

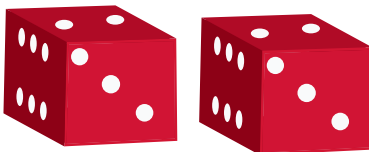
## Game Instructions Spooshi Game Board Beach Towel: YouTube video instructions coming soon!!

### **Warning:**

The game is best played with a pair of dice, which if they are under 1.75" in diameter, can present a choking hazard for children under 3 years of age. This game is not intended for children under the age of 3. In addition, small pawns are often used. Always keep such small objects away from younger children.

### **What you need:**

You will need a pair of six-sided dice.



Invent your own pawns (place markers). Peanut Butter Pauley uses his lucky four leaf mint clover!



Grab paper and a writing instrument to keep track of the points or any other method for keeping score and washable markers or fabric markers for coloring.

Use washable markers if you want to wash the markers out after coloring or if you want to rinse it out in the pool.

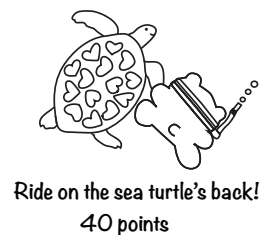
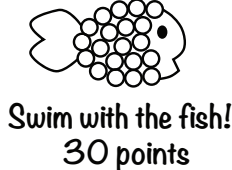
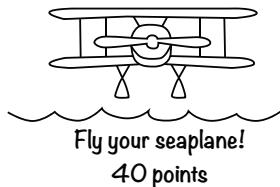
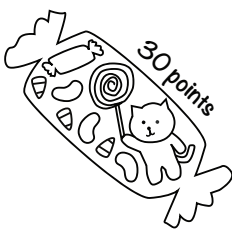
Use fabric markers if you want the color to stay when it gets wet or when it is washed.

Remember: Washable markers come out with water! Fabric markers are permanent! So, buy more than one towel if you want to keep your color creation, but want to color the game towel over and over!!



### **Terminology used in the instructions:**

**Adventure Land**- An Adventure Land is any of the seven locations on the beach towel game that provide 30, 40, or 50 points: "Candy Jungle," "Cotton Candy Club," "Fly Your Seaplane," "Ride on the Sea Turtle's Back," "Swim with the Fish," "The Magic Pool," and "Tube Behind the Boat." Each Adventure Land is a spot that can be landed on and takes up one of the player's counts as they move their pawn. If the player has a count whereby they end up on a symbol by exact count, then they move directly to the Adventure Land that corresponds to the symbol. For example, here are pictures of four of the Adventure Lands:



**Backtrack**- To backtrack is to turn around and hop on the dot you just hopped off of during your count.

**Count**- The count is the number that you roll with the dice and the act of moving or hopping that many spaces.

**Dead ends**- (See below under "Exceptions to the Game Movement Rules")

**Hop**- To hop is to move from spot to spot. The number of hops available per turn is your "count."

**Pawn**- A pawn is a place marker.

**Spot**- A spot is any place on the board the player can land on along the path of the game. Each Adventure Land is a spot. The objects inside of an Adventure Land like the Candy Jungle are not individual spots. The "Start" spot is a spot that can be landed on throughout the rest of the game.

### **Objective and Game Play methods:**

The objective is to have fun with Up Cat, Peanut Butter Pauley, and all the other characters on Spooshi Island while enjoying a great day in the sun by the water with friends and your favorite beach towel! Spooshi promotes swim safety, so the towel will help keep the Spooshi swim safety rules in mind.

The kids play the game until the towel is fully colored. The player with the most points at the end wins. In a party setting where the towel is used as a party game, the winner gets to keep the towel as the prize!

An alternative method of play is that the kids play for a set amount of time and whomever has the most points at the end of that set time is the winner, or the kids can pick the amount of points one has to reach first to be the winner, such as 300 or 500 or 1,000 points. In other alternative game play, coloring can be removed from the game play or the towel can be colored without playing the board game.

### **Game Movement Rules:**

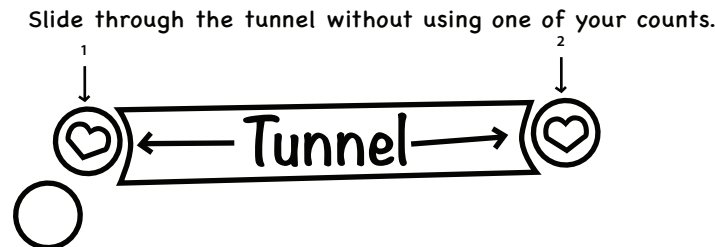
Start with your pawn on the Start spot. When it is your turn, the number you roll is your "count" or the allowable number of hops. On your first move off of the start spot you have to move forward.

Once you are on your second turn and from thereafter, you may hop forward the same number of spaces as the number you have rolled or you may hop backwards the same number of spaces you have rolled, but once you pick a direction you must continue without backtracking (see "Exceptions to the Game Movement Rules below").

Once you land on your final spot/destination, then you can color that spot (or corresponding Adventure Land if you are so lucky to land on such a spot) for 15 seconds. Then it is time to let the next player roll the dice. This continues until all of the available colorable objects are colored, including the heart in "I ♥ SPOOSHI".

### **The tunnel:**

The tunnel does **not** use up one of your counts. When you land on a dot on either side of the tunnel you just slide right through the tunnel to the next dot. The dot you land on outside of the tunnel when you come out on the other side of the tunnel **does** use one of your counts.



### **Exceptions to the Game Movement Rules:**

#### **Dead Ends:**

Three of the Adventure Lands and two of the spots appear to be dead ends, but actually the player lands on those "spots" just as if it was any other dot on the beach towel game and can then turn around (backtrack) to finish their count. "Ride on the Sea Turtle's Back" is an example of what may seem to be a "dead end" where the player can turn around (backtrack) to finish their count. The "Start" spot is another example.

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