

Rules of the game



👥 8-10+ ⌚ 30' 👤 7+

Foreword

The game “Panic at the Camp” was born during a camp for the Swiss “Flambeaux” leaders to which the French “Flambeaux” were invited. The idea developed in a discussion between Loris Rüfenacht and Myriam Sidibe, the development officer of the French “Flambeaux” movement. The idea was to make a version of a well-known game adapted to our scout movement. Loris was immediately interested in the project and started looking for ideas for relevant scout roles for the game. By the end of the camp, Loris had come up with most of the cards for the game, and he had found a team of leaders who were motivated to help him and to invest in this adventure. We then decided to make a full version of the game, including extensions, and even to create several roles exclusive to the Flambeaux.

During our initial research, we were quickly confronted with the differences in scouting between the two neighbouring countries. As the game is intended to be a tool that brings together the Swiss and French “Flambeaux” movements, choices had to be made regarding the various names. In order to offer maximum readability, we decided not to put double names on the cards. All the choices have been approved by the two “Flambeaux” movements; we therefore thank you for your understanding and hope from the bottom of our hearts that even if the names are not exactly the same as those you are used to, you will grasp the essence.

For the team, Loris Rüfenacht

*With the exception of the Brigade Leader/National Coordinator card.

The game contains

50 cards :

- 45 camp role cards
- 4 round reminder cards
- 1 tiles

Rules of the game

The Context

We are at summer camp. The weather is nice and warm and both Participants and Leaders are having fun. However, we notice that members are gradually disappearing. A team of Dissatisfied Leaders is trying to sabotage the camp by completely emptying it of members. Unite as Participants and send the Camp Opponents home!

Aims of the Game

For the Camp Opponents

Agreeing with the Camp Leader, they wish to send all Participants home bit by bit without being found out, so that they do not get sent home in turn. The term Camp Opponents refers to the set of roles seeking to empty the camp of its Participants.

For the Participants

Wishing to stay as long as possible at the camp to enjoy it, the Participants meet each day to try to find out who the Opponents of the Camp are and send them home. The term Participant refers to all roles working for the good of the camp.

For Loners & Ambiguous

Neither disagreeing with the Camp Opponents nor agreeing with their choices, Loners & Ambiguous must make their own way through the game to achieve their end. They must play cleverly in order not to be found out by others.

In the following rules, a distinction will be made between the terms player and participant, the former referring to the set of people taking part in a game of Panic at the Camp and the latter referring to the set of Participant roles and sometimes including Loners and Ambiguous.

Preparation

To begin, you need to choose a Game Master (GM). This person does not play but animates and directs the game. A person who is passionate about the game and who has mastered the rules will be best able to convey an atmosphere of fun and entertainment.

Not all cards are necessary for a game to run smoothly. Choose the ones you want to use.

The players sit down in a circle. The GM shuffles the cards and deals one card face down to each player.

If the Shapeshifter is present, the GM will prepare 3 cards and keep them hidden after the distribution to allow the Shapeshifter to choose one of them.

Each player takes note of their card and places it back in front of them so that the GL can take it back. If there are any questions about the role on the card, the player asks the GM for help by discreetly showing the card to

the GL, making sure that no other player has seen it.

Tips for the distribution

From 05 à 09 players -> 2 Camp Opponents
From 10 à 14 players -> 3 Camp Opponents
From 15 à 18 players -> 4 Camp Opponents
From 19 à 23 players -> 5 Camp Opponents
More than 24 players -> 6 Camp Opponents
Max. 44 players -> 8 Camp Opponents

The other cards can be played regardless of the number of players. The Wounded card, however, requires the presence of the Camp Pharmacist and the Bugler requires the presence of several Simple Participants.

It is strongly recommended that you use the **Camp Pharmacist** and the **Cousins** in every game.

Composition for 8 players :

2 Dissatisfied Leaders
1 Camp Pharmacist
1 Cousins
1 Comb leader
1 Band
1 Greenhorn
1 Wounded Person

To begin, the GM quickly describes the atmosphere to the players. They insist on remaining anonymous about their role as the Opponents of the Camp are on the prowl and looking for someone to fire.

Once the scene has been set, the GM says the following sentence: «It's getting late at the camp site; all participants are going to bed.

All players then close their eyes and bow their heads while leaving their cards in front of them. Characters called by the GM will wake up (by opening their eyes) to take action, then go back to sleep (by closing their eyes) after completing their task. No one speaks during the night except the GM.

The Rounds of the Game

The marking (n1) next to a role means that the player only wakes up on the first night. The marking (v) next to a role means that there are game variants that can change the player’s wake-up time.

Course of a night in the camp

1. The Greenhorn (v)
2. The Shapeshifter (v)
3. The Brigade Manager / the National Coordinator (n1)
4. The Wounded (n1)
5. The Comb Leader (n1) (v)
6. The Band (v)
7. The Candidate for the Promise (n1)
8. The Guardian Angel
9. The Cook (n1)
10. The Opponents of the Camp :
Dissatisfied Leaders
Camp Manager
Parents
Saboteurs
Candidate for the Promise and Cook
if they have become Camp Opponents
11. The Camp Manager
12. Parents of Children
13. The Saboteur
14. The Y&S Coach
15. The Cousins
16. The Scouts with Special Needs
17. The Camp Pharmacist
18. The Emergency Helicopter Pilot
19. The Deputy Camp Manager
20. The High Master
21. The National Team
22. 22. The Communication Officers
23. The Bugler

THE CAMP WAKES UP
THE CAMP VOTES
THE CAMP GOES BACK TO SLEEP

24. Les Visiteurs de Camp
25. La Susceptible

Cards not waking up at night :
Junior
The Choleric
Scout Section Leader
Group Leader
The little Sister
The Brigade Manager/National Coordinator
The Patrol Leader
The Assistant Leaders
The Simple Participants
The Wild Camper

The Cards

The cards in the game are grouped into three categories :

1. **Camp Opponents** in **red**,
2. **Participants** in **green**
3. Those seeking their own victory, also called **Loners & Ambiguous** In **blue**.

