Bear attack!!! Every player has sleeping campers, and here comes a bear!!!

Whoever gets all their sleeping campers to run away first, wins!

Setup
Each player has five sleeping campers, labelled 3,4,5,6,7, which start the game laying down (sleeping) infront of the player.
Oldest player goes first, then play continues clockwise.

Turns
On their turn each player rolls the two four sided die. See below for special rules for a roll of double 1s.
With those two die, the player can use each die <u>separately</u> or <u>combine</u> them to try to 'wake up' their sleeping campers, have their awake campers 'run away' or 'bonk' an opponent's camper back to sleep.

Separately
Independently use each die to:
- 'Wake Up' one of their sleeping campers – the camper rolled on the die – stand it up
- 'Run Away' one of their 'Awake' campers – the camper rolled on the die – remove it from play
- 'Bonk' one of the opponent's 'Awake' campers back to sleep - the camper rolled on the die – lay it down

Combined
- 'Wake Up' one of their sleeping campers – the camper that is the sum of the two numbers rolled – stand it up
- 'Run Away' one of their 'Awake' campers - the camper that is the sum of the two numbers rolled – remove it from play
- 'Bonk' one of the opponent's 'Awake' campers back to sleep - the camper that is the sum of the two numbers rolled – lay it down

Double 1 roll
You can use this to bonk one opponent's awake camper to back to sleep.
You cannot affect any of your campers.

Safety in Numbers
When all of a player's campers are awake (or have run away), they cannot be bonked back to sleep except for a double 1 roll.

How to win
Whoever's campers all run away first, wins.

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