

A digital illustration of a winter night scene. In the foreground, a bright campfire with orange and yellow flames sits on a patch of snow. To the left, a tall, dark evergreen tree stands. In the background, a line of trees is silhouetted against a vibrant sunset sky. The sun is a bright yellow circle partially obscured by trees, with large, billowing clouds in shades of red, orange, and pink. The overall atmosphere is serene and cozy.

Lone Bear Sky Rules

Introduction

Lone Bear Sky is game that started as a campfire poem - a way for people to connect with family and friends around the campfire with a new story, not just the old bland ones that are repeated at every fire setting. This game comes with a copy of that poem. Feel free to throw it in your backpack on your next outdoor adventure, or story time in the living room. It's a unique story blend of ancient old west American lore and suspense thriller action. Lone Bear Sky is a trilogy, there are 3 interconnected campfire poems that you can grab for even more campfire stories. This game is based solely on the first poem. There are fun and exciting plans in the works for the next two campfire poems!

In the card game Lone Bear Sky, you play as a lost traveler who unknowingly summoned a powerful ancient creature - Lone Bear Sky. This fire bear was once an ancient inhabitant of the ancient America. In exchange for saving your life, this bear has tasked you with finding travelers and banishing them from his land. This game is a deck building to banishing, hand management, recall, token snagging, push your luck game.

If you would rather watch a how to play video, we've got you covered. just follow this QR code and it will walk you through set up and how to play.





Set up Continued

Shuffle the Lone Bear Sky deck and stack it in the game area. Draw the top five cards of the Lone Bear Sky deck and place them face down in a row. This is the Lone Bear Sky Row. Place all the gold and greed tokens in the gold/greed bag and place it in the game area. Place the adventure dice in the gameplay area. Place the number of banished campsite tokens in the play area according to the table below:

Number of players	Banished campsite tokens in play
2	5
3	7
4	8
5	9
6	10
7	11
8	12

* This table may be adjusted for longer or shorter games. The rest of the banished campsite tokens are returned to the box.

Adventure Dice

The adventure dice sides are explained below:



Gain any traveler for one turn. A value of 3 is used for duels



Gain any traveler for one turn. A value of 4 is used for duels



Gain ash, wood, or flame for one turn. A value of 2 is used for duels



Gain ash, wood, or flame for one turn. A value of 6 is used for duels



Summon Lone Bear Sky at any point during your turn. A value of 1 is used for duels.



Take a gold from the gold/greed bag. A value of 5 is used for duels.

Gold/Greed Bag

The Gold/Greed Bag contains both gold and greed tokens. The three types of gold and greed tokens are explained below:



Take this gold token and add to your gold pool.

Greed Tokens:



Remove one gold you own and place it in the gold/greed bag. This token is also returned to the gold/greed bag.



Remove all gold you own and place in the Gold/Greed bag. This token is also returned to the gold/greed bag.

Campfire Deck Overview - Travelers

Players build campsites, play action cards, and summon Lone Bear Sky to banish travelers from his land and consume their campfire. Create campsites by attaching at least 2 travelers to a campfire card in the play area. A campfire may also be created by using wood and flame cards. There are three types of travelers: Settlers, Prospectors, and Adventurers. Two different traveler types may not occupy the same campfire. A traveler is not a traveler in your hand, only when played. More than two of the same travelers may be connected to a campfire. Players may move identical travelers from one campsite to another of the same type. This action counts as one card played. A campsite is only a campsite with two applicable travelers attached to a campfire. Each campsite gives you the following perks:

Adventurers campsite perk:

Roll the adventure dice once during your turn. The actions do not carry over after the player's turn.



Prospectors campsite perk:

Draw from the gold/greed bag once during your turn.



Settlers campsite perk:

Look at one Lone Bear Sky row card once during your turn.



Traveler Perks

Perks

Perks are stacked in multiples of 2 at each campsite. Four travelers in a campsite allow 2 of the applicable perks and so on in multiples of two.

EXAMPLE

You have one campsite with 5 prospectors. You may draw from the Gold/Greed bag twice per turn (one draw for every multiple of 2 prospectors).

EXAMPLE

You have a campsite with 4 settlers. You may look at 2 Lone Bear Sky Row cards once during Your turn.

EXAMPLE

You have a campfire with 1 Settler, another campfire with 1 Adventurer and a lone prospector with no campfire attached to it. You don't receive any perks.

The rest of the campfire deck are action cards that allow you to perform various abilities. These cards may be played according to the card text.



Not allowed; different travelers!



Lone Bear Sky and Banishing Campsites

Wood, Flame, and Ash cards are needed to summon Lone Bear Sky. Lone Bear Sky is immediately summoned after these cards are played. Only players who have summoned Lone Bear Sky are able to banish campsites.

When a player summons Lone Bear Sky, that player first chooses to have none, or any number of their campsites banished. If a player banishes multiple campsites in one turn, that player must choose and resolve as many Lone Bear Sky row cards as campsites banished. Only campsites may be banished, and all travelers and the campfire connected to a banished campsites are discarded. After resolving all applicable Lone Bear Sky row cards, they're discarded. The player now gains a banished campsites token for each banished campsites. Played wood, flame, ash and campsites cards are discarded. Banished campsites tokens are only given after all applicable Lone Bear Sky Row cards are resolved.

A player who chooses not to, or can't, summon Lone Bear Sky on their turn must choose and resolve one Lone Bear Sky row card. This may happen any time during a turn and may lead to additional possibilities. Any possible actions may be taken after summoning Lone Bear Sky if applicable and possible (e.g., if you have not resolved 5 cards that turn and can play additional cards as a result of resolving a Lone Bear Sky Row card).