The Opponents of the Camp



The Dissatisfied Leaders

The Dissatisfied Leaders meet secretly every night to decide who they want to kick out of the camp. During the day, they pretend to be normal, inconspicuous leaders. When the GM wakes them up, they name the person they want to kick out the next morning.

When the GM knows who to get rid of, the Dissatisfied Leaders can go back to sleep. **Each night, the Dissatisfied Leaders wake up and nominate a player they want to send home.**

Variation: If there are more than 20 people, allow the Camp Opponents to send two people home per night instead of one to create shorter and more interesting games.



The Camp Manager

The Camp Manager is the first opponent of the camp. According to them, the food budget of the camp is not big enough and this can put the participants in danger. So he has secretly gathered a team of like-minded Dissatisfied Leaders around them. The management does not want to review the budget allocated to the food supplies. The Camp Manager thus want to send the young people home for their own good.

The Camp Manager participates in the exclusion vote with the Dissatisfied Leaders. Every night they wake up after the Opponents' vote to exclude them from the camp and can tell the GM whether or not they want to take the poor participant on board and save them from going home. The participant, convinced by the Camp Manager, then changes teams and joins the Camp Opponents. The Camp Manager can only win over ONE expelled participant. **The Camp Manager may designate to the GM whether they wish to keep the dismissed player as a Dissatisfied Leader if they haven't already done so**

INFO: "Leaders" is the name of the committee of leaders who organise the camp or even the meetings. The part of the leaders that organises the camp is called the "head leaders".



The Parents of Children

The Parents of Children player wakes up each night at the same time as the Dissatisfied Leaders, but once the Dissatisfied Leaders have gone back to sleep, the Parents of Children player may, as long as no Camp Opponent has been sent away, take one of their children home. Once a Camp Opponent has been removed, the Parents of Children may not take any of their children home. The child taken home is not reported to the Camp Pharmacist. **The Parents of Children nominate a new player to the GM to take home if no Opponent has been sent home**

TIP: Only play the Parents of Children card if you have a large group so that the camp size is not reduced too quickly. If the group is not very large, only wake up the Parents of Children every other night.



The Saboteur

The Saboteur is a participant who wants to play bad jokes on the rest of the camp. One night, while on his way to sabotage the toilet knots and untie the tent pegs, he came across the Dissatisfied Leaders. He befriended them and woke up every night at the same time as they did to kick a participant out of the camp. Every other night he wakes up alone and chooses to anonymously report a Dissatisfied Leader so that he or she can be sent away the next morning. **The Saboteur only wins if he is the only one alive at the end of the game. Every other night, the Saboteur appoints a Dissatisfied Leader to the GM whom he wants to send home.**



The Emergency Helicopter Pilot

The Emergency Helicopter Pilot is a Camp Opponent who starts the game as a Simple Participant. She does not know who the other Camp Opponents are. Once half of the Camp Opponents have been sent away, the Emergency Helicopter Pilot enters.

From the next night onwards, she will wake up alone and choose to fly one young person per night to hospital. The Emergency Helicopter Pilot never wakes up with the other Opposing Campers. As the Emergency Helicopter Pilot wakes up after the Camp Pharmacist, the Camp Pharmacist does not know the identity of the participant who is being airlifted during the night.

The Emergency Helicopter Pilot will only intervene in the camp to airlift participants once half of the Camp Opponents have been removed.

VARIATION: If you are playing with young people, allow the Emergency Helicopter Pilot to reveal himself/herself when the Opponents first wake up in camp by making a discreet sign. This will prevent her from being dismissed too quickly and allow her to make the most of her role.



The Candidate for the Promise

The Candidate for the Promise is an ordinary participant who makes her promise with her Promise Sponsor. The Candidate for the Promise nominates to the GM the person she wants to be her promise-sponsor.

As soon as the Candidate for the Promise’s Sponsor is sent away from the camp, the young person, saddened by the loss of her/his great friend, will try to sabotage the camp in revenge for the departure of the Sponsor. The next night, she joins the Opponents of the Camp. The Candidate for the Promise is not detected by the Y&S Coach. **The Candidate for the Promise appoints a Sponsor to the GM. As long as the sponsor is not dismissed, the Candidate for the Promise plays as a Simple Participant. When the Sponsor is removed, the Candidate for the Promise joins the Opponent side of the Camp.**

INFO: The Scout Promise is experienced as a commitment of the child to the Scout group, and in the «Flambeaux» movement also to God. The participant chooses a godfather or godmother, a leader whom she knows well, who will be her reference throughout his or her scouting life. The words of the “Flambeaux” promise are as follows

«I promise, on my honour and with the grace of God, to do my utmost to serve God, my Family, my Country, to help my neighbour at all times and to obey the scout law and promise.



