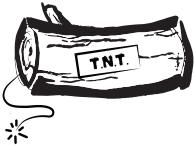
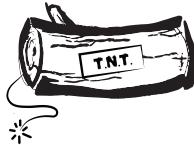


## EXPLOSIVE LOG



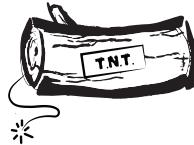
Cancels 1 Beaver or Termite played this round. If there are none, destroy 1 Log, losing Big Logs first! If there are multiple Beavers/Termites, players decide which gets exploded.

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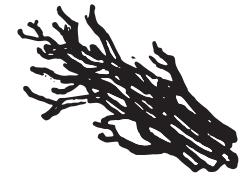
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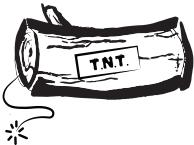
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## KINDLING



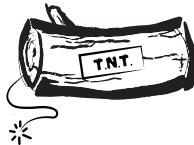
If at least 2 players play this card, you do not need any Logs to keep the campfire burning this round.

## EXPLOSIVE LOG



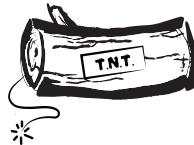
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