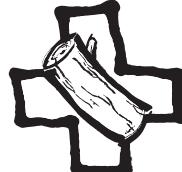


LOG RESCUE



If there is more than one Log or Big Log left over, rescue 1 of them and save it for the next round. If there are multiple, players decide which is rescued.

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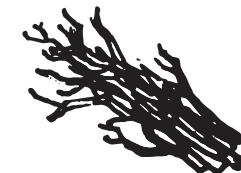
If the campers survive this round, all players choose 1 card, put it in a pile, shuffle it, and then everyone takes back a random card before the next round.

SWAP!



If the campers survive this round, all players choose 1 card, put it in a pile, shuffle it, and then everyone takes back a random card before the next round.

KINDLING



If at least 2 players play this card, you do not need any Logs to keep the campfire burning this round.

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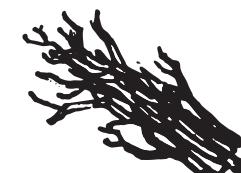
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