

CRAZY CANOE™

The Fill It, Don't Spill It Stacking Game!

2 to 4 Players • AGES: 8+

CONTAINS:

- 1 Plastic Canoe
- 52 Sturdy Cardboard Pieces of Camping Gear
- 1 Finn Dog Piece
- 1 River Board
- Illustrated Instructions

Item # 1264

UPC 71404301264-6

CONTACT US:

We are happy to hear your comments or questions about CRAZY CANOE™!

Phone: 1-800-664-7788 ext. 114

Email: wmmoves@winning-moves.com

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Overview And Object Of The Game:

You're packing for your family camping trip and need to fit all your gear into your canoe! The canoe will get a little wobbly once it starts getting filled with gear. You'll need to carefully slot each piece onto the stack to keep it from tipping gear into the river!

The goal is to be the first player to load all the pieces of gear they have into the Crazy Canoe and then, balance the family dog, Finn, on the top of the stack. Once Finn is in, you win!

SET-UP:

Place the River gameboard in the center of the table. Place the Crazy Canoe on the gameboard.

Each player takes a set of same-colored camping gear. There are thirteen pieces of gear in 4 different colors (blue, green, orange, purple).

Put Finn off to the side.

NOTE: There are thirteen pieces of camping gear in each colored set. However, the pieces in the 4 different sets aren't all exactly the same. This does not give any player any type of advantage over another. During the game, as pieces fall out of the canoe, different players will be collecting different colored pieces of gear. By the time the game is won, it is likely that every player has placed pieces of every color gear into the Crazy Canoe.



HOW TO PLAY:

The youngest player goes first. They load one of their pieces of gear into the canoe as follows:

- On the very first turn, the player slots a piece into the canoe. This example demonstrates the correct way to place a piece.

Incorrect X



Correct ✓



- After the first turn, the slots on a piece must be used to "slot" it onto another piece inside the canoe.

- Pieces must balance on the Crazy Canoe or another piece or "slot" onto another piece without touching the river gameboard.
- Players cannot use their hands to steady the Crazy Canoe or stabilize other pieces already in the Crazy Canoe.
- As soon as the player lets go of the piece they have placed, their turn is over.
- During a player's turn, pieces already in the Crazy Canoe may move. This is okay as long as pieces do not fall out of the canoe or touch the river gameboard.

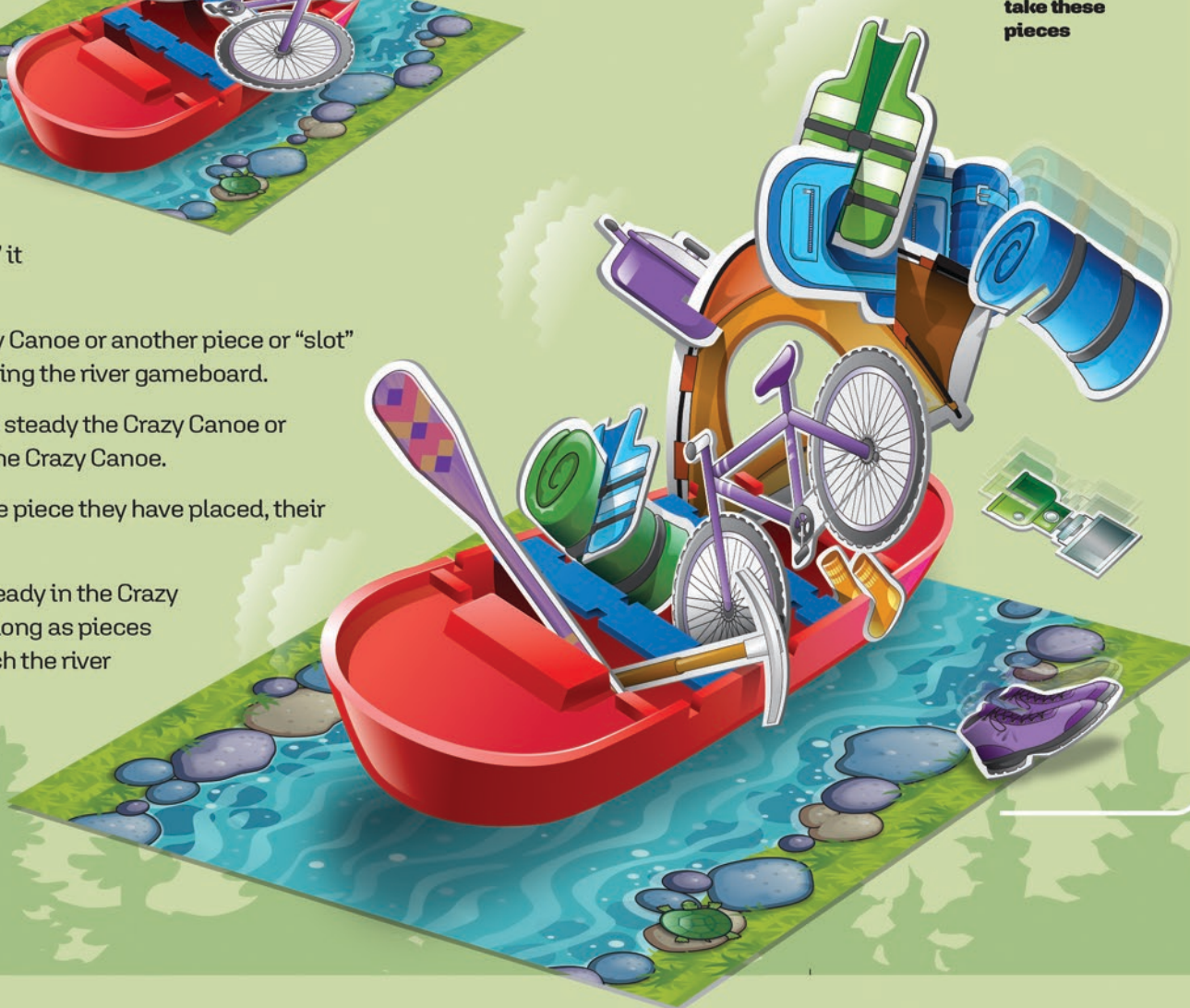
The player causing these pieces must take these pieces

- A player must keep any pieces that fall off the Crazy Canoe or touch the river gameboard, regardless of the color of the pieces, on their turn. For example: You are placing the blue sleeping bag on the top of the stack and cause the Crazy Canoe to tip a bit and the blue sleeping bag, green lantern and purple hiking boots all fall off the stack and into the river. You must take all three pieces and add them to your stock of pieces.

- Play continues, clockwise, with each player attempting to add one of their pieces of camping gear to the Crazy Canoe.
- As soon as a player has loaded their last piece of gear, they can (on the same turn) try to get the family dog Finn on top of the stack. If they are able to successfully do so, they win!

WINNING THE GAME:

The first player to successfully place all of their camping gear and Finn into the Crazy Canoe wins!



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