



The Bluffscouts' Adventure 3-D Board Game

For 2 to 4 players / Ages 6 and up

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Printed in U.S.A.

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OBJECT

To be the first player to collect one of each of the required Camp Gear Badges and your own Special Character Badge and return to your own campsite.

EQUIPMENT

- DOUG™ 3-dimensional game board
- 6 movers: Judy, Skeeter, Roger, Patti, Doug™, Porkchop™
- 6 mover bases
- Die and consumer-applied labels
- 16 Camp Gear Badges: 4 each of Tent, Jar-O-Bugs, Firewood, and Water
- 4 Special Character Badges: Judy/Bongo drums, Skeeter/2 Tickets to a Beet Ball concert; Roger/Stinky™ the Cat; Patti/Beet Ball

SETUP (See Assembly instructions inside)

1. Place all 20 Badges (16 Camp Gear plus the 4 Special Character) face down on the red circles on all platforms.
2. Place Doug and Porkchop in their respective positions, as marked.
3. Each player selects one of the remaining movers and puts it on that character's own campsite, as marked.

GAME PLAY

On your turn, roll the die and move your character.

If you roll:

Number:

- Move your character up to that number of spaces.
- Move from your campsite out onto the mountain trail, in any direction.
- If you land on a Badge you need, take it and put it in a slot at your campsite. If you don't need it, leave it. In either case, don't show it to anyone else!

Doug:

- Move the Doug mover up to 6 spaces. If Doug lands on a Camp Gear Badge, you may take it if you need it. But if it's a Special Character Badge that belongs to another character, or a Badge you already have, leave it right where you found it—and don't reveal what it is!

Porkchop:

- Your canine helper will steal someone else's badge for you! Move Porkchop up to 6 spaces.
- When he lands on someone else's campsite, Porkchop may look at all the Camp Gear Badges already collected and steal any one of them from that site. (He may NOT steal a Special Character Badge.)
- Bring the stolen item home to your own campsite if it's something you need, or put the badge back on the board on any red circle. Put Porkchop back on his starting space.

If you land on:

DAYDREAM SPOT:

Whenever you land here (with Doug, Porkchop or your character mover), you get another turn, so roll again:

If you roll a number, move your character. If you roll Doug or Porkchop, move them as described above.

WINNING

If you're the first player to collect one each of all four Camp Gear Badges—Tent, Jar-O-Bugs, Firewood, and Water—and your own Special Character Badge, and get your character back to your own campsite, you win!

