

## END OF GAME

If you draw *The Weekend* card, you must reveal it immediately, then draw a replacement. This is the final round of the game. The game ends after the last player in turn order—the player to the right of the junior counselor—has taken their action.

*Special note: When *The Weekend* card is revealed, players are not obligated to keep an order card during a **TAKE REQUESTS** action.*

Any unfulfilled orders in hand must be paid off. Spend the amount of money in the bottom left corner to the bank and return the order card to the deck.

Players total the points on their completed orders. Any uncompleted (and unpaid) orders count as negative points. The player with the most points is the winner.

In the case of a tie, the tied player with the most money is the winner.

If still tied, the tied player with the most completed orders is the winner.

If still tied, play again.

## OTHER STUFF

### HAND LIMIT

You are not allowed to hold more than 3 order cards at a time. If you are at your limit and another player **TAKES REQUESTS**, you must discard the card you draw. You may not elect to keep it and discard an order card already in hand.

*You may not lead the **TAKE REQUESTS** action when you already hold 3 order cards.*

Cards with an **INSTANT** effect are resolved as soon as they are completed.

*Note that you do not discard or play the card to gain an ability. You must fulfill the order card in order for that ability to take effect.*

*Whenever an order card contradicts the rules, the order card takes precedence. Whenever a card says "someone" or "anyone," this refers to any player, including the player the card belongs to.*

### ORDER CARDS

Order cards are kept secret from other players. When you fulfill an order, place the order card face up in an individual pile. Many of the order cards have a special ability, which remains in effect for that player as long as the text is showing.

### CARE PACKAGES

When a player draws the *Care Packages* card, they must reveal it immediately. Pause the game and add the listed goods (from those set aside) to the market. Then, place the *The Weekend* card beneath the order card deck. The player that drew the card then draws a replacement and the game continues as normal.

## CONTACT INFO

If you wish to contact me with questions or comments, please don't hesitate. I can be reached any of the following ways:

**EMAIL** citylimitgames@gmail.com  
**BGG** Zepheus  
**REDDIT** Zepheus

# BUMMER SUMMER CAMP RULES

## SET-UP

Set aside the cards *Care Packages* and *The Weekend*. Shuffle the order cards. Depending on the number of players, you will only use a certain number of cards. Count off the number of needed order cards according to the chart below. Put the other cards back in the box; they will not be needed.

Place the *Care Packages* card face-down on the table, then place the appropriate number of order cards face-down on top. This forms the order card deck.

Place the money in an area where people can easily access it. Each player takes \$3.

Place the 4 market cards side-by-side on the table. Place resource tokens below each card according to the chart below. Set aside the remaining tokens.

Each player takes a complete set of 6 action cards in a color of their choice, shuffles them and draws 3 into their starting hand. The 3 remaining cards are placed face-up and partially overlapping to form your discard pile (see example at right).

Assign a player the *Junior Counselor* token at random. You're now ready to play Bummer Summer!

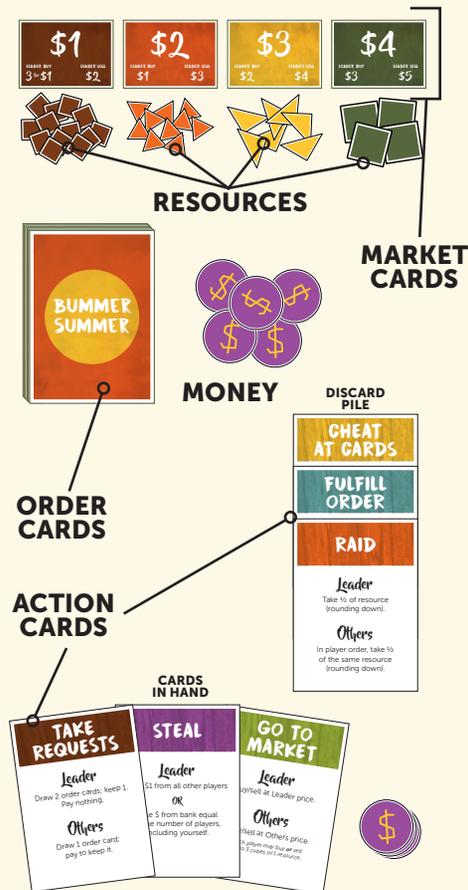
## NUMBER OF PLAYERS

2-4

## LENGTH

about 10 minutes per player

## SET-UP EXAMPLE



NUMBER OF PLAYERS	RESOURCE TYPE				
	\$1	\$2	\$3	\$4	order cards
2	13	10	7	4	19
3	15	12	9	6	26
4	17	14	11	8	33

# HOW TO PLAY

Play starts with the *Junior Counselor* and proceeds clockwise. Before the first turn, every player draws 1 order card from the deck and decides if they want to keep it. If they do, they must pay the cost to the bank. If they don't, they place it face-down below the order card deck.

On your turn, you *must* choose 1 action from the 3 in your hand and carry it out. Most actions have an effect for both the current player (Leader) and all other players (Others); only Cheat and Steal do not.

When playing an action, the current player fully completes that action before the other

players act. After the current player has completed the action, each player in turn order may take the secondary action (if any). Again, each player must fully complete the action before the next player starts.