Example

You summon Lone Bear Sky by playing wood, flame, and ash cards and choose to have 3 campsites banished. You choose one Lone Bear Sky row card, resolve it; chooses another, resolve it; chooses another, and resolve it. All chosen row cards are now discarded. You now replace each resolved Lone Bear Sky row card from the Lone Bear Sky Deck. You now gain 3 banished campsites tokens.



Gameplay Interaction Rules

- If a card has a player take an action on “player(s)” and multiple players fit the criteria, the player may take that action against all those players. Each player during a 2-player game is both on each others left and right.
- If a player receives a traveler from another player, it is attached to an existing campsite of that traveler type or sits in the play area without a campfire until one is created for it.
- All lost (not stolen) gold is returned to the gold/greed bag.
- You may lay down any part of a campsite, i.e., a campfire or one or more travelers.
- Discards include both campfire cards and Lone Bear Sky Row cards. Cards are discarded face up.
- If the campfire deck or the Lone Bear Sky Deck is depleted, shuffle the discards and continue playing.
- It is possible to have more Banished Campsite tokens in play at the end of the game then what is required to end the game. An example is when a player summons Lone Bear Sky to banish multiple campsites and only one more banished campsite token would end the game. That player may count as many banished campsite tokens as campsites banished when adding up victory points at the end of the game. Banished campsite tokens are only given after the player resolves as many Lone Bear Sky Row cards as campsites banished.
- Campfire Cards that protect either gold, travelers, or banished campsite tokens do not count towards a players 5 card limit. These cards are: Only Nature Now Can Know, Warmth and Relief, Fires Glow (only when played to protect a gold), Find his Lot (only when used to protect gold), Match, and Departure Plan (only when used to protect a banished campsite token)
- Campfire cards that have words in all caps are terms defined in the 'Definitions' section of this rule book.



Gameplay

7 campfire deck cards are dealt to each player. Decide who plays first. Each player plays up to 5 cards on their turn. Choose and resolve a Lone Bear Sky row card if you did not summon Lone Bear Sky on that turn. draw enough campfire cards to bring your hand up to 7 at the beginning of each turn. A player may discard up to 3 campfire cards during a turn. These cards count towards the 5 card limit.



Ending your turn

A turn is over after all campfire cards that are desired are resolved as well as all applicable Lone Bear Sky row cards are resolved. it is possible that resolving a Lone Bear Sky row card leads to additional possibilities for more campfire cards to be resolved.



Ending the Game

The game ends when the banished campsite tokens pool is depleted. Determine the winner by counting total victory points with each gold worth one victory point and each Banished Campsite Token worth 2 victory points. Ties are broken using the following priority: most banished campsite tokens, most gold, the player with the least amount of campfire cards in their hand.

Acknowledgements

Character and Lone Bear Sky by Anjieneth Cailo (artist handle ohr.eo)

Landscape art and graphic design by Travis Tibbs.

Icons



Ash



Lone Bear Sky



Playing this card does not count towards the 5 card limit. This is applicable to protective cards and actions taken outside a turn.



Settler traveler type



Flame



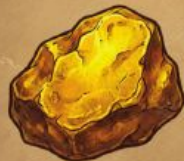
Banished Campsite Token



Adventurer traveler type



Wood



Gold



Wild traveler



Prospector traveler type

Definitions

Campsite

A campfire connected to at least 2 travelers of the same type. When a campsite is banished, all travelers are banished with it. Any element of a campsite may be played individually.

Campfire

Required element for a campsite. May also be created using flame and wood cards.

Traveler(s)

Prospectors, Settlers, or Adventurers. Only Traveler cards in the play area are considered travelers. Not in your hand.

Adventure Campsite

A campfire and at least 2 adventures. This campsite allows the player to roll the adventure dice once per turn. The perk gained from the dice does not carry over between turns.

Prospector Campsite

A Prospector campsite consists of a campfire and at least 2 prospectors. A campsite allows the player to draw from the gold/greed bag once per turn.

Settler Campsite:

A settler campsite consists of a

campfire and at least 2 settlers. This campsite allows the player to look at one Lone Bear Sky Row card per turn.

Resolve a card

Take the action stated on the card. Resolved cards are placed in applicable discard piles.

Lone Bear Sky's Deck

Cards that are placed face down in a deck next to Lone Bear Sky.

Replenishes resolved cards in Lone Bear Sky's row.

Lone Bear Sky's Row

Cards in a row in front of Lone Bear Sky and in a specific order that does not change, unless through resolving a card. Resolved Lone Bear Sky's Row cards are placed in a separate discard pile next to Lone Bear Sky.

Duel

A duel involves each applicable player in the duel rolling the adventure dice with the highest number rolled winning the duel and collecting the stated reward(s). Ties re-roll.

Summon Lone Bear Sky

Lone Bear Sky is only summoned to banish campsites by playing Wood, Flame, and Ash cards simultaneously.

Only banished campsites from summoning Lone Bear Sky receive a Banished Campsite Token.

Banish/Banished

To move a Campsite to the discard after summoning Lone Bear Sky to scare those travelers from his lands. Each Banished Campsite is traded for one Banished Campsite Token.

Look

Look/inspect a card without showing other players.

Flip

Flip over card(s). Must be visible to all players.

Reveal

Show a card(s) to another player(s).

Game Pool

The area that contains the total Banished Campsite Token storage for the game. When a player loses a Banished Campsite Token, it is returned to the game pool.

Victory Points

The value used to determine the winner of the game. Each gold is worth one victory point and each banished campsite token is worth two victory points.

Player Aid

