

DIRECTIONS FOR PLAYING THE

Camp Fire Girls' Game

REGISTERED U. S. PATENT OFFICE

For Two, Three or Four Players

THE OBJECT

of the Camp Fire Girls' Game is for the Players to try to first enter the "Council Fire" centre circle, taking up as many Honor Beads and Discs as possible on the way around the board. The Player Capturing the Most Points in Honors is the **Winner of This Game**, not necessarily the player first to finish.

A NEW FEATURE

In this respect this game is entirely different from other games of the ordinary so-called "Race" type. Another novel feature lies in the fact that all players play at **one time**—there is **no waiting for turn**.

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The game is supplied with a folding game board, on one side of which is the Camp Fire Girls' Playing Board and on the other a Checker Board. There is also a complete set of Checker Men for playing this well-known and always interesting game.

Camp Fire Girls' implements consist of one Dice Cup, two Dice, one each of four colors of playing or moving pieces, one each of four colors of Bead and Disc Honor Holders and the following numbers of Beads and Discs called HONORS:

Beads or **BIG HONORS**—

- 4 Purple
- 4 Orange
- 4 Green
- 4 Blue

Discs or **LESSER HONORS**—

- 16 Red for **CAMP** Craft
- 12 Yellow for **HAND** Craft
- 11 Purple for **NATURE** Craft
- 9 Orange for **HOME** Craft
- 6 Green for **PATRIOTISM** Craft
- 5 Blue for **HEALTH** Craft

The Board is made up of six circles outside the "**Council Fire**" and **four trails** one in each corner of the Board. These circles are representations of **Camp Craft, Hand Craft, Nature Lore, Home Craft, Patriotism** and **Health Craft**.

To prepare the Board for play **all** assist in distributing the Bead and Disc Honors, which are placed on the Board as follows:

Four **BLUE BEAD** Honors on the spaces "Pollywog," "Frog," "Fish," and "Flying Fish" and the five **BLUE DISC** Honors on the other five illustrated spaces "First Aid," "Exercise," etc., of the **Health Craft Circle**.

Four **GREEN BEAD** Honors on the spaces "Keda," "Uta," "Wakan" and "Shuta" and the 6 **GREEN DISC**

Honors on the other six illustrated spaces "Indian tory," "Red Cross," etc., of the **Patriotism Circle**.

Four **ORANGE BEAD** Honors on the spaces "National Needlework," "Wholeho," "National Thrift" and "National Health" and the nine **ORANGE DISC** Honors on the other nine illustrated spaces "Radio," "Housekeeping," etc., of the **Home Craft Circle**.

Four **PURPLE BEAD** Honors on the spaces "Nature Lore," "Faggot Finder," "Trail Maker" and "Gypsy" and the 11 **PURPLE DISC** Honors on the other 11 illustrated spaces "Flowers," "Insects," etc., of the **Nature Lore Circle**.

The **two outer circles** carry **no** Bead Honor Spaces, so all of the **12 Yellow Disc Honors** are placed on the 12 illustrations of the **Hand Craft Circle** and the **16 Red Disc Honors** on the 12 illustrations of the **Camp Craft Circle** and the remaining four on the four illustrations of the four different **Trails**.

NOTE—There are **no** Bead Honors placed on the "**MOON**" or "**DANGER**" SPACES in this circle.

In addition to these Honor Picture Spaces, there are other illustrations on the board which are described as follows: **12 Moon Spaces** as part of the **CAMP Craft Circle** with instructions how to proceed in play when landing on any of them by **Exact Count**.

There are also **4 TRAILS** radiating from the **CAMP Craft Circle** and designated by "**Landing Here Follow Arrow**" and whenever a player's piece lands on any one of them by **exact count** that player **must follow** that **Trail** on his next move, using **each direction arrow** as **one** space, and when completing the circuit of the Trail come in again onto the **Camp Craft Circle** and proceed around in the same manner as before taking the Trail.

