



We're Going on a Bear Hunt

Board Game Rules

The aim of the game is to be the first player to reach home without being caught by the bear!

Setting Up:

- Shuffle the cards and place them face down on the designated area of the board.
 - Assemble the play characters on their stands.
 - Place the bear character on the 'it's a bear!' space.
- Each player chooses a character and places it on the 'Start' space.

Playing the game:

Youngest player goes first and rolls one dice and move that number of spaces in the direction of the arrows on the board, play then passes to the next player in a clockwise direction.

We can't
go over it!

If any player on their turn lands on a 'Uh-uh!' space they must take a card from the top of the card pile. If the card is red 'We can't go over it!' this ends their turn and they must wait

until their next turn to move on. If the card is green 'Oh no! We've got to go through it!' they can roll the dice again and move on the amount shown on the dice. Return the cards face down to the bottom of the pile.

Oh no!
We've got to
go through it!

The bear chase and winning the game:

When a player reaches the 'Run' space they must stop. They now take full control of the game while all other players watch. Throw both dice and move their character that number of spaces, then throw just one dice and move the bear that number of spaces chasing after you. Roll two dice again for you and one for the bear. Keep going like this, it's a race to try and get home before the bear catches you!

If the bear lands on or passes by the space your character is on, you lose the chase and go right back to the 'Start' square. Play then resumes with the next player.

However, if you reach the 'Home' space before the bear catches up with you, you are the winner!