## Instructions:

Fold the page along the fold line.

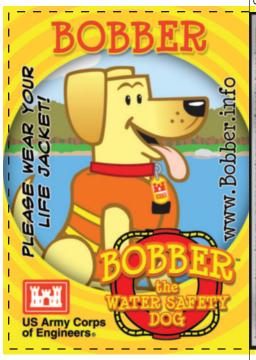
Cut out the cards and pog along the cutlines.

3) Glue or tape the front and back together.

> ) (Optional) Add a piece of stiff cardboard between the pog pieces before sticking them together.



Visit www.BOBBER.info





### How to play 1-2-3 Splash!

#### The Official Bobber Trading Card Game

Before the game starts, players decide if they will get to keep the cards they win or if everyone will get their cards back at the end of the game.

The game can be played with "Bone-A-Fide" cards from U.S. Army Corps of Engineers Park Rangers, "Print-N-Play" cards printed from www.Bobber.info or a combination of both.

There is no limit on the number of players or the number of cards players can have in their deck, but each player must have a least one card. The game is played in rounds and can be just one round or continue as long as two players remain in the game. Players may choose to drop out between rounds to avoid losing cards, but cannot quit during an active round without forfeiting their played card.

A coin or official game pog is needed to play the game. Every round starts with a coin or pog toss. Players take turns tossing in order of age, youngest to oldest. This order repeats until the game ends. The toss of heads or tails determines the value of a player's card. On the back top corners of the cards there is a square heads symbol and a circle tails symbol. The more stars the heads symbol has, the higher its value. The greater the hit points on the Tails symbols, the higher its value. The hit points on homemade "Print-N-Play" cards are half the value of "Bone-A-Fide" cards, making "Bone-A-Fide" cards more valuable.

After the toss determines heads or tails, every player picks the card they want to play from their deck.

Continued on back





by

Opera

Salet

FOLD

Players should keep their card hidden until played. When all players have a card ready, together everyone says "1-2-3 SPLASH!" On SPLASH every player lays down their card in the middle of the group. This pile of cards is called the "pool".

If there is a tie between the highest played cards, the round ends in a draw and all cards are returned to the players that played them. If another round is played the toss and choice of cards played could break the draw.

If only one player plays the highest value card, they win the round and get all cards in the pool, unless another player performs a rescue. The "Bone-A-Fide" Bobber the Water Safety Dog card has a special "Rescue" ability noted on the front of the card. No other "Bone-A-Fide" or "Print and play" cards has this ability. Any player who played in the current round and holds a rescue card can try to perform a rescue. The rescue card must be in the player's deck, not the pool.

To perform a rescue, the player must show the rescue card and say "reach, throw, row, don't go" and pull one card they want to rescue out of the pool, before the winner takes it. If the winner picks up the pool before the rescue is started the rescue fails. Only one card can be rescued during a round. If more than one player trys to perform a rescue, the first player that says "reach, throw, row, don't go" gets to perform the Rescue.

The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.





## Instructions:

Fold the page along the fold line.

Cut out the cards and pog along the cutlines.

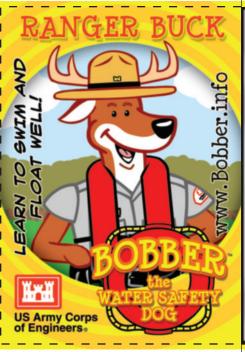
3) Glue or tape the front and back together.

> ) (Optional) Add a piece of stiff cardboard between the pog pieces before sticking them together.

4



Visit www.BOBBER.info





### How to play 1-2-3 Splash!

#### The Official Bobber Trading Card Game

Before the game starts, players decide if they will get to keep the cards they win or if everyone will get their cards back at the end of the game.

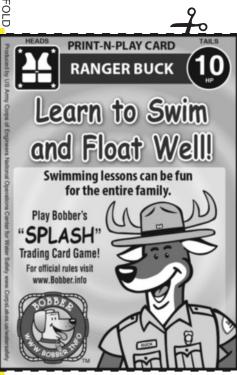
The game can be played with "Bone-A-Fide" cards from U.S. Army Corps of Engineers Park Rangers, "Print-N-Play" cards printed from www.Bobber.info or a combination of both.