After the action is complete, the card is discarded to the *bottom* of your discard pile, then you draw the *top* action card from your discard into your hand.

Each player has a personal supply of cubes and money that they keep in front of themselves. This information is available to all players and any player must count their cubes and/or money if asked to do so.

## ACTIONS

### RAID

Each player takes cubes from the market and adds them to their supply.

**LEADER** Take half of 1 resource (rounding down).

**OTHERS** In order, take half of the same resource as the leader (rounding down).

*Example: There are 10 brown tokens in the market. Bob plays RAID, so he takes 5 brown tokens (10÷2), leaving 5. Carol takes 2 (5÷2, rounded down) leaving 3. Ted takes 1 (3÷2, rounded down) and Alice also takes 1 (2÷2).*

### GO TO MARKET

Players may take cubes from the market to add to their supply. To do so, they must pay the cost (to the bank) for each cube they take.

**LEADER** Buy or sell up to 3 tokens of 1 type of resource at the Leader Price.

**OTHERS** Buy or sell up to 3 tokens of 1 type of resource at Other Players Price.

*Example: Carol plays GO TO MARKET. She decides to buy Brown. Since she is the Leader of this action, she may buy 3 brown for \$1. Ted decides to buy Brown as well, but must pay \$1 per good. He buys 2 for \$2.*

### TAKE REQUESTS

During this action, players draw cards from the order card deck.

**LEADER** The leader *must* draw 2 order cards and keep 1. They pay nothing to keep it.

**OTHERS** All others must draw 1 card. If they wish to keep it, they must pay the cost in the bottom left to the bank.

This action has 2 steps: Drawing and Discarding. Complete each step before starting the second.

**DRAWING** All players draw in turn order. Any player drawing *Care Packages* or *The Weekend* must reveal it, resolve it if necessary, then draw a replacement.

**DISCARDING** In turn order, players place all unpurchased cards face-down beneath the order card deck.

*Example: Ted plays TAKE REQUESTS. He draws 2 order cards. Alice, Bob and Carol each draw 1 card in order. Ted chooses which order to keep and places the other face-down beneath the draw pile. Alice pays \$1 (to the bank) to keep hers. Bob and Carol both put theirs back, face-down beneath the draw pile.*

## CHEAT AT CARDS

**LEADER** chooses one:

- Pick a color. Everyone who is able must put 2 tokens of that color back in the market.
- Pick a color. Everyone who is able must give you 1 token of that color (your choice).

No Takebacksies Rule: On your next turn, you can't take a token that was just taken from you from the player that took it. If you play Cheat, you must either take a different color or simply have them put that color back.

*Example: Bob plays CHEAT AT CARDS. He decides to take a yellow token from everyone who has one. Next, Carol plays Cheat at Cards. She would like yellow but since Bob just took yellow from her, she decides to take orange instead.*

## STEAL

**LEADER** chooses one:

- Take \$1 from every other player.
- Take \$ from the bank equal to the number of players, including yourself.

*Example: Ted is playing a 4-player game. Bob and Carol have \$2 each. Alice has \$0. Ted plays STEAL and decides to take money from the other players, so he collects*

*\$1 each from Bob and Carol, but nothing from Alice because she has none.*

## FULLILL ORDER

Each player may complete an order card by placing the required cubes on the order card back in the market. Each order card displays which resources and how many are needed to complete it. For example, the card below requires 1 Brown, 1 Orange and 1 Yellow to complete.

When completed, the order card goes face-up in a single scoring pile.

**LEADER** Fulfill order with resources only.  
**OTHERS** Fulfill order with resources and additional \$.

*Example: Alice plays FULFILL ORDER. She has a card that costs 2 brown and 1 yellow. She returns those tokens to the market and places her completed order face-up on top of her scoring pile. Bob has an order to fulfill, but along with the resources, he must also pay the card cost in the bottom left corner. This card costs 3 green and \$3. He returns the green tokens to the market and places the money in the bank, then places this order face-up on his scoring pile.*

## ORDER CARD CLOSE-UP

### CAMPER NAME

These are for reference only and have no effect on gameplay.

### RESOURCE COST

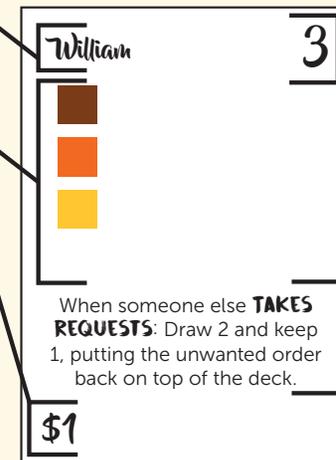
These are which resources and how many must be paid to the market to fulfill the order.

### COST

This cost must be paid to the bank if you wish to keep the order when following Take Requests, or if you wish to fulfill it when following Fulfill Orders.

When leading either of these actions, this cost is ignored.

Some cards show "\$1 or 1". These can be purchased with either \$1 or 1 cube of any color.



### POINTS

At the end of the game, the player who has the most points in completed orders is the winner.

### SPECIAL ABILITY

Once the order has been fulfilled, the special ability takes effect and remains in effect until covered by another order.

