Rachel says, “You missed your clinic visit.”

Move back 5 spaces and roll again.

You just bought your first car!

ROLL AGAIN

Got caught speeding

GO BACK ONE SPACE

You’re on your way to High School

You’re on your way to College

Made the HONOR Roll

MOVE UP 4 SPACES

START

Become A Counselor™

THE BOARD GAME - Camp Edition ©2001

YOU WIN!!!

YOU WIN!!!

ACTION CARDS

Roséndez y Hernanthal GameCorp.
All Rights Reserved - Hecho en Phoenix
BECOME A COUNSELOR

Object: To successfully complete grade school, high school, college, and become a counselor at Camp Honor.

Rules: To begin, determine which player goes first by rolling the die. The player with the highest number goes first, then take turns going clockwise around the board.

To advance your game piece, simply roll the die on your turn and move as many places as the die shows.

When you land on a square marked by a blood drop, pick up an Action Card. Do whatever the Action Card tells you to do. Once your done with the card, place the card on the bottom of the pile, face down so it may be used again.

When you land on a square with a blue dot, simply follow the arrow.

To advance from elementary school to high school and from high school to college, you must roll the exact number and land in the space with the bus on it. If you roll more than the desired number, wait until your next turn to try again. Once you land on the square with the bus on it, follow the arrow to the next school.

To win the game, you must roll the exact number and land in the camp space.

BECOME A COUNSELOR

Object: To successfully complete grade school, high school, college, and become a counselor at Camp Honor.

Rules: To begin, determine which player goes first by rolling the die. The player with the highest number goes first, then take turns going clockwise around the board.
To advance your game piece, simply roll the die on your turn and move as many places as the die shows.

When you land on a square marked by a blood drop, pick up an Action Card. Do whatever the Action Card tells you to do. Once your done with the card, place the card on the bottom of the pile, face down so it may be used again.

When you land on a square with a blue dot, simply follow the arrow.

To advance from elementary school to high school and from high school to college, you must roll the exact number and land in the space with the bus on it. If you roll more than the desired number, wait until your next turn to try again. Once you land on the square with the bus on it, follow the arrow to the next school.

To win the game, you must roll the exact number and land in the camp space.
Your teacher doesn't accept late homework, move back 2 spaces.
You forgot to infuse, move back 3 spaces.
You ordered more factor before you ran out, move ahead 3 spaces.
Your teacher likes your extra credit work, move ahead 2 spaces.
You made the swimming team, move ahead 2 spaces.
You exercise regularly, move back 2 spaces.
You don't have health insurance, you lose 1 turn.
You have great health insurance, roll again.
You regularly attend Hemophilia Association events, move ahead 3 spaces.
You always get an annual checkup at the Hemophilia Center, move ahead 3 spaces.
Excellent report card, move ahead 1 space.
Bad report card, move back 1 space.
The Physical Therapist gave you exercises to help your joints, you do them all the time, move ahead 2 spaces.
The Physical Therapist gave you exercises to help your joints, you never do them, move back 2 spaces.
You took the time to learn about Hepatitis, move ahead 2 spaces
You don’t know anything about Hepatitis, move back 2 spaces
You know how to self-infuse, move ahead 3 spaces.
You never learned to self-infuse, move back 3 spaces

You volunteer to help young kids with bleeding disorders, move ahead 2 spaces

You choose not to participate in bleeding disorder community activities, move back 2 spaces

Your school nurse has information on bleeding disorders and knows to call the Hemophilia Treatment Center, move ahead 2 spaces

You don’t keep accurate records of your factor infusions, go back 2 spaces