There is no limit on the number of players or the number of cards players can have in their deck, but each player must have a least one card. The game is played in rounds and can be just one round or continue as long as two players remain in the game. Players may choose to drop out between rounds to avoid losing cards, but cannot quit during an active round without forfeiting their played card.

A coin or official game pog is needed to play the game. Every round starts with a coin or pog toss. Players take turns tossing in order of age, youngest to oldest. This order repeats until the game ends. The toss of heads or tails determines the value of a player's card. On the back top corners of the cards there is a square heads symbol and a circle tails symbol. The more stars the heads symbol has, the higher its value. The greater the hit points on the Tails symbols, the higher its value. The hit points on homemade "Print-N-Play" cards are half the value of "Bone-A-Fide" cards, making "Bone-A-Fide" cards more valuable.

After the toss determines heads or tails, every player picks the card they want to play from their deck.

Continued on back





by

Opera

Salet

FOLD

Players should keep their card hidden until played. When all players have a card ready, together everyone says "1-2-3 SPLASH!" On SPLASH every player lays down their card in the middle of the group. This pile of cards is called the "pool".

If there is a tie between the highest played cards, the round ends in a draw and all cards are returned to the players that played them. If another round is played the toss and choice of cards played could break the draw.

If only one player plays the highest value card, they win the round and get all cards in the pool, unless another player performs a rescue. The "Bone-A-Fide" Bobber the Water Safety Dog card has a special "Rescue" ability noted on the front of the card. No other "Bone-A-Fide" or "Print and play" cards has this ability. Any player who played in the current round and holds a rescue card can try to perform a rescue. The rescue card must be in the player's deck, not the pool.

To perform a rescue, the player must show the rescue card and say "reach, throw, row, don't go" and pull one card they want to rescue out of the pool, before the winner takes it. If the winner picks up the pool before the rescue is started the rescue fails. Only one card can be rescued during a round. If more than one player trys to perform a rescue, the first player that says "reach, throw, row, don't go" gets to perform the Rescue.

The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.





## Instructions:

Fold the page along the fold line.

Cut out the cards and pog along the cutlines.

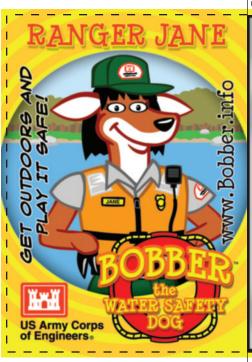
3) Glue or tape the front and back together.

> ) (Optional) Add a piece of stiff cardboard between the pog pieces before sticking them together.

4



Visit www.BOBBER.info





### How to play 1-2-3 Splash!

#### The Official Bobber Trading Card Game

Before the game starts, players decide if they will get to keep the cards they win or if everyone will get their cards back at the end of the game.

The game can be played with "Bone-A-Fide" cards from U.S. Army Corps of Engineers Park Rangers, "Print-N-Play" cards printed from www.Bobber.info or a combination of both.

There is no limit on the number of players or the number of cards players can have in their deck, but each player must have a least one card. The game is played in rounds and can be just one round or continue as long as two players remain in the game. Players may choose to drop out between rounds to avoid losing cards, but cannot quit during an active round without forfeiting their played card.

A coin or official game pog is needed to play the game. Every round starts with a coin or pog toss. Players take turns tossing in order of age, youngest to oldest. This order repeats until the game ends. The toss of heads or tails determines the value of a player's card. On the back top corners of the cards there is a square heads symbol and a circle tails symbol. The more stars the heads symbol has, the higher its value. The greater the hit points on the Tails symbols, the higher its value. The hit points on homemade "Print-N-Play" cards are half the value of "Bone-A-Fide" cards, making "Bone-A-Fide" cards more valuable.

After the toss determines heads or tails, every player picks the card they want to play from their deck.

