

# CAMPFIRE

## The ACCOUNT ABILITY

# Game

# Rules

## TO PLAY THE GAME

DUVE  
TGT

MARKETING  
for the sale of maize

**COMMUNITY DEVELOPMENT FUND**  
Pay \$25 per ward leased to the Community Development Fund

TAKE A CHANCE  
CHANCE CARD

**Community Campsite**  
Pay \$20 to the Development Fund

**RUWENYA WARD**  
Lease Fee \$160 (Tourism only)

**NYANGA DISTRICT**

**GRAIN MARKETING**  
Receive \$50 for the sale of maize

**MAROI WARD**  
Lease Fee \$120 (Tourism only)

**NYAN DISTRICT**



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Editing, illustration, design and production: **Action**



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# Instructions for the CAMPFIRE Game

## Introduction

The purpose of the CAMPFIRE Game is to improve the financial and cash management skills (for example; simple mathematics, book keeping, analysis of financial records, budgeting and cost-benefit analysis) of ward wildlife and CAMPFIRE committee members. This instruction booklet describes;

- the different parts of the CAMPFIRE Game and how they are used,
- the roles of the PLAYERS and the BANKER,
- how to start the CAMPFIRE Game,
- some general rules that need to be followed.

This booklet should be used by the trainer to help players during the “Activity 1: Orientation” (see Financial Management Toolbox) and as a reference while playing the CAMPFIRE Game.

## The Components of the CAMPFIRE Game

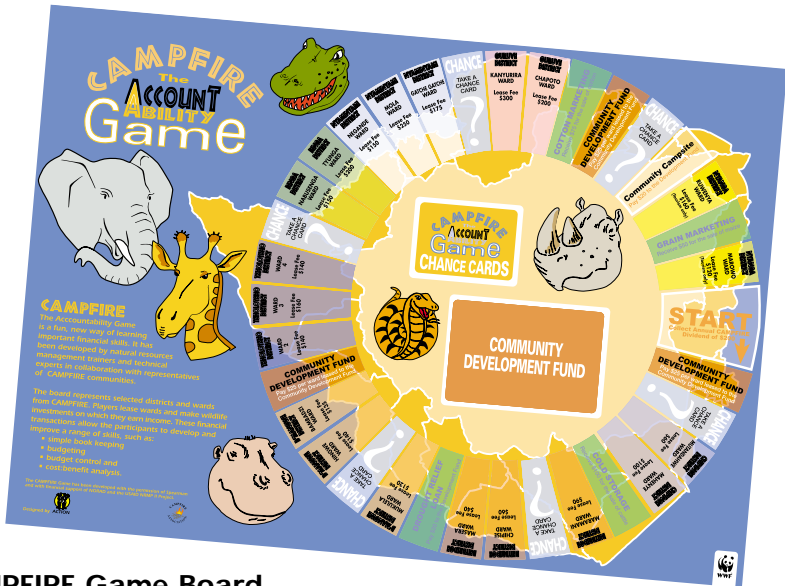
The CAMPFIRE Game, consists of;

- the CAMPFIRE Game Board,
- 20 Ward Cards,
- 30 Chance cards,
- 2 Dice
- 6 “Animal” Icons
- 25 “Lodge” icons
- 40 “Hunting camps” icons
- the Money in denominations of \$100, \$50, \$20, \$10 and \$5 notes
- this booklet.

## The CAMPFIRE Game Board

The board of the CAMPFIRE Game is based around a map of Zimbabwe. The Game is played on a circular track of 35 sections. These sections represent 20 selected wards in eight of the major CAMPFIRE districts. Of the remainder, five are associated with the development levy, three are associated with agriculture and six are called “CHANCE”. The last one (BEGIN), which is double the size of all the others, is the starting point of the Game.

In the centre of the board, two spaces are marked out. One is where the CHANCE Cards are placed and the other is where payments to the Community Development Fund are collected.



**The CAMPFIRE Game Board**

## Ward Cards

For every ward shown on the board, there is a WARD CARD. Each WARD CARD contains the following information:

- The name of the District
- The name of the Ward
- The costs - These are the costs of leasing the ward and of constructing hunting camps and lodges.
- The incomes - These are the fees or rent that the “owner” can charge other players who “visit” the ward. The amount that can be charged will depend on the number and type of development.

Upon landing on any given unleased ward, PLAYERS have the opportunity to lease the rights to that Ward’s wildlife. This is done by paying the lease fee to the banker. In return, they receive the WARD CARD as evidence of their “rights”. The WARD CARDS are colour coded to assist PLAYERS. If the player does not want to lease the ward, the BANKER may auction that ward to the other Players. There is no reserve or floor price. The highest bidder wins the lease rights to that Ward.



