



# SpinnerGames.Fun



## The Camp-tastic Odd & Even Adventure Game!

Get your hiking boots ready! It's time for a fun math adventure through Camp Number-Crunch. On this trail, the numbers you land on will decide your next move. Will you get an even-number boost or an odd-number challenge?

### What You'll Need:

- The printable Camp Adventure game board (included).
- One die or SpinnerGames.fun → Dice – Fun way to Roll !!
- A small game piece for each player (Included cutouts, you can also use coins, pebbles, buttons, or small toys).



## **The Goal of the Game:**

**Be the first super camper to hike to the Finish line at space 62!**

## **How to Play:**

**Step 1:** Set Up Camp. All players put their game pieces on the Start space. The youngest camper gets to go first!

**Step 2:** Roll and Move. On your turn, roll the die. Move your game piece forward that many spaces, counting each space out loud.

**Step 3:** The Odd or Even Rule! Now, look at the number of spaces you landed on. Is it ODD or EVEN? If you land on an EVEN number (like 2, 8, 24, 50): Even Steven! You found a smooth, easy part of the trail! You get a bonus hike. Move forward 2 extra spaces.

If you land on an ODD number (1, 7, 25, 51): Oh-so-Odd! You've stumbled upon a fun camp challenge! Before the next player goes, you must do one of these silly actions:

Flap your arms and chirp like a bird for 5 seconds.  
Pretend to toast a gooey marshmallow over a campfire.



**Hop on one foot 5 times.**

**Make the sound of your favorite forest animal (like an owl or a bear!).**

**Step 4:** Watch for Special Spaces! Some spaces on the board have pictures that trigger a special action. If you land on a space with...

**The Backpack (Space 24):** You found snacks and supplies! You have extra energy. On your next turn, you get to roll the die twice and add the numbers together for a super-long move!

**The Kite (Space 31):** Whoosh! A gust of wind catches your kite and pulls you up the path. Fly forward directly to space 40.

**The Logs (Space 43):** Time to gather firewood! You're a great helper, but it takes time. Miss your next turn.

**The Tent (Finish Line):** You returned to your cozy tent! You are the winner!



**Step 5: Winning the Game** To win, you must be the first player to land exactly on space 62. If you roll a number that would take you past 62, you stay put and wait for your next turn to try again.

**Have fun, happy campers!**





Start



Finish