Continued on back





by

Opera

Salet

FOLD

Players should keep their card hidden until played. When all players have a card ready, together everyone says "1-2-3 SPLASH!" On SPLASH every player lays down their card in the middle of the group. This pile of cards is called the "pool".

If there is a tie between the highest played cards, the round ends in a draw and all cards are returned to the players that played them. If another round is played the toss and choice of cards played could break the draw.

If only one player plays the highest value card, they win the round and get all cards in the pool, unless another player performs a rescue. The "Bone-A-Fide" Bobber the Water Safety Dog card has a special "Rescue" ability noted on the front of the card. No other "Bone-A-Fide" or "Print and play" cards has this ability. Any player who played in the current round and holds a rescue card can try to perform a rescue. The rescue card must be in the player's deck, not the pool.

To perform a rescue, the player must show the rescue card and say "reach, throw, row, don't go" and pull one card they want to rescue out of the pool, before the winner takes it. If the winner picks up the pool before the rescue is started the rescue fails. Only one card can be rescued during a round. If more than one player trys to perform a rescue, the first player that says "reach, throw, row, don't go" gets to perform the Rescue.

The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.





## Instructions:

Fold the page along the fold line.

Cut out the cards and pog along the cutlines.

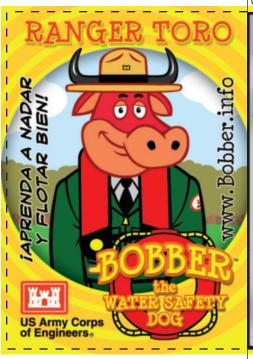
3) Glue or tape the front and back together.

> ) (Optional) Add a piece of stiff cardboard between the pog pieces before sticking them together.

4



Visit www.BOBBER.info





### How to play 1-2-3 Splash!

#### The Official Bobber Trading Card Game

Before the game starts, players decide if they will get to keep the cards they win or if everyone will get their cards back at the end of the game.

The game can be played with "Bone-A-Fide" cards from U.S. Army Corps of Engineers Park Rangers, "Print-N-Play" cards printed from www.Bobber.info or a combination of both.

There is no limit on the number of players or the number of cards players can have in their deck, but each player must have a least one card. The game is played in rounds and can be just one round or continue as long as two players remain in the game. Players may choose to drop out between rounds to avoid losing cards, but cannot quit during an active round without forfeiting their played card.

A coin or official game pog is needed to play the game. Every round starts with a coin or pog toss. Players take turns tossing in order of age, youngest to oldest. This order repeats until the game ends. The toss of heads or tails determines the value of a player's card. On the back top corners of the cards there is a square heads symbol and a circle tails symbol. The more stars the heads symbol has, the higher its value. The greater the hit points on the Tails symbols, the higher its value. The hit points on homemade "Print-N-Play" cards are half the value of "Bone-A-Fide" cards, making "Bone-A-Fide" cards more valuable.

After the toss determines heads or tails, every player picks the card they want to play from their deck.

Continued on back





by

Oper

Salet

FOLD

Players should keep their card hidden until played. When all players have a card ready, together everyone says "1-2-3 SPLASH!" On SPLASH every player lays down their card in the middle of the group. This pile of cards is called the "pool".

If there is a tie between the highest played cards, the round ends in a draw and all cards are returned to the players that played them. If another round is played the toss and choice of cards played could break the draw.

If only one player plays the highest value card, they win the round and get all cards in the pool, unless another player performs a rescue. The "Bone-A-Fide" Bobber the Water Safety Dog card has a special "Rescue" ability noted on the front of the card. No other "Bone-A-Fide" or "Print and play" cards has this ability. Any player who played in the current round and holds a rescue card can try to perform a rescue. The rescue card must be in the player's deck, not the pool.

To perform a rescue, the player must show the rescue card and say "reach, throw, row, don't go" and pull one card they want to rescue out of the pool, before the winner takes it. If the winner picks up the pool before the rescue is started the rescue fails. Only one card can be rescued during a round. If more than one player trys to perform a rescue, the first player that says "reach, throw, row, don't go" gets to perform the Rescue.