Sample of ward cards

### Chance cards

On the board there are six sections labeled “CHANCE”. Every time a player lands on one of these sections, he or she is required to take the top CHANCE CARD and follow the instructions. The CHANCE CARDS give the CAMPFIRE Game an element of surprise.



Sample of chance cards



### The Dice

The CAMPFIRE Game is played with two dice. The dice are thrown together and the two scores shown on each die are added together. The PLAYER moves their ICON this number of sections on their turn. There are no extra throws for “double scores”.

## The Icons

There are six icons, each depicting a wild animal. Each PLAYER's position on the board is marked by their ICON.



**The six animal icons**

## Lodges and Hunting Camps

A PLAYER who has the wildlife rights to a ward can choose to develop it in order to increase the income which can be earned. A ward can be developed either by constructing hunting camps or lodges. A hunting camp icon indicates that trophy hunting is taking place in that ward. A lodge icon however, indicates tourist based activities taking place in that ward. The cost of developing hunting camps and lodges is given on the WARD CARD.



**A hunting camp and lodge**

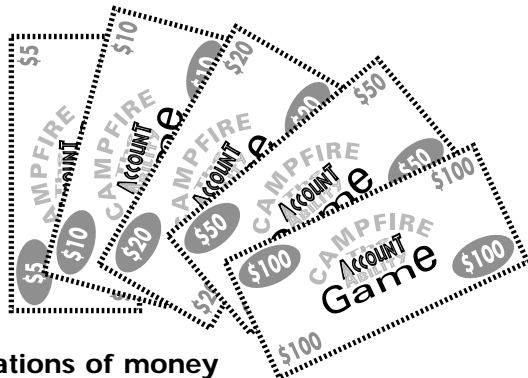
The maximum development permitted for each ward is two hunting camps or two lodges. When the lessor of the wildlife rights to a ward chooses to develop the ward, they must buy the icons from the BANKER at the given prices. The ICONS should be placed on the appropriate ward so that all the players can see them.

Hunting and tourism cannot be mixed in the same ward. This is because there is a conflict of interest between tourists and hunters. In Nyanga District, only lodges for tourism can be developed.



## The money

The CAMPFIRE Game has its own money. The money is used by the PLAYERS to buy and sell wildlife leases, develop their wildlife leases with hunting camps and lodges and pay fees and costs to other PLAYERS. There are \$100, \$50, \$20, \$10 and \$5 notes, each of a different colour. There are 42 notes of each denomination, total value of the money is \$7,770.



## The different denominations of money

## Roles in the CAMPFIRE Game

Generally, the participants at a training course will be the PLAYERS while the facilitator and/or trainer will be the BANKER.

## The Players

The PLAYERS, are expected to lease the rights to wildlife and then develop the hunting or tourism activities in those wards. Their aim is to earn as much money as possible during the Game.



## The Banker:

Generally, the facilitator and/or trainer will take the role of the BANKER. The BANKER has two important functions. These are;

- to ensure that the learning and training objectives of the Game are met,
- to facilitate the progress of the Game. This means that the BANKER is responsible for;
  - allocating the start up money to PLAYERS - at the start of each game, each player receives the following “start-up” money,

<b>Denomination</b>	<b>Number</b>	<b>Value</b>
\$100	5	\$500
\$50	3	\$150
\$20	5	\$100
\$10	3	\$30
\$5	4	\$20
<b>Total</b>	<b>20</b>	<b>\$800</b>

- controlling the remaining money in the BANK,
- receiving the money paid as lease fees for the wildlife rights to wards and distributing the WARD CARDS,
- receiving the money paid by PLAYERS for hunting camps and lodges,
- conducting auctions of WARD CARDS when necessary,
- making payments to PLAYERS when they pass “START” (for example, “Collect Annual CAMPFIRE dividend of \$200”),
- making payments to PLAYERS as directed by “CHANCE” cards (for example, “There has been a sale of elephant skin. Receive \$25 from the Bank”)
- making payments to PLAYERS from the sale of agricultural products (for example “RECEIVE \$75 FROM THE SALE OF COTTON”),
- receiving payments made by individual PLAYERS (for example, “School Fees: You are required to pay school fees. Pay \$50 to the Bank”).

- managing and organising the Community Development Fund (for example, “Annual lodge repairs: You are required to repair your lodges. Pay \$75 per lodge owned, to the Community Development Fund”).

The banker should organize the “BANK” neatly so that there are no unreasonable delays in giving people their money, cards or developments.