The Cook

The Cook will choose on the first night if he wants to participate in the smooth running of the camp or if he wants to sabotage it with the Camp Opponents by cooking indigestible food that makes many participants sick. **The Cook tells the GM his choice of Camp Participant or Camp Opponent.**

VARIATION: The Cook can choose to soothe the Choleric’s mood swings with his food and thus become the Choleric’s confidant. If he chooses this option, the GM will touch the heads of both the Choleric and the Cook so that they know they are working together.

The Cook can also help the Choleric choose which participant to take home with them when they are sent away. Be careful not to be found out by the Camp Opponents !

The participants



The Participants

The Simple Participants are young children who have come to enjoy the camp. They do not have a turn at night and their role is to observe the debates in order to help the whole camp by unmasking the Opponents of the Camp. **The Simple Participants take part in the camp debate**



The Bugler

The Bugler wakes up the other camp participants with his bugle. Every morning he finds out the identity of a simple participant starting from his left. The GM points to the player without showing the card. The Bugler card can only be used if there are several Simple Participants in the camp (ideally 3 or more). **The Bugler discovers the identity of a new Simple**

Participant each night.

VARIATION: Also tell the player with the Bugler card the other roles of the participants without showing him cards such as the Candidate for the Promise, the Choleric and the Saboteur. This will make their task more difficult by not providing a precise information about the person you are going to show them. Do not give any indication as to the affiliation of the participants.



The Group Leader

The Group Leader (GL) is in herself a symbol of innocence. After many years of being a leader, she gradually rose through the ranks before becoming the leader without whom her group would not exist. The exemplary behaviour of the GL makes it unthinkable that she is an Opponent of the Camp. The GL's card

has the same design on both sides to prove to the whole camp her innocence. The Group Leader has no role at night.

The Group Leader is innocent from the start of the game; she flips her card to reveal her identity and plays as if she were a Simple Participant.



The Camp Pharmacist

The Camp Pharmacist is able to decide whether a participant should be removed from the camp for health reasons or whether they should remain at the camp. Each night she wakes up to find out who the Camp Opponents have nominated. The Camp Pharmacist then has different options :

- She prevents the player from being kicked out of the camp (she can also protect herself) And / or
- She decides to send someone else.

The Camp Pharmacist can perform each of these two actions once in each game. She can, of course, do nothing or do both at the same time. Children taken from the camp by the Parents of Children and participants airlifted to hospital by the Emergency Helicopter Pilot are not reported to the Camp Pharmacist under any circumstances. **The Camp Pharmacist wakes up each night to find out the identities of the player(s) selected to be sent home and may choose to act once in the game by keeping the player(s) in the camp. She may also send another player out of camp.**

Variation: If there are more than 20 people, allow the Camp Pharmacist to take each of her actions twice.



The Wounded

The Wounded is a participant who had a minor accident on the first day of camp and has been under the care of the Camp Pharmacist ever since. The Wounded is protected from dismissal by the Camp Opponents as long as the Camp Pharmacist is present.

However, if the Camp Pharmacist is removed from the camp by the Camp Opponents, the Wounded Person, who can no longer be looked after by the other leaders, returns home immediately. If the Camp Pharmacist is sent home during the vote with the participants, the Wounded immediately reveals his role by turning over her card so that he/she is cleared in the eyes of all. The Wounded can be sent home by the vote of the participants even if the Camp Pharmacist is still there.

Please only play the role of the Wounded if you are playing with the Camp Pharmacist. And be careful that the Camp Opponents do not send her away while the Camp Pharmacist is active.

The Wounded is protected overnight as long as the Camp Pharmacist is present at the camp site. If the Wounded is sent home during the camp vote, he/she is cleared. If the Camp Pharmacist is sent home, the Wounded is also sent home.



The Cousins:

The Cousins tell each other everything. They know all the gossip in the camp. They may even know things before they happen. Every night, the Cousins get up and can find out the secret identity of a participant. **The Cousins nominate to the GM a player whose secret identity they want to know. The GM will show the player's card to the Cousins.**



The Special Needs Scout

The Special Needs Scout (SNS) uses a wheelchair. On his way back to his tent in the evening, he gets stuck in the mud. Another person passes by and comes up to him; the SNS points out to the GM which player should come and help him out.

The GM will show the SNS the player's card. If the player who comes to pull the wheelchair out of the mud is a Participant, they are protected for the night. However, if they are an Opponent of the Camp, the player will wake up the next day with two votes against them.

The GM will place the special SNS tile in front of the player so that all participants rising after them know the nature of the player's role. The SNS can designate the same person as many times as they wish, and on more than one night in a row.

The SNS designates a person to the GM to show them their role. If the player is a Camp Opponent, the GM places the special tile in front of the player. If it is a participant, the player is protected for the night.

INFO: The Scouts with Special Needs organise Scouting activities for children and young people

with mental, physical or multiple disabilities. The programme is adapted to their needs and is based on the foundations of the Swiss Scout Movement. It encourages the participants in the most individual way possible. They are given the opportunity to discover the world, to ask questions and to experiment.



The Guardian Angel

The Guardian Angel can choose one person each night to be protected from being kicked out of camp for the night. The Guardian Angel may not protect the same person two nights in a row to prevent the camp from finding out whose Guardian Angel she is.

