



CHIP THEORY Kids

Woodland RUSH

RULEBOOK



AGES
5-99



PLAYERS
2-4



15+
MINS



Welcome to Woodland Rush!

Scamper the Squirrel, Dash the Duck, Streak the Skunk, and Pronto the Porcupine are ready for race day!

On your turn you'll have to complete as many tasks as you can before the timer runs out.

Collect the most leaves to win!



SET UP

- 1. Set the Table:** Put the creature dens board, sand timer, tree blocks, and animal pawns on the table where everyone can reach them.
- 2. Shuffle the Deck:** Shuffle the cards to form a deck and put it face-down on the table.
- 3. Scatter the Food:** Shuffle the food tiles around face-down and arrange them in a two-by-four grid next to the creature dens board.
- 4. Youngest First:** The youngest player will take the first turn.



HOW TO PLAY

To start a turn, everyone shouts together: ***“Scamper, Dash, Streak, Pronto!”***

Then the player whose turn it is flips the sand timer and turns over the top card from the deck.

Then it's a race! The player has to do the activity shown on the card. When the activity is done, they draw another card and try to do that one, too. They keep drawing cards and doing the activity shown until the sand timer runs out.

Note that the Hide-and-Seek activity is for all players! So everyone needs to pay attention all the time.



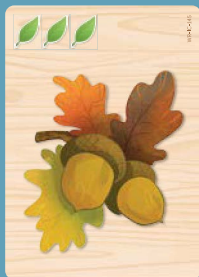
Go Home!

Move the animal pawns to the creature dens board, putting each one on the numbered den shown on the card.



Pine Tree

Build a tree (or more than one) according to the colors in the picture.



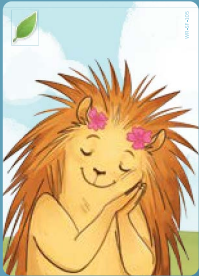
Food Match

Flip two food tiles face up. The tiles should match the item shown on your card. If they don't match, flip the tiles down and then flip two more up, until you find a matching pair. Flip the tiles face down again. Then you can take the card.



Hide-and-Seek

Everyone acts! The players need to figure out which of the four animals is not shown on the card. The first player to grab that pawn gets the card.



Funny Face

Make the funny face shown on the card.



Animal Action

Do the action shown on the card.





Sand Timer

No activity is needed to take this card, but it has a special power instead of a leaf score. When you have this card, you can put it on the bottom of the deck any time during any of your turns to flip the sand timer over and give yourself more time.



Caterpillar!

No activity is needed — but this card is worth negative points!



Bonus

No activity is needed. This card simply scores a bonus leaf.



Raccoon Robber

Grab a card from another player's pile and add it to yours. You can search through their cards as long as you want, but all that searching uses up time!



WHEN THE TIMER RUNS OUT

If the timer runs out in the middle of a task, the player puts that card back at the bottom of the deck.

The player keeps all of the cards they completed. Most of them score points at the end of the game, but some have powers that can be used during the game.

If any food tiles were turned face up during the last turn, turn them back down and shuffle them around before the next player's turn.

Turns go around the table until everyone has taken five turns (with two players), four turns (with three players), or three turns (for four players).

For Younger Players

Parents might want to make the game a little easier when younger children are playing. To do this, allow all players to flip the sand timer a second time before a player's turn ends.

HOW TO WIN

After all the turns are done, everyone counts the number of leaves on the cards they scored. The player with the most is the winner!



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ChipTheoryKids.com

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