



Camo Chameleon Beanbag Toss Play Instructions

Item #6686

Ages 4+

For one to eight players

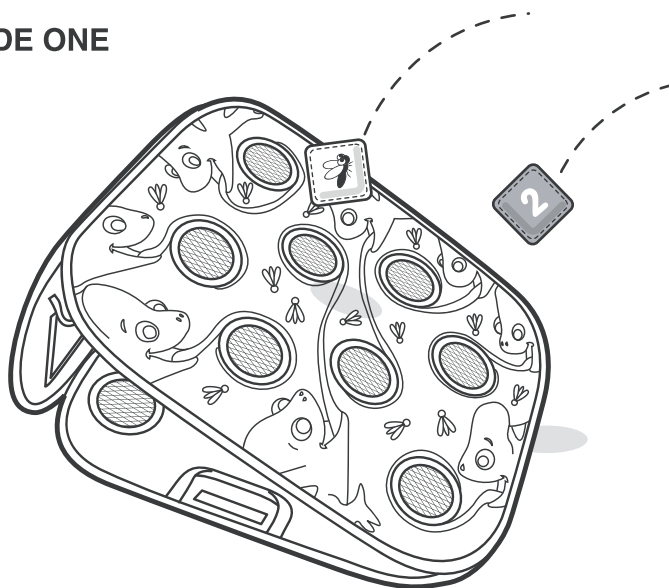
BASIC RULES FOR PLAY:

Randomly distribute an equal number of beanbags to each player, placing any extra beanbags aside. Players choose one side of the game board and mark a short distance away from where it will stand. Players specify how many points will be needed to win the game (e.g.10). Players take turns tossing one beanbag at a time underhand, trying to land their beanbag into a pocket. One point is awarded for each beanbag that drops into a pocket. Players continue distributing the beanbags and taking turns tossing them into the pockets until one player wins the game.

ALTERNATE FUN GAME IDEAS:

- Players mark three different positions in which to stand and throw the beanbags from, the first being the closest (1 point) and the third being the furthest (3 points). On his or her turn, the player can then choose from which position to toss the beanbag, but completing a toss from a position further away from the target awards more points.
- Each player tosses ALL eight beanbags in numerical order in random pockets during his or her turn, and the total number of points is tallied after the turn (one point for each drop).
- Each player tosses ALL eight beanbags in numerical order in the MATCHING numbered pocket during his or her turn, and the total number of points is tallied after the turn (either one point per drop or the number on the pocket).
- Distribute the beanbags randomly and take turns tossing them in numerical order.
- Randomly distribute one beanbag to each player, and form two teams by separating players according to their color beanbag.
- Players alternate playing from one side of the target to the other side after each turn (the target will need to be repositioned after each turn).
- An opponent selects the pocket in which the player must try to toss his or her beanbag.
- Players earn the same number of points as the number shown on each beanbag that they successfully toss into a pocket.
- Players choose one pocket in which to try and toss all of their beanbags into, and earn one point for each one that drops. If a player tosses a beanbag into an opponent's pocket, the player does not earn a point. (Optional rule: If a beanbag is tossed into a pocket chosen by a different player, the player who chose that pocket gets one point and the tossing player loses one point).

SIDE ONE



SIDE TWO