If the Camp Opponents have chosen to remove the person protected by the Guardian Angel, it is very important that you still tell the Camp Pharmacist and the Camp Manager about the person threatened with removal. **The Guardian Angel protects a player from dismissal by pointing them out to the GM. The Guardian Angel can protect herself, but cannot protect the same person two nights in a row.**

INFO: During the “Flambeaux” summer camps, young people regularly like to play the Guardian Angel game: each participant draws lots for another person from the camp to whom they must anonymously do small services during the camp, such as washing the dishes. In France, this game may be called «Cacahuètes» (literally “peanuts”).



The Comb Leader

The Comb Leader is responsible for his pack. He has been chosen to hold this position. The Comb Leader likes to have fun imagining children in love. On the first night, the Comb Leader wakes up and chooses two people to be in love during the camp.

If one of the lovers were to be expelled from the camp, the other would immediately follow. Under no circumstances can the lovers refer to each other as being suspected of being Opponents of the Camp. If the two lovers are not in the same camp, they lose their initial objective, which becomes being the last members present at the camp site. The lovers then win the game. **The Comb Leader designates two players to the GM on the first night and then goes back to sleep. The GM will touch the heads of the two people who will become a couple**

VARIATION: If you are playing in large groups, allow the Comb Leader to create a couple each morning. This will shorten the games a bit and make for some serious laughs.

INFO: The pack is a small group of about six participants who are between 7 and 11 years old. In the Flambeaux movements, the names given to the children are Petits-Flambeaux for the boys and Petites-Flammes for the girls.



The Wild Camper

The Wild Camper has decided to take his trapper’s certificate during the camp. He must therefore sleep one night alone, outside the camp, with the minimum of equipment. At night, from his location, he can observe the camp and he sees the Opponents of the Camp gathering.

The player with the Wild Camper card is allowed to observe the Camp Opponents, but they must be discreet because if the Camp Op-

ponents realise they are not one of them, they will immediately order them to be sent home and the Camp Pharmacist can do nothing. **The Wild Camper can observe the Opponents in the Camp when they wake up but must not be caught.**



The Y&S Coach

The Y&S Coach has come to inspect the camp and see if everything is going well. As he quickly notices that nothing is going well and that some of the leaders are not doing what they should be doing, he stays in the camp in order to indicate, by a grunt of discontent during the morning assembly area, if an Opponent of the Camp is sitting next to him.

The GM, can use the following phrase to clarify: «The Y&S Coach points out to the rest of the camp that there is a Camp Opponent. This tells all players that a Camp Opponent is sitting next to the Y&S Coach. For the next night, the GM will consider the person next to the one who was just sent off to be the person next to the Y&S Coach. **The GM tells the whole camp in the morning if the Y&S Coach is next to an Opponent in the Camp.**

INFO: Y&S: abbreviation for Youth and Sport. The Y&S Coach (in Switzerland) or Y&S Inspector (in France) is a person external to the camp who has the appropriate training to follow the course of the camp and its activities. In Switzerland, if the Y&S Coach accepts a camp, it receives a subsidy from Youth and Sport, but this requires a thorough preparation of the activities.



The Choleric

The Choleric is an angry participant. When the Choleric is kicked out of the camp, he loses control and forcibly takes a participant of his choice with him..

VARIATION: If you are playing the variation where the Cook helps the Choleric with his mood swings, wake them up each night so that they can talk quietly. The Cook can also guide the Choleric in choosing a participant to take with him when

he is sent away.



The Little Sister

When the Little Sister is sent away from camp at night, her parents come to collect her in the morning. As they do not wish to make any further journeys, they take her older brother with them, who is the first Opponent of the Camp to the left of Little Sister.



The Patrol Leader

The Patrol Leader is a teenager responsible for her patrol.

If, during the vote of the participants, there is a tie between several players, the Patrol Leader chooses to take the penalty for herself, to let her patrol enjoy the camp. The Patrol Leader is then dismissed from the camp.

INFO: Patrols are groups of approximately 8 «Flambeaux» between the ages of 11 and 16. Each patrol is led by a Patrol Leader and a Deputy Patrol Leader, commonly known as the High Patrol Leader. The members of a patrol all have a specific function: Cook, Reporter, Nurse, Animator, etc...



The Assistant Leaders

The Assistant Leaders are young leaders, still in training. Because of their lack of experience, the first time the Assistant Leader is kicked out of camp, they turn in their card and lose their vote. **The camp must then vote against them a second time for them to be effectively expelled.**



The Susceptible

The Susceptible is a young woman who constantly doubts the choices made by the camp leadership. Once she insists so much to the leaders that she wants to re-do a vote, that the leaders agree.

The Susceptible can only tell the GM once at the beginning of the night that she wants to re-vote all the players, and the whole camp wakes up to vote again before going back to sleep.

The Susceptible indicates once in the game to the GM a vote to be re-done. The camp wakes up and votes again.



