

A different kind of card game,
especially designed for Boy Scouts!

The Components:

The box contains 52 cards depicting Boy Scout ranks from Webelos to Eagle, plus “wild cards” with a portrait of Lord Baden-Powell, the founder of Scouting, with a “B”, “S”, or “A” in the corner. In addition, there are “X” cards (which are bad) and blank cards (which are blank). Also included in the tuck box are six pawns and these instructions.

The Objective:

Each player is striving to be the first to create a chain of eight ranks in numerical order from 1 to 8. This chain can contain up to 3 “wild cards.” The connections from card to card must be orthogonal (no diagonals) as shown in the illustrated example below.

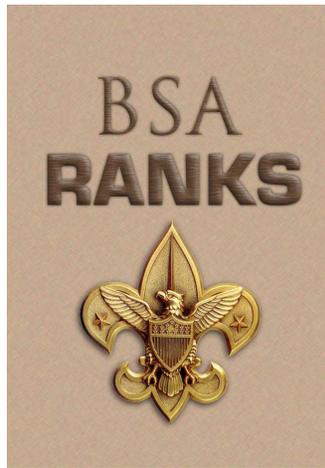
Set-up:

To begin, each player take a pawn. Shuffle the cards and deal out an array on the table that’s face down and arranged in four rows of eight cards each (see illustration). Then three cards are dealt to each player (keep these secret) and the rest placed face-down as a draw deck.

The Play:

Each player in turn will move their pawn to any cell in the array of cards on the table where there is no pawn. Only one pawn can occupy a cell at a time. (For the first turn, this means “place” the pawn on any cell in the array.) This might be on a card or on a space where a card used to be. Then there are three options:

1. If the pawn lands upon on face-down card, turn the card face-up and place the pawn upon it.
2. If the pawn lands upon a face-up card, the player MAY take that card into their hand, then place the pawn on the empty cell.
3. If the pawn lands on an empty cell, the player may either place a card into that cell from their hand, OR take a card from the draw deck into



their hand.

If the player chooses NOT to move their pawn to a new location, do one of these three options as if the pawn had just been moved to the existing location. This means that a player could leave their pawn in an empty cell for several turns and just draw new cards into their hand turn after turn.

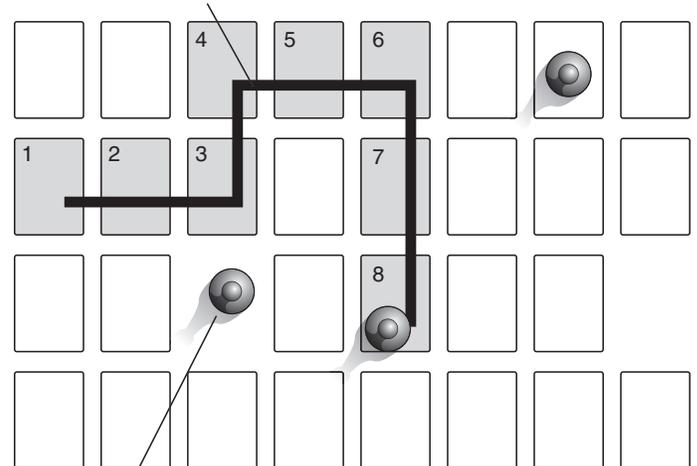
The game ends when a player either turns over a card or places a card

that completes the objective. There is one very important condition to keep in mind! A player cannot win if they have an “X” card in their hand at the time. This card would have to be played to the array by landing on an empty cell and placing the card on the table. Any other cards in the player’s hand is fine - just no “X” cards!

It is possible that turning over that final card will complete more than one chain, and that’s OK, too. It’s a double win!

For a more challenging variation, you can play to form a chain of the eight ranks PLUS one each of the “B”, “S”, and “A” cards in the chain.

A set, connected orthogonally (no diagonals).



Pawn on an empty cell.

The eight-by-four array.



NewVenture Games
3890 Potters Road
Ionia, MI 48846

info@newventuregames.com

www.newventuregames.com