

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 ↻

Player Mat

One per player · track with coins, beads, or pencil



NAME _____

COINS *start: 5 · goal: 20 = Prosperity*

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REPUTATION *start: 3 · goal: 10 = Beloved*

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0	1	2	3	4	5	6	7	8	9	10

UPGRADES *goal: 4 = Builder*

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MY GOAL *check one — keep secret*

☐ Prosperity
20 coins☐ Beloved
10 reputation☐ Builder
4 upgrades

PROMISES THIS ROUND *once per round · the table decides*

"I promise _____" 22

☐ Kept it *+1 Rep*☐ Broke it *-2 Rep*

THE APOLOGY *once per game*

☐ Pay 1 coin to the player you wronged. Regain +1 Rep.

REP GATES

Rep < 2 Can't issue Vouchers

Rep >= 3 Can use Builder space

Rep >= 5 Vouchers worth +1 (trusted)

Rep >= 8 Trade with 2 players per turn

Quick Reference

Sixteen spaces · turn order · promises · winning



BOARD SPACES · 0–15 · CLOCKWISE

0	Campfire	+1 coin (offer). Also +1 when passing through.
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
6	Trouble	Lose 1c OR lose 1 Rep
7	Help Desk	Give 1c to another, both +1 Rep
8	Mint	+2 coins
9	Rumor Mill	Draw an Event card
10	Builder	Pay 3c → +1 Upgrade (need Rep ≥ 3)
11	Faucet	+1 coin
12	Trade Dock	Propose a trade with any player
13	Taxman	Pay 1c. Can't? Lose 1 Rep.
14	Commons	Vote: majority yes → everyone +1c
15	Crossroads	Draw a Deal card. Accept or pass.

TURN ORDER

1. Roll the d6, move clockwise.
2. Do what the space says.
3. Optional: propose one trade.
4. End your turn.

PROMISES

Once per round, say “I promise...” out loud.

Keep it +1 Rep Break it -2 Rep

The table decides.

THE APOLOGY

Once per game. Pay 1 coin to the player you wronged. Regain +1 Rep.

WINNING

Prosperity	20+ coins
Beloved	10 reputation
Builder	4+ upgrades

After 15 rounds: $(\text{Coins} \div 2) + \text{Rep} + (\text{Upgrades} \times 3)$ — highest wins.

VOUCHERS

Need Rep ≥ 2 to issue.

Rep ≥ 5: vouchers pay face value +1 (trusted).

Rep ≥ 8: trade with 2 players per turn.

Miss the deadline → automatic default, lose Rep.

Treaty Table

A promise with teeth – put something on the line

A promise with teeth. You put up coins or resources as collateral. Break it, and you lose your stake to the other party.

LIFECYCLE



STAKE TYPES

Coins "2 coins", "5 coins"
Resources "1 food", "1 wood, 1 tools"
Mixed "2 coins, 1 food"

LIMITS

Active per player 2
Max coins / stake 5
Max resource units 3
Makes per turn 1

CONSOLE COMMANDS

```
sov treaty make "help each other" \  
  --with Bob --stake "2 coins" \  
sov treaty list  
sov treaty keep t_0001  
sov treaty break t_0001 \  
  --breaker Alice
```

WHAT TREATY TABLE IS NOT

Not a courtroom. *There's no judge – the table decides.*
Not permanent. *Treaties have deadlines. Everything expires.*

Not governance. *No votes, no policies, no alliances.*
Not required. *You can play a full game without one.*

It's just stakes. Put something on the line, or stick with promises.

Event Cards

Sheet 1 of 3 · shuffle face-down · cut along the lines



♦ EVENT

Supply Delay

Upgrades cost +1 coin this round.

"The shipment's late. Again."

♦ EVENT

Boom Town

Every player gains 1 coin.

"Trade is good. Everyone's eating."

♦ EVENT

Storm

Every player pays 1 coin or loses 1 Rep.

"Batten down the hatches."

♦ EVENT

Rumor

You lose 1 Rep — unless someone vouches for you.

"People are talking..."

♦ EVENT

Big Order

Market prices +1 this round.

"A caravan just arrived with deep pockets."

♦ EVENT

Festival of Plenty

Next 2 Festival landings give +2 Rep instead of +1.

"The whole town is celebrating."

♦ EVENT

Swindle

Force one voucher redemption now.

♦ EVENT

Windfall

You gain 3 coins.

♦ EVENT

Drought

No Market purchases this round.

Event Cards

Sheet 2 of 3 · shuffle face-down · cut along the lines



♦ EVENT

Trust Crisis

Players with Rep < 3 lose 1 more Rep.