The Assistant Camp Manager

The Assistant Camp Manager works with the Camp Manager. He notices that there are some strange behaviours within the leadership team and decides to conduct his own investigation. To do this he will, each night, designate one person to the GM. If there is at least one Camp Opponent among the designated person and their two neighbours, the Assistant Camp Manager will continue his investigation the next day. If not, he will not start again the following nights but will know the identity of three loyal leaders. **The Assistant Camp Manager nominates a player to the GM. The GM tells him if there is a Camp Opponent between that person and their two neighbours. If there is indeed a Camp Opponent, the Assistant Camp Manager continues the next day, otherwise he stops waking up.**



The Communication Officers

Special role with the «communication» expansion. Without the expansion, this card can be played as a simple participant. The Communication Officers want to understand why so many participants are being sent away from the camp. They then use their function to communicate with the kicked-out participants using the special Communication cards. Each night, the GM hands the player holding the Communication Officer card 3 Communication cards to choose from. The GM places the chosen card in the middle of the group so that in the morning, the chosen card is read by the person to the left of the last dismissed player and the participants dismissed from the camp will have to answer the question asked only with Yes or No. **Once the players have answered, the GM discards the card (they do not put it back in the deck until the end of the game and shuffles the remaining pack of cards for the next night). The Communication Officers choose a Communication card to be read by the whole camp. The dismissed player(s) answer the question.**



The Brigade Leader / National Coordinator

The Brigade Leader (CH) and the National Coordinator (FR) are responsible for an instance of the “Flambeaux”, in Switzerland for the French-speaking Team, in France for the National Team.

They came incognito to the camp to visit it without being recognised. If they are sent away during their visit, all the participants, in shock, forget to wake up at night to carry out their secret tasks. Only the Camp Opponents and the Loners & Ambiguities still wake up at night to pursue their cause. **If the Brigade Leader or National Coordinator is dismissed, the Participants will not wake up for the next night.**

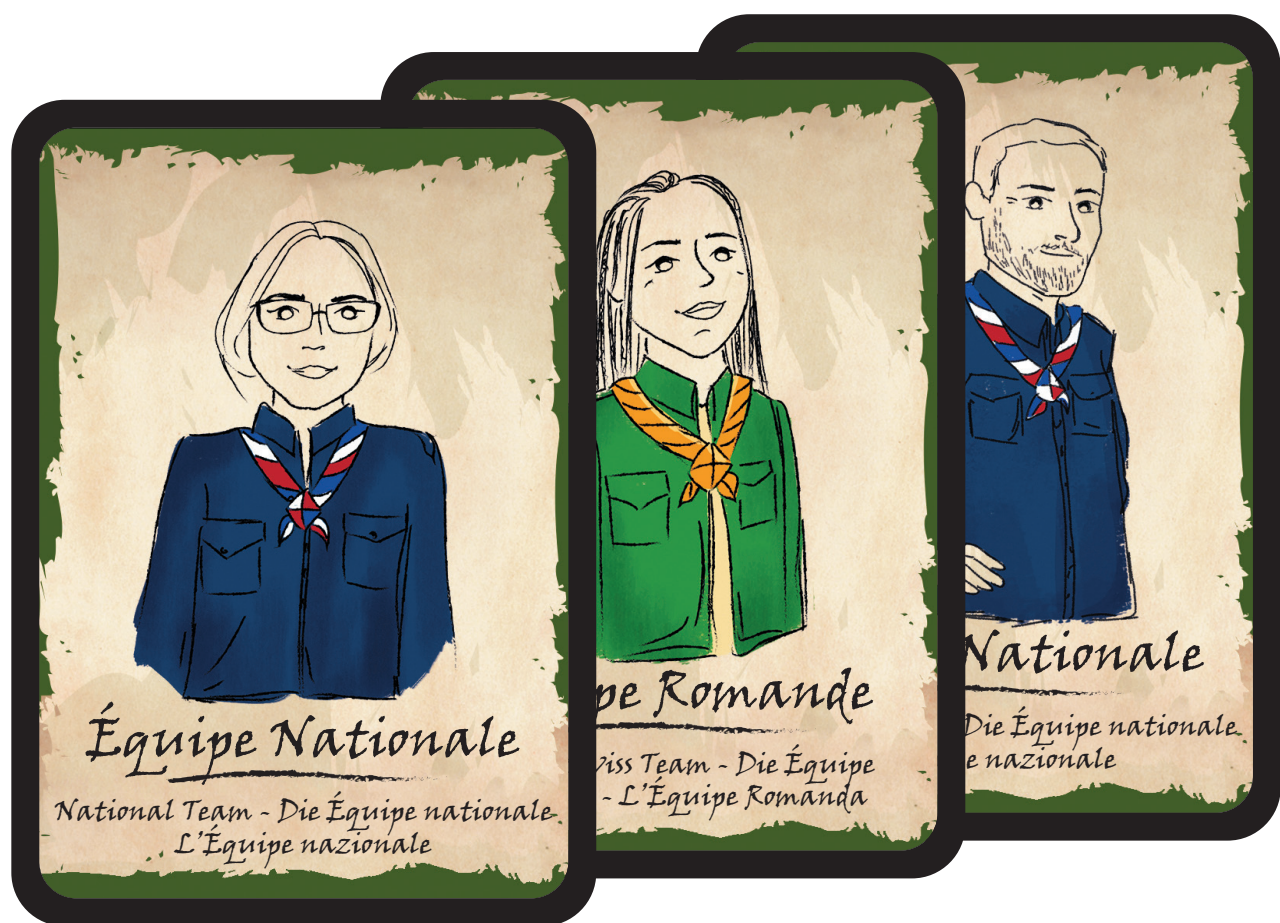
VARIATION: Instead of removing the roles of the participants for one night only, remove them for the rest of the game.

INFO: In Switzerland, the “Flambeaux de l’Évangile” brigade is made up of an office responsible for the vision of the movement, the Brigade leader, and an operational team, supported by a Communication Officer. All these people work together to help the local groups in their activities, their communication, and to accompany them in when setting up new groups. In France, these bodies are called the Board of Directors and the National Team. Three employees work for the movement: a National Coordinator, a Development Officer and a Secretary.



