

Official Bobber Game Pog
Pop out and use for playing 1-2-3 Splash!



How to play 1-2-3 Splash!

The Official Bobber Trading Card Game

Collecting Cards

There are **two types** of Bobber trading cards. "**Bone-A-Fide**" cards are given out by the **U.S. Army Corps of Engineers**. These cards are harder to get so they have higher point values.

"**Print-N-Play**" cards can be printed from www.Bobber.info. They are easier to get but have a lower point values. However, if played correctly Print-N-Play cards **can still win** against "Bone-A-Fide" cards.

Rules of Play

- 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 **at least one card**.

- A **deck** can be made up of all "**Bone-N-Fide**" cards, "**Print-N-Play**" cards, or a **combination of both**.

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 the coin or pog **in order of age**, youngest to oldest. This **order continues** until the game ends.



US Army Corps
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How to Play

1. The coin or pog is tossed and **heads or tails** determines the **value of a player's card**. On the back top corners of the cards there is a **square for heads** and a **circle for tails**. The more **stars on the square heads symbol**, the higher its value. The greater the number of **hit points on the circle tails symbol**, the higher its value.
2. Every player **picks a card** they want to play **from their deck**. Players should **not show their card** until played. When all players have a card ready, **together** everyone says "**1-2-3 SPLASH!**" On "**SPLASH!**" all players lay down their cards in pile. This **pile of cards** is called the "**pool**".
3. The player who played the highest card is **the winner** of the round and **gets all the cards** in the pool, **unless** another player **performs a rescue**.
4. 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.

Performing a Rescue

A "**Bone-A-Fide**" Bobber card has a special "**Rescue**" ability noted on the card. **No other** "Bone-A-Fide" or "Print-N-Play" cards have this ability. Any player who **played in the current round** and holds a "Bone-A-Fide" Bobber card can try to perform a rescue. The "Bone-A-Fide" Bobber card **must be in the player's deck**, not in the pool.