On this Camp Craft Circle then are also 4 sets of or 14 **Single Danger Spaces** arranged between the entrance and

exit arrows of the four different Trails. These spaces are arranged to **slow down** the play of the player landing on them by **exact count**, who, **regardless of the count of the Dice** and the procedure of the other players, is **obliged** to move over **only one** of these **Danger Spaces** at a turn until his forward progress may clear him of them. For example—If his move should land his piece onto the Second Danger space where there are four in a row, his **next two moves** would be **only one space at a time**, but on his third he would proceed as before in accordance with the total count of the Dice for that move.

Always remember that **ALL** Circles, **ALL** arrows and **ALL** rectangular divisions on the different Tracks are **ALL** regular moving spaces and **ALL** **ARROWS** are always counted as **one** moving space.

The idea of the game is to obtain as **many** Honor Beads and Discs as possible, which count as different values described later.

To begin the Game: Each player selects one of the four colors of playing pieces and one of the Honor holders to **match his color**, which is used for convenience to hold the Honor Pieces as they are lifted from the Board.

The pieces are placed on the space of a **duplicate color** designated "**First is the Law-Give Service**" and either Red, Yellow, Blue or Green "**Start Here**" and sits facing the Board at that side.

Each player then throws the **TWO** Dice from the dice box, in turn and the one obtaining the **Highest Total Count** as registered on the two upper faces becomes "**KEEPER OF THE COUNCIL FIRE**" for that game and throws the dice for every play throughout it. In case of a tie, where two or more players have the same total, those players throw again. The "**Keeper of the Council Fire**" for **subsequent games** is she who is the **WINNER** of the **previous game**.

The Honors, having now been arranged on the Board as previously described, the "**Keeper of the Council Fire**" now throws **ONE** of the Dice to determine the first move and **all** players move in accordance with this throw, entering the Outer or **Camp Craft Circle** on the spaces marked Red, Yellow, Blue or Green "**Enter Here**" in accordance with the colored piece with which she may be playing, counting this entrance space as one and moving always toward the left. For example—If the throw were 3, Yellow would rest on "**The Wild Goose APRIL Moon**" and be obliged to **return to his starting point**. Blue would rest on "**The Thunder JULY Moon**" and **go ahead 4** spaces in accordance with printed instructions against that space. Red and Green would rest on regular playing spaces and proceed from there on the next throw of the Dice, when Yellow would start again from the beginning and Blue proceed from the space to which it had advanced.

There is but **ONE chance** for **any** of the four players to be **sent back** to start on the first throw, as each player after passing this space does not go over it again, **although other players** landing on them in their progress about the **Camp Craft Circle** **proceed or go back** in accordance with the instruction printed there as well as following the printed instruction specified against any of the other spaces not covered by an Honor Piece.

On the **second** and **all** subsequent plays, the "**Keeper**" of the "**Council Fire**" shall **ALWAYS** throw **TWO** Dice instead of one, as in the first play.

Each player shall travel **ENTIRELY AROUND** the **Camp Craft Circle** **ONCE**, and on **completing** it enter into the Second or **Hand Craft Circle** at the **space of her color from which she started** and marked "**ENTER HERE.**" Should a player fail to enter the Hand Craft Circle and rest her piece **beyond** it on the **Camp Craft Circle**, she **can-**

not return but must proceed again **wholly around** this **Camp Craft Circle** as before. Neither can she lift any of the Honor Pieces on this second course around it. This penalty is intended to teach **ATTENTION**.

It is **not necessary** to reach her color "**Enter Here**" space by exact count; for example:—If she is playing Yellow and is on the space "**Special Camp Honor**" and the throw is 9, her next resting space is on the **Hand Craft Circle** bearing the title "**Candle Making**."

REMEMBER TO ALWAYS PLAY TOWARD THE LEFT.

After entering the **Hand Craft Circle** players proceed in accordance with the throw of the Dice until their piece shall rest by **exact count** on any one of the spaces marked "**WOOD GATHERER**," from which on her next move she **must enter** over the arrow, counting it as one move onto the third or **Nature Lore Circle** and proceed to move about that in the same manner **always to the Left** until her piece rests by **exact count** on any one of the spaces marked "**FIRE MAKER**" and so on through the "**HOME CRAFT**" **CIRCLE**, entering the "**PATRIOTISM**" **CIRCLE** when landing on any of the "**TORCH BEARER**" spaces by **exact count**.