The High Master

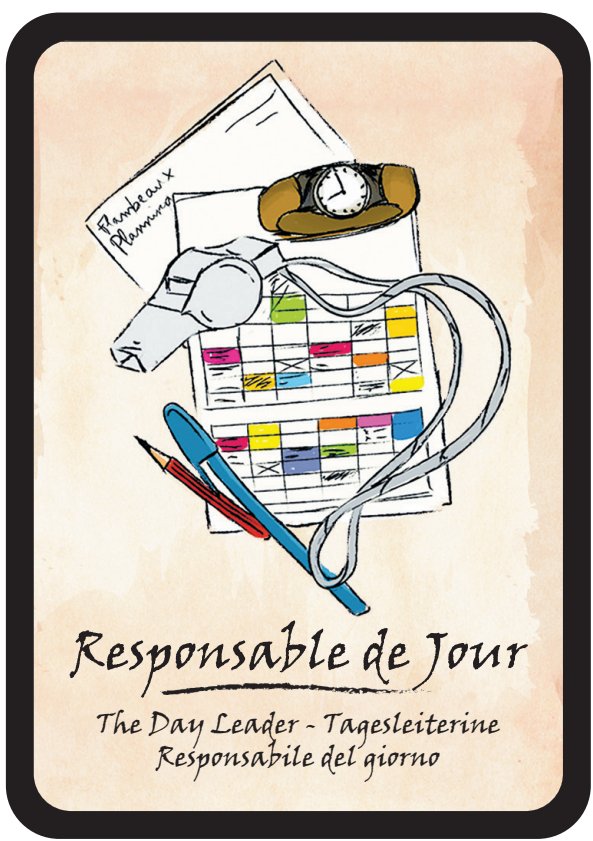
The High Master (CH) or the Directorate (FR) are the leaders in charge of the organisation of the camp. **Every night, two of the members of the office of the High Master meet in secret to discuss the crisis situation in the camp. The GM gives them about one minute each night to talk discreetly.**



The National/Romande Team

The National (FR) or French Swiss (CH) Team consists of three people working for the good of the Brigade. **Each night, the three members can see each other and have about 30 seconds to make decisions on who to send back.**

INFO: In reality, National Teams are composed of more than three people.



The Day Leader

The Day Leader is a leader appointed at the beginning of the camp by all the participants to manage the time and activities throughout the day.

In the event of a tie in the participants’ vote, her vote counts double. If the Day Leader is dismissed from the camp, the camp appoints a new Day Leader.

The designated player then places the Day Leader Tile in front of his or her own card.

The Loners and Ambiguous



The Greenhorn

The Greenhorn is so starry-eyed when she looks at the other participants that she would do anything to take their role. So, at the beginning of each night, the Greenhorn can tell the GM which player she would like to take the role of. The GM then swaps the two cards and touches the head of the imitated player, who will be a Simple Participant until the next night when the new player with the Greenhorn's card will in turn designate a player whom she would like to imitate. If the imitated person is in a couple, they remain in the couple. **The Greenhorn indicates each night a player she wishes to impersonate to the GM. The impersonated player becomes a Simple Participant for the rest of the night. The new Greenhorn will impersonate a new player the following night.**

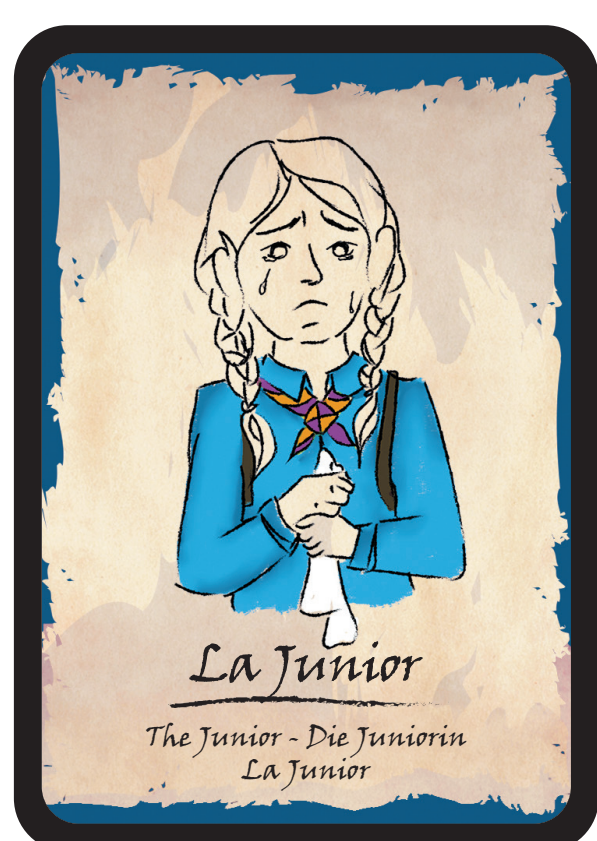
VARIATION: Only allow the Greenhorn to impersonate a role for the first night, then the impersonated player will be a Simple Participant for the rest of the game. This saves time in long games. If the role of the imitated person has a unique ability (Camp Manager; Camp Pharmacist), the GM may choose to take the role as it was at the start of the game or keep the ability state.



