

ALL Lesser Honors or any of the 6 colors of the Small Beads, 1 POINT EACH.

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

On any of the Honor Spaces where the Honor Beads 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 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 proceed as before.

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DIRECTIONS FOR PLAYING THE

Camp Fire Girls' Game

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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 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 to first 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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cover list

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 Honor Holders and the following numbers of Beads or HONORS:

Large Beads or **BIG HONORS**—

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

Small Beads 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 Honors, which are placed on the Board as follows:

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

Four **LARGE GREEN** Honors on the spaces "Keda," "Uta," "Wakan" and "Shuta" and the 6 **SMALL GREEN** Honors on the

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

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

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

The two outer circles carry no Big Honor Spaces, so all of the 12 Small Yellow Honors are placed on the 12 illustrations of the **Hand Craft Circle** and the 16 Small Red 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 instruction 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 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 Bead or Honor holders to **match his color**, which is used for convenience to hold the Bead Honors 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 Bead 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 5, 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 Check.

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 **cannot return** but must proceed again **wholly around this Camp Craft Circle** as before. Neither can she lift any of the Honor Checks 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 as 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 Big Honor and two Small 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 his 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 CHECKS 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, which bead is then lifted from the board by the player landing there by exact count, and is placed for future reference on the wire of her Honor Holder, and at the conclusion of the game counts as follows:—