).

*Notice that you **don't** get your Action cards back until the end of a day; you have fewer choices each turn. Also since you have **five** cards but there are only **four** rounds per day, one of your five cards will go unplayed each day!*

***Round End example:** It's a 3-player game, and everyone has taken their turn. You move the Lock token one slot to the right, and start a new round using the usual process.*



DAY END

After four rounds, the Day ends. Two things happen:

1. THE CAMPFIRE

Each player does this: Announce how much **wood** you collected over the course of the day, and **discard all of it** back to the supply.

Your own **wood amount** determines how many **Campfire tokens** you will **draw** from the stack, and how many of those you will **keep** (*your choice which, discard the ones you don't keep*). *The **chart** on the board explains how many you'll draw/keep, based on your wood amount.*

- If the Campfire token stack ever runs out, shuffle the discards into a fresh stack.
- Keep your Campfire tokens beside your mat; there is no limit to the number of them that you may collect during the game.



Campfire example:
*You have 8 wood. You announce it and discard it all. Checking the **Wood chart**, you see that you are entitled to **draw three** Campfire tokens, and **keep one** of them. You draw these:*



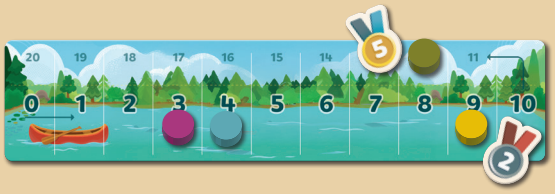
*The **Hiking Boots** won't score, since you have a Blue tile. The **Songbook** is worth 2, and since you have two Yellow tiles, so is the **Roasting Stick**. Since you could get more Yellow tiles, you opt to keep the **Roasting Stick** and discard the rest.*

2. THE CANOE RACE

Check the **Canoe Race track** to see who has won today's race; ties are broken by the Tiebreaker track. The player in 1st place claims a Gold medal from the board, and the player in 2nd place claims a Silver medal from the board. Then all pawns on the Canoe Race track are reset to the zero space.

2 In a 2-player game, 2nd place is **not** awarded.

***Canoe Race example:** Green advanced the furthest (they went so far they are looping back in the top section), and wins 1st place. Yellow wins 2nd place. Medals are claimed, and all pawns return to zero.*



If **all three days** are now over, the game is ending (*see **Game End**, below*). If **not**, begin a new day with the ***Start of Day Setup*** (*on page 4*).

GAME END

At game end, the last thing to do is **determine the weather** one final time; draw two Weather tokens from the stack, flip them over, and place them in the *Way Home* Weather slots. Then **scoring** begins!

***Game End example:** You flip the final two Weather tokens into their slots, and proceed to Scoring!*



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SCORING

Use the **score sheet** to score each category in order.

- Most scoring categories do not care **where** in your grid the tiles are located; it only matters if the scoring description specifically says so.
- **Spent** Outings **do** count towards scoring criteria that refer to Outings; *you can flip them all back face-up for easier counting*.

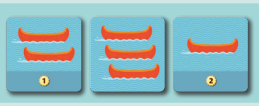


It is helpful if one player manages the score sheet, calling out each category for all players to respond with their score.

BLUE TILES

Score the ? displayed on your Blue tiles.

Example: These three Blue tiles (*anywhere in your grid*) score 3.



SOCKS

Each **pair** of two Sock tiles you have scores 6. A **single** Sock tile that isn't part of a pair scores 1.

Example: Three Socks total (*anywhere in your grid*) score 7.



HOT DOGS

Score 4 if you have one, 6 if you have two, or 7 if you have three or more.

Example: Two Hot Dogs total (*anywhere in your grid*) score 6.



YELLOW TILES

For each set of **all three different** ingredients, score 9. For each set of **two different** ingredients, score 4. For each **single** ingredient, score 1. *Each ingredient can only score once. You **may** score more than one full set.*

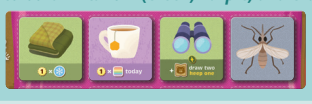
Example: A set of three different plus a set of two different (*anywhere in your grid*) score 13.



TEACUPS

Each Teacup scores 1 for each **unique tile colour** found in its horizontal **row**, *including **itself** as a colour. Mosquito gray **does** count as a unique colour.*

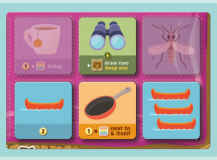
Example: This Teacup scores 3, because there are **three** tile colours in its **row** (*Green, Purple, and Gray*).



FRYING PANS

Each Frying Pan scores 1 for each **unique tile colour** counting **itself and the tiles it is next to** (*not diagonally*). *Mosquito gray **does** count as a unique colour.*

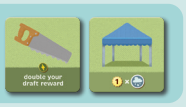
Example: This Frying Pan scores 3, because there are **three** tile colours among itself and the tiles it touches (*Orange, Green, and Blue*).



GREEN TILES

Score the ? displayed on your Green tiles; not all Green tiles display scoring (*see the **Camp Guide** for details*).

Example: The *Saw* doesn't display scoring. The *Canopy* scores ? based on the displayed criteria.



COMMUNITY CAMPFIRES

Score the ? displayed on the board's three Community Campfire tokens (*see the **Camp Guide** for details*).

Example: All players score the *Soap*, *Kettle*, and *Matches*, scoring ? based on the displayed criteria.



YOUR OWN CAMPFIRE TOKENS

Score the ? displayed on your own Campfire tokens (*see the **Camp Guide** for details*).

Example: Your *Bacon*, *Map*, *Flying Disc*, and *Guitar* score ? based on the displayed criteria.



ANIMAL TILES

Score the ? displayed on your own Animal tiles (*see the **Camp Guide** for details*).

Example: Your *Owl*, *Turtle*, and *Bullfrog* score ? based on the displayed criteria.



MEDALS

Score 5 for each Gold medal, and 2 for each Silver medal.

Example: One Gold and two Silver Medals score 9 in total.



Add up your scores in all the categories to determine your final score. **The highest score wins!** *Ties are broken, of course, by the Tiebreaker track.*

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