

# How to Play 1-2-3 Splash! *The Official Bobber Trading Cards 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.

The cards can be traded as any cards are, but the game allows players to win cards from other collectors. The winners of the game are players that expand their card collection and/or hold on to cards they wanted to keep.

## 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.

## 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.



## Coin or Pog:

A coin or official game pog is needed to play the game. Official game pogs are given out by the **U.S. Army Corps of Engineers** or you can print one at **www.Bobber.info**.



## 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.

To perform a rescue, a player must **show a "Bone-A-Fide" Bobber card** and say "**Reach, Throw, Row, Don't Go**" before the winner of the round takes the pool. If the winner **picks up the pool** before the rescue is performed **the rescue fails**. If the **rescue is successful** then the player performing the rescue **takes one card** from the pool. Only **one card** can be rescued during a round. If **more than one** player tries to perform a rescue, **the first player** that starts a rescue gets to perform it.