"When trust is low, it falls further."

♦ EVENT

Lost Wallet

You can't trade this turn — unless someone lends you 1 coin.

"Has anyone seen a small leather pouch?"

♦ EVENT

Good News Travels

If you helped someone last round, gain 2 coins now.

"Word got around about what you did."

♦ EVENT

Awkward Favor

Ask any player to cover 2 coins for you. You owe them 3 later.

"Hey... get a minute?"

♦ EVENT

Found a Shortcut

Gain 3 coins, but lose 1 Rep. People noticed.

"Nobody saw... right?"

♦ EVENT

Community Dinner

Everyone may donate 1 coin. Each donor gains +1 Rep.

"Bring something to share."

♦ EVENT

Old Friend

Pick a player. You each gain +1 Rep.

♦ EVENT

Broken Bridge

Skip your next move. Stay where you are.

♦ EVENT

Harvest Moon

The player with the fewest coins gains 2 coins.

Event Cards

Sheet 3 of 3 · shuffle face-down · cut along the lines



♦ EVENT

Tall Tale

Gain 1 Rep. But if you're already above 7, lose 1 instead.

"Some stories are too good to be true."

♦ EVENT

Lucky Find

Draw another Event immediately.

"What's this?"

Deal Cards

Sheet 1 of 2 · drawn at Crossroads · accept or pass

DEAL

Supply Run

*Deliver 3 coins to any player within 2 rounds.*REWARD +2 Rep
PENALTY -1 Rep

DEAL

Builder's Promise

*Build 1 Upgrade within 3 rounds.*REWARD +1 Rep, +1 coin
PENALTY -1 Rep

DEAL

Generosity Pledge

*Give 1 coin to each other player.*REWARD +3 Rep
PENALTY -2 Rep

DEAL

Market Watcher

*Buy or sell at Market twice within 4 rounds.*REWARD +1 Rep, +2 coins
PENALTY -1 Rep

DEAL

Peacekeeper

*Help someone at Help Desk within 3 rounds.*REWARD +2 Rep
PENALTY -1 Rep

DEAL

Spot Me

*Give 2 coins to a player now. They owe you 3 next round.*REWARD +3 coins, +1 Rep
PENALTY -1 Rep*"I'm good for it, I swear."*

DEAL

Two-Person Discount

*Find a partner. You both pay 1 coin, you both gain 2.*REWARD +2 coins
PENALTY -1 Rep

DEAL

Mutual Aid Pact

*Pick a partner. Next Trouble, the other helps for free.*REWARD +2 Rep
PENALTY -2 Rep

DEAL

Reputation for Hire

*Give 1 coin to a player. They give you +1 Rep at Help Desk.*REWARD +1 Rep
PENALTY -1 Rep

Deal Cards

Sheet 2 of 2 · drawn at Crossroads · accept or pass



DEAL

The Long Game

Don't spend any coins for 2 full rounds.

REWARD +4 coins, +1 Rep

PENALTY -1 Rep

"Patience pays. Eventually."

Voucher Cards

Sheet 1 of 2 · 1070s between players



VOUCHER

Small Loan

I owe you 2 coins.

DUE 3 ROUNDS

DEFAULT -2 Rep

VOUCHER

Big Loan

I owe you 4 coins.

DUE 4 ROUNDS

DEFAULT -3 Rep

VOUCHER

Favor Owed

I owe you 1 coin and a free Help Desk.

DUE 3 ROUNDS

DEFAULT -2 Rep

VOUCHER

Trade Credit

I owe you 3 coins, but only at Trade Dock.

DUE 4 ROUNDS

DEFAULT -2 Rep

VOUCHER

Blank Voucher

We'll figure out the terms. (1-5 coins, 1-5 rounds.)

DUE 1 ROUND

DEFAULT Half face value Rep

VOUCHER

Quick Cash

I need 1 coin now. I'll pay you 2 next round. Promise.

DUE 1 ROUND

DEFAULT -2 Rep

VOUCHER

Builder's Tab

Cover my upgrade cost (2 coins). I'll pay 3 back.

DUE 3 ROUNDS

DEFAULT -2 Rep

VOUCHER

Festival Fund

Lend me 1 coin for Festival. I'll repay with interest.

DUE 2 ROUNDS

DEFAULT -2 Rep

VOUCHER

Emergency Loan

I'm broke. Lend me 3 coins. No interest, just trust.

DUE 3 ROUNDS

DEFAULT -2 Rep

Voucher Cards

Sheet 2 of 2 · 100s between players



Handshake Deal

We agree on terms right now. (Negotiable.)

DEFAULT

Negotiated