

How to Play Campfire Smokeout™

Game: Jeff Johnston
Art: Emily Drouin

Set Up Example



Bailey picks an extra Wind card to start the game. It has only one way to play, so they move the Smoke card two spots to the left and return the card face-down on top the deck. Dee plays next.

Set Up

- Separate the Smoke card from the deck
- Shuffle the Wind cards into a deck
- Deal 3 Wind cards to each player [For 6 players, deal 2 cards each]
- Put Wind deck facedown in the center
- Place the Smoke at the youngest player
- You'll draw an extra Wind card and use it to move the Smoke to start the game

Playing

You'll play in rounds. Each round ends when a player gets a Smokeout.

- If the Smoke card is at your spot, play one of your Wind cards to move it away
 - Some give you a choice of left or right
- The player at that spot then plays a Wind card from their hand to move it away
- If you can't move the Smoke from your spot, you lost the round--a Smokeout!
- Take the Wind card that last moved the Smoke and keep it face-down in front of you to track your Smokeout

Game Play Example

Alex has to play her last Wind card. This Wind card gives her two ways to use it.

One way will send it two spots to the left. The other way will move the Smoke one player spot to the right.



After she plays, she'll put her Wind card face-down on top of the Wind deck, unless she used it for this round's Smokeout!

Starting a New Round

- Place the Smoke card in front of the player that made the last play in the previous round--they go first this round
- Collect all the Wind cards not tracking your Smokeouts and shuffle the deck
- Deal an equal number to each player (eventually this may be less than three)
- The player with the Smoke card starts this round with one of their Wind cards

Winning

- The game ends when one player has three face-down Smokeouts
 - In a six player game, it also ends if all players have two Smokeouts
- Player with the fewest Smokeouts wins!
 - Sneaky Win: If you are the only player with Smokeouts, you win instead!
- Players tied for the win share it, but if you sent the Smoke for the last Smokeout, you lose too!

A pocket-sized
card game for
the whole
family!



Campfire Smokeout™

After you learn Campfire
Smokeout, come back
here for one more trick!

A Fun Extra Rule

The Smoke card has symbols
showing which way it is moving



If you play your Wind or Wild
Wind card on the side with the
+1 symbol, add 1 to what you
played. If you use it on the side
with the Flip symbol, move the
Smoke normally and then flip the
Smoke card after you move it.

CAMPFIRE SMOKEOUT



Don't
get stuck
in the smoke!

Objective

Try to stick the other
players with a Smokeout
by sending them the
Smoke card.

To win, be the player with
the fewest Smokeouts
when the game ends.

All fired up
to learn?
Scan for a
"How to Play"
video!



Campfire Smokeout™

Made
in
China



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Ages 6+ 2-6 players

Contents
17 Wind cards
1 Smoke card
Foldout rules