The Shapeshifter

The Shapeshifter wakes up during the first round to choose one of the three face-down cards shown to him by the GM. The Shapeshifter will then have the identity of the role on the card he has chosen for the rest of the game. The Shapeshifter does not exchange his card in order to confuse the Cousins and the Scout with Special Needs. **The Shapeshifter chooses a role from three cards at the beginning of the game.**

VARIATION: Instead of keeping the chosen role for the whole game, let the Shapeshifter change roles at the beginning of each night.



The Junior

Junior is a participant who cannot bear to be separated from her parents. As soon as her parents have left her in the care of those in charge, she is already feeling bored. Her goal is to get home as soon as possible. **Junior wins the game only if she is sent back on the first night or the first vote of the camp.**



The Scout Section Leader

The Scout Section Leader (SSL) cherishes her unit with all her heart. During the camp, the SSL realises that the Opponents of the Camp want to expel all the participants including her section, which is unacceptable to her. So, the SSL comes up with a terrible plan to expel all participants who are not part of her unit. If the SSL succeeds, she wins the game. The section of the SSL is defined at the beginning of the game by the GM by creating two distinct groups (e.g. those wearing a cap/no cap, wearing glasses/no glasses, etc.). The Scout Section Leader must convince the participants during the camp votes to send away all those who are not part of the sec-

tion to which she belongs. She does not wake up at night. **The Scout section Leader must convince the side to send back the players who are not part of her section. She wins only if she succeeds in this.**

INFO: «Scout» is both the term for all age groups and the name given to the 11–16-year-old age group, who are called “Flambeaux” (male) or “Claire-Flammes” (female) in the Swiss and French “Flambeaux” movements.



The Band

The Band of the camp is made up of musicians (guitar, bugle, djembe, etc.). Several times a day, they play their instruments. Their goal is to get an annoying song stuck in the heads of all camp participants. To achieve this and to make sure that everyone hears it, the Band will wake up TWO players each night to play their song, pointing them out to the GM, who will touch the heads of the designated players. Then the GM will ask all the players who have heard the nightly music since the start of the game to wake up, they will recognise each other, and then go back to sleep. The Band win the game if, and only if, they manage to make all the participants still present in the camp hear their music.

The Band nominates two people per night who hear the music they are playing and win when all the remaining players have heard the music.

TIP: To be able to use the Band card in a small group, alternate the number of players the Band can play the night song to: one night 1 participant, the other night 2 participants.



The Camp Visitors

The Camp Visitors are a family on holiday in the vicinity of the camp who wish to discover scouting. Once in the game, following the vote of the participants, the Camp Visitor player can indicate to the GM at the beginning of the night that they wish to swap places with the dismissed participant. The Camp Visitors then swaps his or her card with the dismissed player. The rest of the camp must not know that Camp Visitors has used his or her ability, and the GM must continue to call him or her at the beginning of each night to maintain the illusion. **Each night, as long as the Camp Visitors has not used their ability, the GM shows them the card of the last one sent back and the Camp Visitors can get that role back.**

VARIATION: Leave the roles of the dismissed players blank to maintain some suspense as to which role the Camp Visitors will pick up.

VARIANTS FOR GM

In the list below, you will have several interesting variants to spice up your games. Although many of the details have already been mentioned in the rules, here you will have nine variants.

Moonlight

Stand outside under the starry sky, with the players standing in a circle around the GM. Place a small lighted candle in front of each player. From

now on, every morning the GM blows out the candle of the person sent away from the camp, and every evening, after the vote of the participants, the player sent away blows out his or her own candle.

The darker it gets, the more the remaining players will be visible with their little light.

You can also increase the difficulty by asking the Opponents of the Camp to extinguish the candle of the person they have chosen to send away from the camp. WARNING, if more than one candle goes out, there is no person being sent away.

If you don't have enough candles, try using the players' torches (pointing the beam upwards so as not to hurt the eyes of the players in front).

The Community of Participants

When you are a large group, you can create several camps. Ideally, you should space the camps apart outdoors and play with one camp per room indoors.

Each camp requires a full game and a GM, although you can run a Day/Night session for all camps simultaneously.

Games are played normally, but players may decide to leave their camp at any time during the game, except during the night and if they have been kicked out of their camp.

The player who decides to leave their camp leaves the circle with their card which they keep secretly. They join another camp of their choice during the day and will have to wait to be allowed to come.

To avoid too much chaos, the organisers may decide to limit the number of people coming and going from one camp to another (e.g. no more than 2 departures per camp).

It is possible that there are several identical characters in a camp, or even that the Camp's Opponents desert a camp they have deemed too dangerous. The GMs then decide whether the participants win the game or whether the camp is infected by the Gastro Epidemic (see below).

In any case, it's definitely not this one

All the participants stand up. Then the neighbour to the left of the last player to be removed from the camp nominates a participant who they guarantee is innocent. This first voter remains standing. They must in turn be cleared if they want to stay in the camp. If a loop is created and the first voter is cleared when only one person is left standing, start again with the first person standing to the left of the person who voted. The person who is cleared sits down and then names a person they want to clear who will also sit down. This continues until the last player standing is removed from the camp. Of course, the debate remains open during the vote.

BEWARE, the Opponents of the Camp can easily clear each other's names and stay in the camp to act. So be careful with the votes of the participants.

Walls-Walls

Before the night, the camp participants usually go to see the small anonymous messages written on the paper in front of the kitchen tent.