ASSEMBLY STEPS

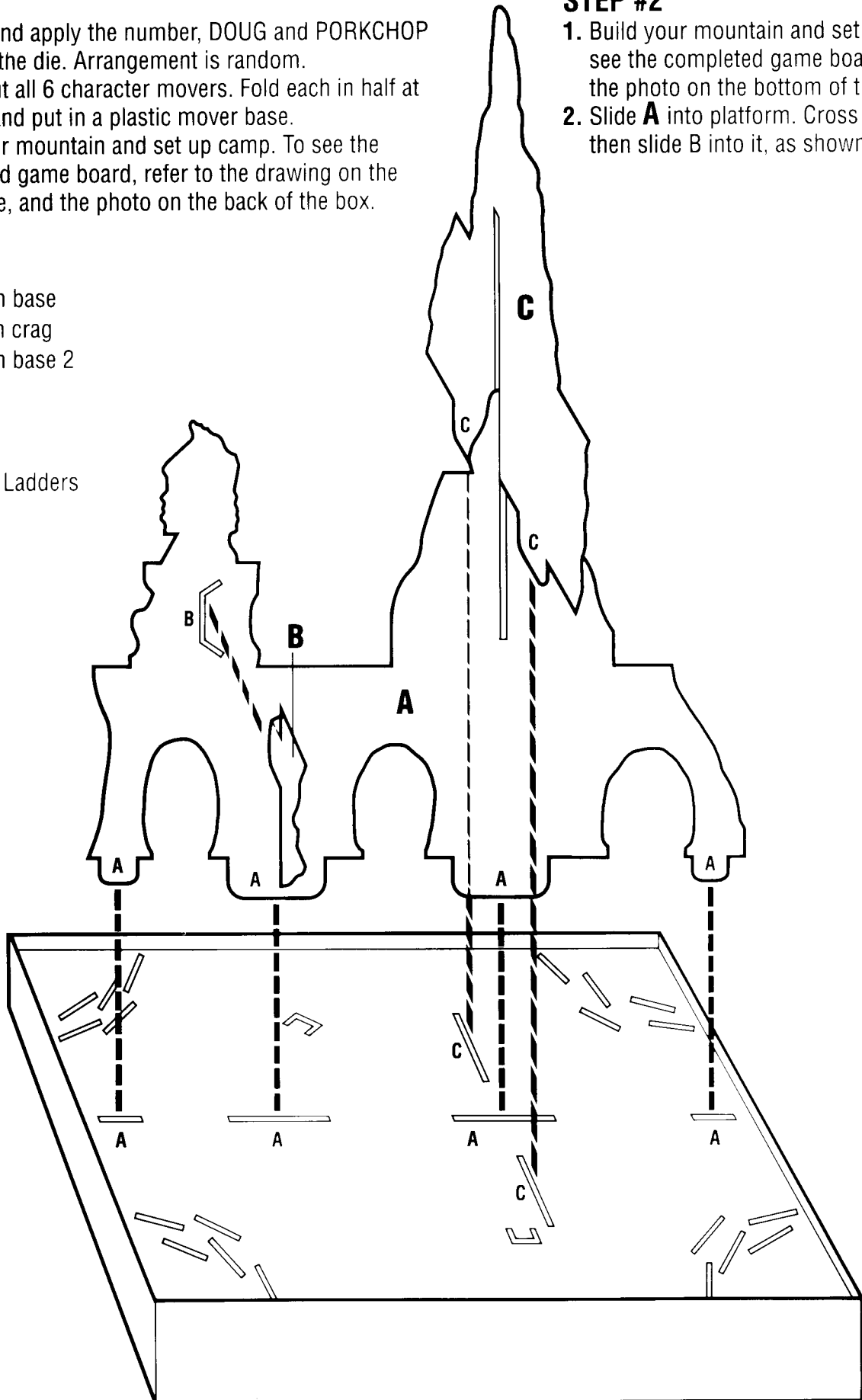
STEP #1

1. Peel off and apply the number, DOUG and PORKCHOP labels to the die. Arrangement is random.
2. Punch out all 6 character movers. Fold each in half at the top, and put in a plastic mover base.
3. Build your mountain and set up camp. To see the completed game board, refer to the drawing on the other side, and the photo on the back of the box.

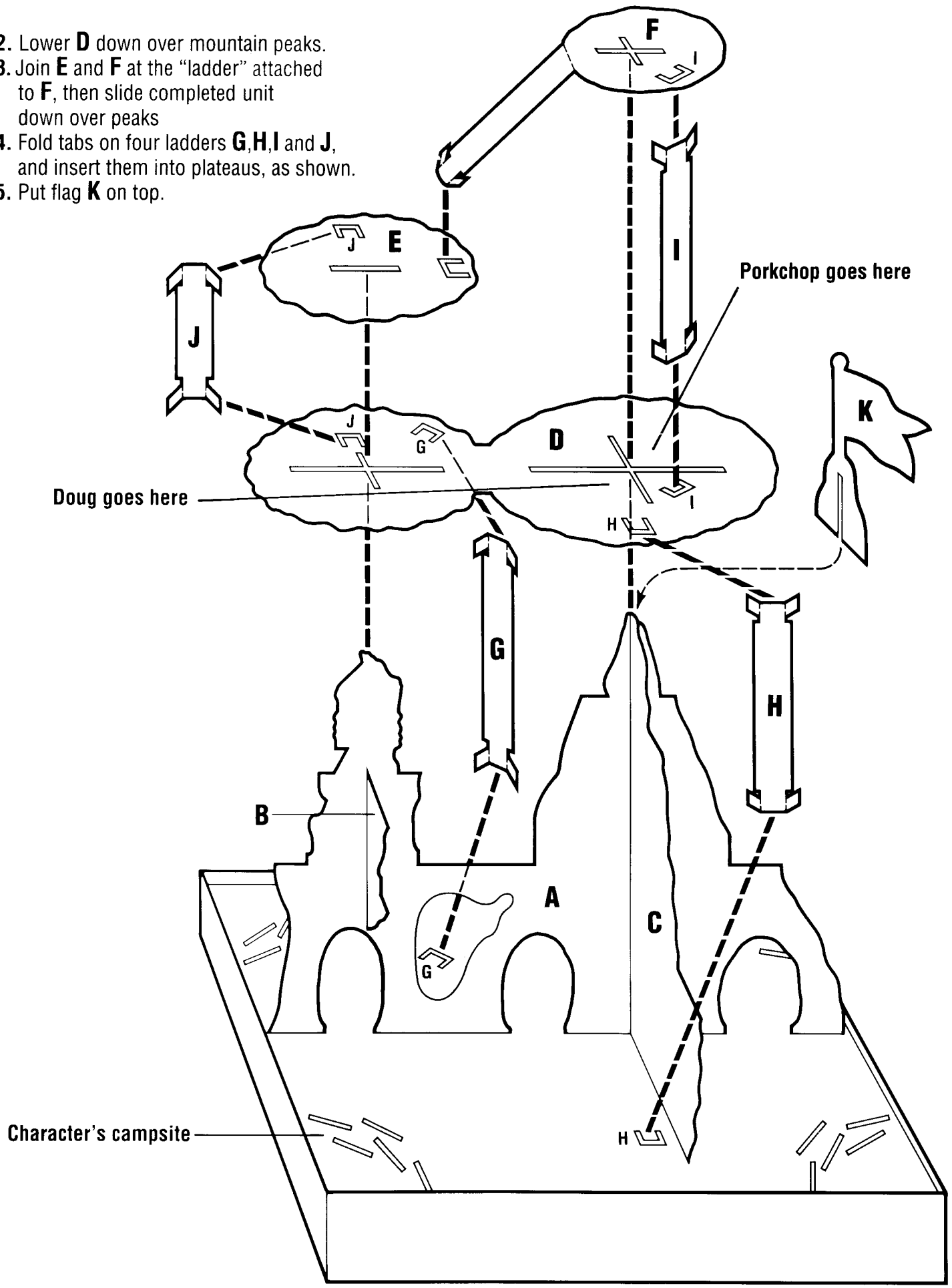
STEP #2

1. Build your mountain and set up camp. To see the completed game board, refer to the photo on the bottom of the box.
2. Slide **A** into platform. Cross **C** over it, then slide B into it, as shown.

- A** Mountain base
- B** Mountain crag
- C** Mountain base 2
- D** Plateau
- E** Plateau
- F** Plateau
- G, H, I, J** Ladders
- K** Flag



2. Lower **D** down over mountain peaks.
3. Join **E** and **F** at the "ladder" attached to **F**, then slide completed unit down over peaks
4. Fold tabs on four ladders **G,H,I** and **J**, and insert them into plateaus, as shown.
5. Put flag **K** on top.





We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

Proof of Purchase


Doug
The Bluffscurt's Adventure
3-D Board Game