**The banker with money, ward cards, hunting camps and hotels all neatly organised.**

### **Starting the CAMPFIRE Game**

The CAMPFIRE Game can be played by between 2 and 6 PLAYERS. To increase the numbers, experience has shown that participants can share tasks and benefit considerably from playing in pairs. This way, up to 13 people can participate in the game.

At the start of the game, each PLAYER chooses an ICON for the game and places it on the section labeled “START.”

When the preparations are complete, the PLAYER to the left of the BANKER starts the game by throwing both dice together. The scores on the dice are added together and the PLAYER moves that number of sections along the BOARD in a clockwise direction.

- If a player lands on an unleased ward, he or she has the option to lease “the wildlife rights” by paying the BANK the lease fee stated on the WARD CARD. On payment, The BANK will give them the correct WARD CARD. This gives them the right to develop the ward for sport hunting or tourism.
- If a PLAYER does not want the WARD, then the BANKER can auction it to the other PLAYERS for the highest price.
- If a PLAYER lands on “CHANCE”, they must take the top card from the pile of CHANCE cards. The player should read the instructions aloud and then follow them. When he or she has completed the instructions on the CHANCE CARD, it is placed at the bottom of the pile.
- If a PLAYER lands on one of the Agricultural sections, they must receive their money (from the sale of cattle, cotton or maize) from the BANK.
- If a PLAYER lands on one of the sections associated with the development levy (Development Levy, Drought Relief or the Community Campsite), they must follow the instructions and make the correct payments.
- When a PLAYER lands on a Ward which has been leased and developed by another PLAYER, he or she must pay the appropriate rent to the lessor (owner) of the wildlife rights.
- When a PLAYER crosses the START of the CAMPFIRE Game, they receive their Annual CAMPFIRE dividend of \$200 from the BANK.

When the first player has completed their turn, they give the dice to the PLAYER on their left. This player throws the dice and moves their icon along the board in exactly the same way. The Game continues for;

- an agreed number of turns,
- for a specified length of time e.g. 2 hours.

## General Rules

There are several important rules which apply to the CAMPFIRE Game. These are:

- **Development rules:** A ward cannot be developed (i.e. a lodge or hunting camp built) while there is a visitor.
- **Cashflow problems:** If a PLAYER has a temporary cashflow problem, he or she can either;
  - borrow from the BANK or another PLAYER. The terms of the loan should include an interest payment,
  - sell some of their assets to other PLAYERS (but not to the BANK). The sale is by auction and the highest bidder wins.

**Bankruptcy:** If a PLAYER is totally bankrupt, they can, with the agreement of all other PLAYERS, borrow money from the BANK. The terms of the loan should include an interest payment.

**Sale of assets:** A PLAYER might wish to sell a lease and/or hunting camps or lodges. This is done through an auction in which the highest bidder wins.

**The winner:** At the agreed end to the Game, the winner is the PLAYER who has created the most wealth. To find out how much wealth has been created, each PLAYER uses the formula:

**Cash on hand (\$ x )**

**plus + the value of the leases**

**plus + the value of lodges or hunting camps  
(given on the Ward CARD)**

**minus - the startup money**

**= TOTAL** \_\_\_\_\_

The PLAYER who created the most value is the winner.

## **Concluding comment**

The CAMPFIRE Game is a training tool designed to bring a new and innovative approach to cash and financial training. Do not be afraid to take risks - nothing ventured, nothing gained. The rules can be modified and/or changed to suit your needs. If this Instruction Booklet does not cover an issue or a problem, develop your own solution.

## **Your notes**

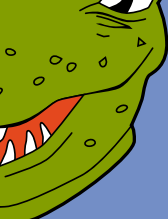


WWF's mission is to stop the degradation of the planet's natural environment and to build a future in which humans live in harmony with nature by:

- conserving the world's biological diversity
- ensuring that the use of renewable natural resources is sustainable
- promoting the reduction of pollution and wasteful consumption

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**NYAMINYAMI DISTRICT**  
**NEGANDE WARD**  
 Lease Fee \$150

**NYAMINYAMI DISTRICT**  
**MOLA WARD**  
 Lease Fee \$250

**NYAMINYAMI DISTRICT**  
**GATCHE GATCHE WARD**  
 Lease Fee \$175

**CHANCE**  
 TAKE A CHANCE CARD  
 ?

**GURUVE DISTRICT**  
**KANYURIRA WARD**  
 Lease Fee \$300

**GURUVE DISTRICT**  
**CHAPOTI WARD**  
 Lease Fee \$200

**COTTON**  
 Receive \$75

**DE**

**CAMPFIRE**  
 The ACCOUNT  
 ABILITY  
**Game**  
**CHANCE CARDS**



**COMMUNITY DEVELOPMENT**