The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.





## Instructions:

Fold the page along the fold line.

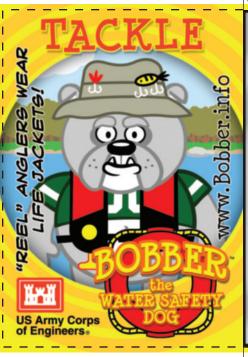
Cut out the cards and pog along the cutlines.

3) Glue or tape the front and back together.

> ) (Optional) Add a piece of stiff cardboard between the pog pieces before sticking them together.



Visit www.BOBBER.info





### How to play 1-2-3 Splash!

#### The Official Bobber Trading Card Game

Before the game starts, players decide if they will get to keep the cards they win or if everyone will get their cards back at the end of the game.

The game can be played with "Bone-A-Fide" cards from U.S. Army Corps of Engineers Park Rangers, "Print-N-Play" cards printed from www.Bobber.info or a combination of both.

There is no limit on the number of players or the number of cards players can have in their deck, but each player must have a least one card. The game is played in rounds and can be just one round or continue as long as two players remain in the game. Players may choose to drop out between rounds to avoid losing cards, but cannot quit during an active round without forfeiting their played card.

A coin or official game pog is needed to play the game. Every round starts with a coin or pog toss. Players take turns tossing in order of age, youngest to oldest. This order repeats until the game ends. The toss of heads or tails determines the value of a player's card. On the back top corners of the cards there is a square heads symbol and a circle tails symbol. The more stars the heads symbol has, the higher its value. The greater the hit points on the Tails symbols, the higher its value. The hit points on homemade "Print-N-Play" cards are half the value of "Bone-A-Fide" cards, making "Bone-A-Fide" cards more valuable.

After the toss determines heads or tails, every player picks the card they want to play from their deck.

Continued on back





by

Oper

Safety

FOLD

Players should keep their card hidden until played. When all players have a card ready, together everyone says "1-2-3 SPLASH!" On SPLASH every player lays down their card in the middle of the group. This pile of cards is called the "pool".

If there is a tie between the highest played cards, the round ends in a draw and all cards are returned to the players that played them. If another round is played the toss and choice of cards played could break the draw.

If only one player plays the highest value card, they win the round and get all cards in the pool, unless another player performs a rescue. The "Bone-A-Fide" Bobber the Water Safety Dog card has a special "Rescue" ability noted on the front of the card. No other "Bone-A-Fide" or "Print and play" cards has this ability. Any player who played in the current round and holds a rescue card can try to perform a rescue. The rescue card must be in the player's deck, not the pool.

To perform a rescue, the player must show the rescue card and say "reach, throw, row, don't go" and pull one card they want to rescue out of the pool, before the winner takes it. If the winner picks up the pool before the rescue is started the rescue fails. Only one card can be rescued during a round. If more than one player trys to perform a rescue, the first player that says "reach, throw, row, don't go" gets to perform the Rescue.

The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.





## Instructions:

Fold the page along the fold line.

Cut out the cards and pog along the cutlines.

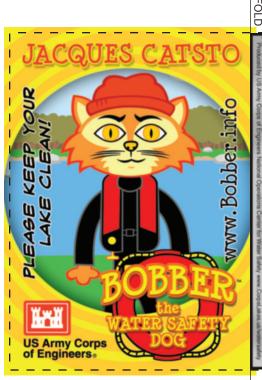
3) Glue or tape the front and back together.

> ) (Optional) Add a piece of stiff cardboard between the pog pieces before sticking them together.

4



Visit www.BOBBER.info





### How to play 1-2-3 Splash!

#### The Official Bobber Trading Card Game

Before the game starts, players decide if they will get to keep the cards they win or if everyone will get their cards back at the end of the game.

The game can be played with "Bone-A-Fide" cards from U.S. Army Corps of Engineers Park Rangers, "Print-N-Play" cards printed from www.Bobber.info or a combination of both.

