TINDERBLOX



Stack up the logs and fire cubes to build the campire higher and hotter. But watch out if it falls You might get your fingers burnt!



Getting ready

Lay the campfire card in the middle of the play area, with either side face up. Put three logs onto the campfire, matching the arrangement on the card.

Put the remaining logs and all the fire cubes into the bottom of the tin and mix them up. Place the tin and the tweezers beside the campfire.

Shuffe the Tinderblox cards and make a face-down deck beside the campfire.

How to play

Use the tweezers to build a campfire of logs and fire cubes. If you let any pieces fall off the fire, you are eliminated! The player who most recently went camping goes first. Play then continues clockwise.

On your turn, reveal a card and then build the fire (see the other side of this sheet).

At the end of your turn, pass the tweezers to the next player clockwise.

Winning the game

The final player remaining in the game after everyone else has been eliminated wins the game, and is named "Best Camper". If the cards run out and there are still 2 or more players in the game, all remaining players share the victory.

Taking a turn

Reveal a card



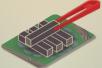
Turn over the top card from the deck and place it face up. The card shows you how many logs and fire cubes you must add to the campfire using the tweezers.



If the card shows the "switch hands" icon, hold the tweezers in your non-dominant hand. If you are right-handed, you must use your left hand, and vice versa.

2 Build the fire

Use the tweezers to lift the pieces on the card out of the tin and place them on top of other logs or fire cubes already on the fire. Don't place new pieces onto the campfire card itself.



If the card shows only one piece, use the tweezers to lift a matching piece out of the tin and place it on top of the logs and fire cubes already on the fire. Don't place new pieces onto the campfire card itself.

If the card shows two or three pieces, use the tweezers to first build this arrangement beside the campfire, and then to lift and place the whole arrangement onto the campfire in one go.



If you drop any pieces before you place them onto the campfire, that's OK! Use the tweezers to pick them up again. If you drop any pieces onto the campfire card or cause any new or existing pieces to fall off of the fire, you are eliminated from the game. Put any pieces that fall off back in the tin. At the end of your turn, pass the tweezers to the next player clockwise.

Designer: Rob Sparks Illustration and graphic design: Rory Muldoon Developers: Simon Milburn and Caezar Al-Jassar Publisher: Alley Cat Games Rulebook editor: Brett J. Gilbert Rulebook layout: Paweł Niziołek