Proceed to **move around** this **Patriotism Circle** as before until landing by **exact count** on any one of the spaces marked "**Landing Here Follow Arrow**," when the player enters into the **Health Craft Circle**.

On the **Inner** or "**HEALTH CRAFT**" **CIRCLE** there are several Blue Blank moving spaces, **four of which** are directly in **contact** with the four **Black entrance arrows** to the "**LOG CABIN COUNCIL FIRE**," which is the **GOAL** or **FINISH** of the game.

Any player Circling this **Health Craft Circle** should **enter through any one of these spaces** in case the throw allows her to, although these spaces **need not be reached**

by exact count. For example:—If your piece should rest on the space "**Personal Hygiene**" you should by a throw of 3, **enter through the next direction arrow** at your **left**.

Should the count be 8, you should **enter through the second arrow** at your **left**, but in **any other combination** of the count of the dice pertaining to this particular example, your piece should **still remain** on the **Health Craft Circle** and you are to **continue to play** around it until you can enter the "**Council Fire**" by **exact count** by some combination of the throw similar to the description in this example.

In case a player should realize her **Honor Score** is too **low to win the game** by entering, she may at her option **continue to play around** this **Health Craft Circle** in an endeavor to pick up more Honors to strengthen her score. However, should **any of the other players observe** her failure to enter and it was to that player's advantage, having already accumulated more honors than the others, to **end the game to Win** herself, she shall call out "**COUNCIL FIRE**" and so **force the first player to end the game** by entering the **Council Fire** on that play instead of **continuing to play around the Health Craft Circle**, in which case the player who could have entered and ended the game **pays One Bead Honor** and **two Disc Honors** as a **penalty** to the player calling "**Council Fire**."

Unusual, and as a new feature in games, all players **play at the same time** and **move the same number of spaces except** on the **Camp Craft Circle** when resting on any of the **Danger Spaces** as previously described.

The game is arranged so that it is very seldom two players' pieces shall rest upon the **same space** at the **same time**, which they must not do, and in which case the player farthest away from "**The Goal**" shall **make her move** and the other player **lose that turn**.

This rule is in no way detrimental to their chances of **Winning**, as the **total of HONOR Points** gathered is the **object to win** and **not progress toward the goal**, because

the **WINNER** is she who has accumulated the **highest count** in **HONOR PIECES** and is not always she who has **first** reached the **Goal** or **Council Fire**, and thereby ended the game.

As the game progresses and the playing pieces are moved about the board, **certain counts** of the dice will **land** these pieces on the spaces **occupied** by the **Honor Beads and Discs**, which are then lifted from the board by the player landing there by **exact count**, and are placed for future reference on the wire of her Honor Holder, and at the conclusion of the game counts as follows:—

ALL Lesser Honors or **any** of the **6 colors** of the **Discs**,
1 POINT EACH.

ALL Greater Honors or **any** of the **4 colors** of the **Beads**,
3 POINTS EACH.

On any of the Honor Spaces where the Honor Beads, or Discs have been removed by any of the players landing there, that space ceases to be of value and **thereafter** is used as a **regular moving space only**.

When one player has reached the Goal of the "**LOG CABIN COUNCIL FIRE**" by exact count, the **game ceases**.

The **Score of Honors** is then taken and the player having accumulated the **greatest number of points WINS THE GAME**.

Always remember that to end the game any player who may be moving around the **Health Craft Circle** must reach the **Council FIRE** by **EXACT COUNT**, as previously described. In ending the game any **entrance arrow** and **The Council Fire** are counted **each** as **one unit space** or move as a part of the total count on the dice for that play.

In every game there will be a certain number of the Honor Beads and Discs **unlifted** from the board which are **out of play**, and do not count in any way toward any player's score.

To repeat the game replace the Beads and Discs and proceed as before.