There is no limit on the number of players or the number of cards players can have in their deck, but each player must have a least one card. The game is played in rounds and can be just one round or continue as long as two players remain in the game. Players may choose to drop out between rounds to avoid losing cards, but cannot quit during an active round without forfeiting their played card.

A coin or official game pog is needed to play the game. Every round starts with a coin or pog toss. Players take turns tossing in order of age, youngest to oldest. This order repeats until the game ends. The toss of heads or tails determines the value of a player's card. On the back top corners of the cards there is a square heads symbol and a circle tails symbol. The more stars the heads symbol has, the higher its value. The greater the hit points on the Tails symbols, the higher its value. The hit points on homemade "Print-N-Play" cards are half the value of "Bone-A-Fide" cards, making "Bone-A-Fide" cards more valuable.

After the toss determines heads or tails, every player picks the card they want to play from their deck.

Continued on back





by

Oper

Salet

FOLD

Players should keep their card hidden until played. When all players have a card ready, together everyone says "1-2-3 SPLASH!" On SPLASH every player lays down their card in the middle of the group. This pile of cards is called the "pool".

If there is a tie between the highest played cards, the round ends in a draw and all cards are returned to the players that played them. If another round is played the toss and choice of cards played could break the draw.

If only one player plays the highest value card, they win the round and get all cards in the pool, unless another player performs a rescue. The "Bone-A-Fide" Bobber the Water Safety Dog card has a special "Rescue" ability noted on the front of the card. No other "Bone-A-Fide" or "Print and play" cards has this ability. Any player who played in the current round and holds a rescue card can try to perform a rescue. The rescue card must be in the player's deck, not the pool.

To perform a rescue, the player must show the rescue card and say "reach, throw, row, don't go" and pull one card they want to rescue out of the pool, before the winner takes it. If the winner picks up the pool before the rescue is started the rescue fails. Only one card can be rescued during a round. If more than one player trys to perform a rescue, the first player that says "reach, throw, row, don't go" gets to perform the Rescue.

The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.





## Instructions:

Fold the page along the fold line.

Cut out the cards and pog along the cutlines.

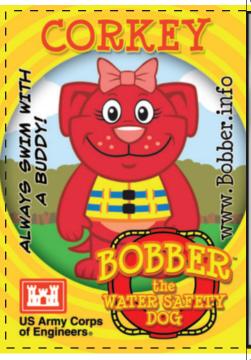
3) Glue or tape the front and back together.

> ) (Optional) Add a piece of stiff cardboard between the pog pieces before sticking them together.

4



Visit www.BOBBER.info





### How to play 1-2-3 Splash!

#### The Official Bobber Trading Card Game

Before the game starts, players decide if they will get to keep the cards they win or if everyone will get their cards back at the end of the game.

The game can be played with "Bone-A-Fide" cards from U.S. Army Corps of Engineers Park Rangers, "Print-N-Play" cards printed from www.Bobber.info or a combination of both.

There is no limit on the number of players or the number of cards players can have in their deck, but each player must have a least one card. The game is played in rounds and can be just one round or continue as long as two players remain in the game. Players may choose to drop out between rounds to avoid losing cards, but cannot quit during an active round without forfeiting their played card.

A coin or official game pog is needed to play the game. Every round starts with a coin or pog toss. Players take turns tossing in order of age, youngest to oldest. This order repeats until the game ends. The toss of heads or tails determines the value of a player's card. On the back top corners of the cards there is a square heads symbol and a circle tails symbol. The more stars the heads symbol has, the higher its value. The greater the hit points on the Tails symbols, the higher its value. The hit points on homemade "Print-N-Play" cards are half the value of "Bone-A-Fide" cards, making "Bone-A-Fide" cards more valuable.

After the toss determines heads or tails, every player picks the card they want to play from their deck.

Continued on back





by

Oper

Salet

FOLD

Players should keep their card hidden until played. When all players have a card ready, together everyone says "1-2-3 SPLASH!" On SPLASH every player lays down their card in the middle of the group. This pile of cards is called the "pool".

