

# THE CAMPFIRE BOARD

Sixteen spaces · one round of the year · played clockwise from the fire



6

### Campfire

Safe. +1 coin if you pass through.  
START · HOME

1

### Workshop

Pay 2c -> +1 Upgrade.

2

### Market

Buy or sell 1 resource at posted price.

3

### Rumor Mill

Draw an Event card.

4

### Trade Dock

Propose a trade with any player.

5

### Festival

Donate 1c -> +1 Rep. Optional.

6

### Trouble

Lose 1c OR lose 1 Rep. Your choice.

7

### Help Desk

Give 1c to another. Both gain +1 Rep.

8

### Mint

+2 coins from the bank.

9

### Rumor Mill

Draw an Event card.

10

### Builder

Pay 3c -> +1 Upgrade. Need Rep >= 3.

11

### Faucet

+1 coin from the bank.

12

### Trade Dock

Propose a trade with any player.

13

### Taxman

Pay 1c. Can't? Lose 1 Rep.

14

### Commons

All vote. Majority yes -> everyone +1c.

15

### Crossroads

Draw a Deal card. Accept or pass.

CAMPFIRE · V 1.0

"Trust, trade, and keeping your word."

PLAY CLOCKWISE ↻