Each participant still in the game writes a short sentence of their choice on a piece of paper and gives it to the GM. The author of each graffiti must remain anonymous, but everyone is free to write whatever they want (warnings, comments, denunciations, compliments, etc.).

When the GM has collected all the papers, he or she reads them out of order. The participants can then go to sleep with their minds spinning with these little messages.

Remember to use the same paper for everyone so that clever kids can't guess the author by recognising the paper the message is written on.

Double «I»

The Double «I» variant can be played in two version, a simple one and a more complicated one :

A) THE SIMPLE VERSION :

This variant allows everyone to play a real role, with their character visible to everyone (chosen from among the Participants or Lone Players). The GM hands out these cards face up.

The GM then deals each player a second card, which remains secret, being either an Opponent of the Camp or a Simple Participant. Each player keeps this second card secret until they are dismissed. This card tells the player which group they belong to.

B) THE COMPLICATED VERSION :

Prepare the cards, shuffle them, and then deal two cards face down to each player. These cards will remain secret.

Big Camp Party

During the Big Camp Party, the cooks prepared a lot of very good food such as marshmallows. Unfortunately, the marshmallows have left side effects all over the camp. Incorporate the following changes into the game (note that it is best to play with more Camp Opponents in this version; also, it is not compatible with Camp Buildings):

Opponents of the camp: may only send away participants who are neighbours of one of them, the same rule applies to the Emergency Helicopter Pilot .

The Cousins: can't hear gossip very well anymore, so the GM will show the Cousins 3 cards, the selected player's and their two neighbours', making sure that the Cousins can't tell which one is whose.

The Choleric: must take one of his two neighbours home when he is sent away.

The Wild Camper: falls asleep a bit early, only waking up to spy on the Camp Pharmacist.

The Day Manager: shall vote alone before all other participants

The Patrol Leader: is not sent back in place of a tie, but in place of one of her two neighbours if they are eliminated by the camp vote.

The Camp Pharmacist: can no longer read the medicine leaflets correctly, nor can she apply bandages properly, so every night she throws two coins in the air to find out her diagnosis.

If both coins are heads: the Camp Pharmacist applies the correct treatment and the participant is not sent home.

If the first coin shows heads and the second tails: the Camp Pharmacist makes a slight mistake in the dosage of the medicines and the participant can stay in the camp, but they are not well enough to keep their former duties, so they turn into a simple participant.

If the first coin is heads and the second is tails: the Camp Pharmacist gives the wrong medicine to the participant; the product being so bad, the poor participant decides to switch sides and sabotage it. From that night on, the player in question becomes a Camp Opponent.

Both coins show tails: the participant is dismissed from the camp because the Camp Pharmacist does not know what to do about their illness.

Coins can be replaced by any other object with 2 distinct sides.

The Guardian Angel: cannot protect herself or one of her two neighbours.

The Band : may only play their music to one participant at a time.

The Stomach Flu Epidemic :

This variant, to be the most interesting, must remain secret. This is why it has been coded.

In this variant, the GM does not put in any Camp Opponents as the camp is suffering from a stomach flu epidemic. The GM will decide which players will be sent away each night until all the participants are sent away (which is very rare). In order to win, the participants must clearly state that there is a gastro epidemic in the camp. The variant makes sense if the participants are not aware that there are no Camp Opponents.

Convincing sabotage :

The opponents of the camp have decided to change their approach. They no longer send the participants away but convince them of their plan. Each player designated by the Camp Opponents is no longer dismissed, the GM will touch the player on the shoulder to let them know that they have been convinced. The convinced participant immediately loses their special abilities and will remain anonymous to the rest of the camp. As the camp progresses, more and more people will be convinced. Please note that if a convinced participant is kicked out of the camp during the participant vote, all other convinced participants go home immediately. The Opponents of the camp win if they can convince the second last participant.

Events : (available only with the extension)

Every morning except the very first, an event will disrupt the quiet routine of the camp. Shuffle the Event Cards and place them face down in a deck among the players. From the second day onwards, every morning, the last participant to be dismissed reads the top card out loud. The event is set up. Events can be temporary or permanent, immediate or delayed.

TIP: An experienced GM can sort their cards according to their preference to organise a personalised game. They can also select cards with permanent effects and apply them at the start of the game.

Werewolf Game *Equivalencies* :

For players familiar with the base game «Werewolf,» here is the correspondence between the characters:

Base Game :

The Choleric = Hunter

The Comb Leader = Cupid

Dissatisfied Leaders = Werewolves

The Wild Camper = Little Girl

The Camp Pharmacist = Witch

The Greenhorn = Thief

The Cousins = Seer

New Moon Extension :

The Brigade Manager = Elder

RP = Scapegoat

The Assistant Leaders = Idiot of the Village

The Band = Piper

Ange gardienne = Savior

The Village Extension :

RU = Abominable Sectarian

Junior = Angel

The little Sister = Knight with the Rusty Sword

Cuisinier = Wolf-Dog

Boute-en-train = Actor

HM = Two Sisters

Prometante = Wild Child

Parents des enfants = Big Bad Wolf

Responsable de camp = Infectious Father of Wolves

Susceptible = Stuttering Judge

Coach JS = Bear Tamer

Responsable de camp adjoint = Fox

Visiteur de camp = Devoted Servant

ER = Three Brothers

New Exclusive Roles :

Bugler

Wounded
Helicopter Pilot

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**« Shine like Torches in the world carrying
the Word of Life ! »**

Philippians 2:15