If there is a tie between the highest played cards, the round ends in a draw and all cards are returned to the players that played them. If another round is played the toss and choice of cards played could break the draw.

If only one player plays the highest value card, they win the round and get all cards in the pool, unless another player performs a rescue. The "Bone-A-Fide" Bobber the Water Safety Dog card has a special "Rescue" ability noted on the front of the card. No other "Bone-A-Fide" or "Print and play" cards has this ability. Any player who played in the current round and holds a rescue card can try to perform a rescue. The rescue card must be in the player's deck, not the pool.

To perform a rescue, the player must show the rescue card and say "reach, throw, row, don't go" and pull one card they want to rescue out of the pool, before the winner takes it. If the winner picks up the pool before the rescue is started the rescue fails. Only one card can be rescued during a round. If more than one player trys to perform a rescue, the first player that says "reach, throw, row, don't go" gets to perform the Rescue.

The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.





## Instructions:

Fold the page along the fold line.

Cut out the cards and pog along the cutlines.

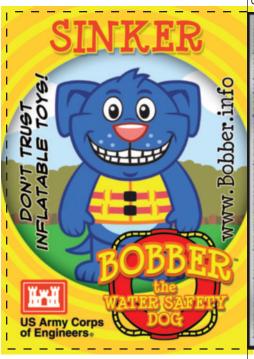
**3)** Glue or tape the front and back together.

> ) (Optional) Add a piece of stiff cardboard between the pog pieces before sticking them together.

4



Visit www.BOBBER.info





### How to play 1-2-3 Splash!

#### The Official Bobber Trading Card Game

Before the game starts, players decide if they will get to keep the cards they win or if everyone will get their cards back at the end of the game.

The game can be played with "Bone-A-Fide" cards from U.S. Army Corps of Engineers Park Rangers, "Print-N-Play" cards printed from www.Bobber.info or a combination of both.

There is no limit on the number of players or the number of cards players can have in their deck, but each player must have a least one card. The game is played in rounds and can be just one round or continue as long as two players remain in the game. Players may choose to drop out between rounds to avoid losing cards, but cannot quit during an active round without forfeiting their played card.

A coin or official game pog is needed to play the game. Every round starts with a coin or pog toss. Players take turns tossing in order of age, youngest to oldest. This order repeats until the game ends. The toss of heads or tails determines the value of a player's card. On the back top corners of the cards there is a square heads symbol and a circle tails symbol. The more stars the heads symbol has, the higher its value. The greater the hit points on the Tails symbols, the higher its value. The hit points on homemade "Print-N-Play" cards are half the value of "Bone-A-Fide" cards, making "Bone-A-Fide" cards more valuable.

After the toss determines heads or tails, every player picks the card they want to play from their deck.

Continued on back





by

Oper

Salet

FOLD

Players should keep their card hidden until played. When all players have a card ready, together everyone says "1-2-3 SPLASH!" On SPLASH every player lays down their card in the middle of the group. This pile of cards is called the "pool".

If there is a tie between the highest played cards, the round ends in a draw and all cards are returned to the players that played them. If another round is played the toss and choice of cards played could break the draw.

If only one player plays the highest value card, they win the round and get all cards in the pool, unless another player performs a rescue. The "Bone-A-Fide" Bobber the Water Safety Dog card has a special "Rescue" ability noted on the front of the card. No other "Bone-A-Fide" or "Print and play" cards has this ability. Any player who played in the current round and holds a rescue card can try to perform a rescue. The rescue card must be in the player's deck, not the pool.

To perform a rescue, the player must show the rescue card and say "reach, throw, row, don't go" and pull one card they want to rescue out of the pool, before the winner takes it. If the winner picks up the pool before the rescue is started the rescue fails. Only one card can be rescued during a round. If more than one player trys to perform a rescue, the first player that says "reach, throw, row, don't go" gets to perform the Rescue.

The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.



US Army Corps of Engineers₀