

EMBRACE THE BASE

*We are the flow, we are the ebb,
we are the weavers, we are the web*

Embrace the Base! is a co-operative board game that takes you into the heart of Greenham Women's Peace Camp through the experiences of those who lived, visited, and spent time there. Featuring the evocative designs of Jacky Fleming and a wealth of resources drawn from the Greenham Women Everywhere project, this print-and-play game is infinitely replayable and expandable.



Welcome to *Embrace the Base!*

In this game players find out about and represent different gates of the Greenham Women's Peace Camp. Gates then work together to make Actions happen, share resources, host Campfire gatherings, and explore key Locations around the Base.

Thank you to Naomi Paxton for the game concept, Jacky Fleming for the illustrations and Kay Reed for design.

Components

- Main board
- Seven Gate Player tokens
- Seven Gate Action tokens
- Seven Gate Location tokens
- 42 Hand tokens. These are the main currency of the game - they stand for resources and can be donated, traded, swapped, or given.
- One Story die
- One Number die

To make the game components you will need:

- A colour printer
- 26 sheets of plain A4 paper
- Glue stick
- Sticky tape
- Scissors

Optional: cardboard (recycle empty cereal boxes or packaging).

The Story Die

You will find the Story die on p.5. Cut along the dashed lines and then fold on the lighter dotted lines. Glue the sides together along the white tabs to create a cube. On p.6 you will also find a template for a Number die you can use.

Tip: Stick to thin cardboard or thicker paper before cutting it out to make a sturdier die.



The Board

Create the game board from pages 7 and 8 by cutting along the dotted lines. Then, apply glue to the remaining white tab of page 8, so the two halves of the game board meet in the middle.

Tip: For a sturdier game board, glue the paper game board onto cardboard.



Seven Player Tokens

Seven Action Tokens

Seven Location Tokens



Cut along the outside of the pieces on p.9 to create these tokens.

Tip: For sturdier tokens, glue the printed pieces of paper to cardboard before you cut them out. You could then paint the cardboard backs of the tokens.

Forty-Two Hand Tokens

Cut along the outside of the pieces on p.10 to create these tokens.

Tip: For sturdier tokens, glue the printed pieces of paper to cardboard before you cut them out. You could then paint the cardboard backs of the tokens.

Setting up the game:

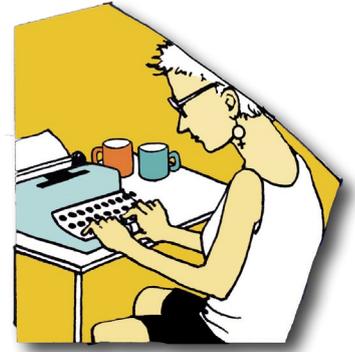
When all the components are ready, each player chooses one of the Gates on the board they want to join. They can choose at random or look at the Campfire Book for more information about each gate before deciding.

All Gates on the game board begin the game with:

- The Player token corresponding to that Gate
- The Hand tokens in the colour of that Gate

Getting Started

Yellow Gate begins the game, and play progresses anti-clockwise. If no player is at Yellow Gate, then the first player at the next Gate in an anti-clockwise direction begins play.



Taking Turns

Each turn starts with rolling the Story die.

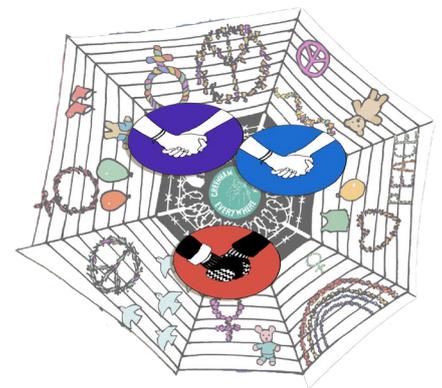
If the Story die lands on Action, Resources, or Chance, the player then rolls the Number die. The number rolled on the Number die determines what happens next - refer to the corresponding number in the Action, Resources, or Chance pages in the Campfire Book for instructions.

If the die lands on Campfire, the player may start a Campfire at their Gate. See the Campfire rules below.

If a player wants to change Gates, they can do so on their turn and without rolling the die. Changing Gates becomes their turn. They may choose to take one Hand token with them. A player cannot change Gates if an action is in progress at either Gate.

Campfire Rules

The player who starts the Campfire at their Gate can invite others to participate. All who participate then place a Hand token in the centre "Greenham Women Everywhere" spot of the game board. These Hand tokens in the centre are a common resource for players to share as and when they are needed.



If an Action is ongoing at a Gate, e.g. childcare duties, spying or night watch duties, it means that Gate cannot participate in the Campfire. In this case, the players at that Gate do not contribute Hand tokens to the centre of the board.

If a player wishes to participate in the Campfire but they have no remaining Hand tokens on their Gate, they can do so. But, they must place a Hand token into the centre spot when they next have one.



The format of the Campfire is up to the player that started it. Check the Campfire Book for inspiration in the form of stories, songs, links to video and audio content, discussion points, and quiz questions.

The Campfire ends when the participants want it to.

Actions

If the Story die lands on Action, then the Number die must be rolled to determine what happens next. Check the Action page in the Campfire Book for a starting list of Actions. If a six is rolled, the gate can choose to either use their Gate's Action token (one per game) or roll again.



If the Story die lands on Action, then the Number die must be rolled to determine what happens next. Check the Action page in the Campfire Book on page 7 for a starting list of Actions which correlate to the numbers you can roll.

You can write more Actions in your Campfire Book using information you find at the Greenham Women Everywhere website.

If a six is rolled, the Gate can choose to use their Gate Action token (once per game) or roll again.

Actions can be traded if other Gates are better suited to achieve them - and if they agree to. If an Action is traded, participating Gates swap one Hand token each between them.



Chance

If the Story die lands on Chance, then the Number die must be rolled to determine what happens next. Check the Chance page in the Campfire Book. Like Actions, you can create more Chance events using information you find at the Greenham Women Everywhere website.

Locations

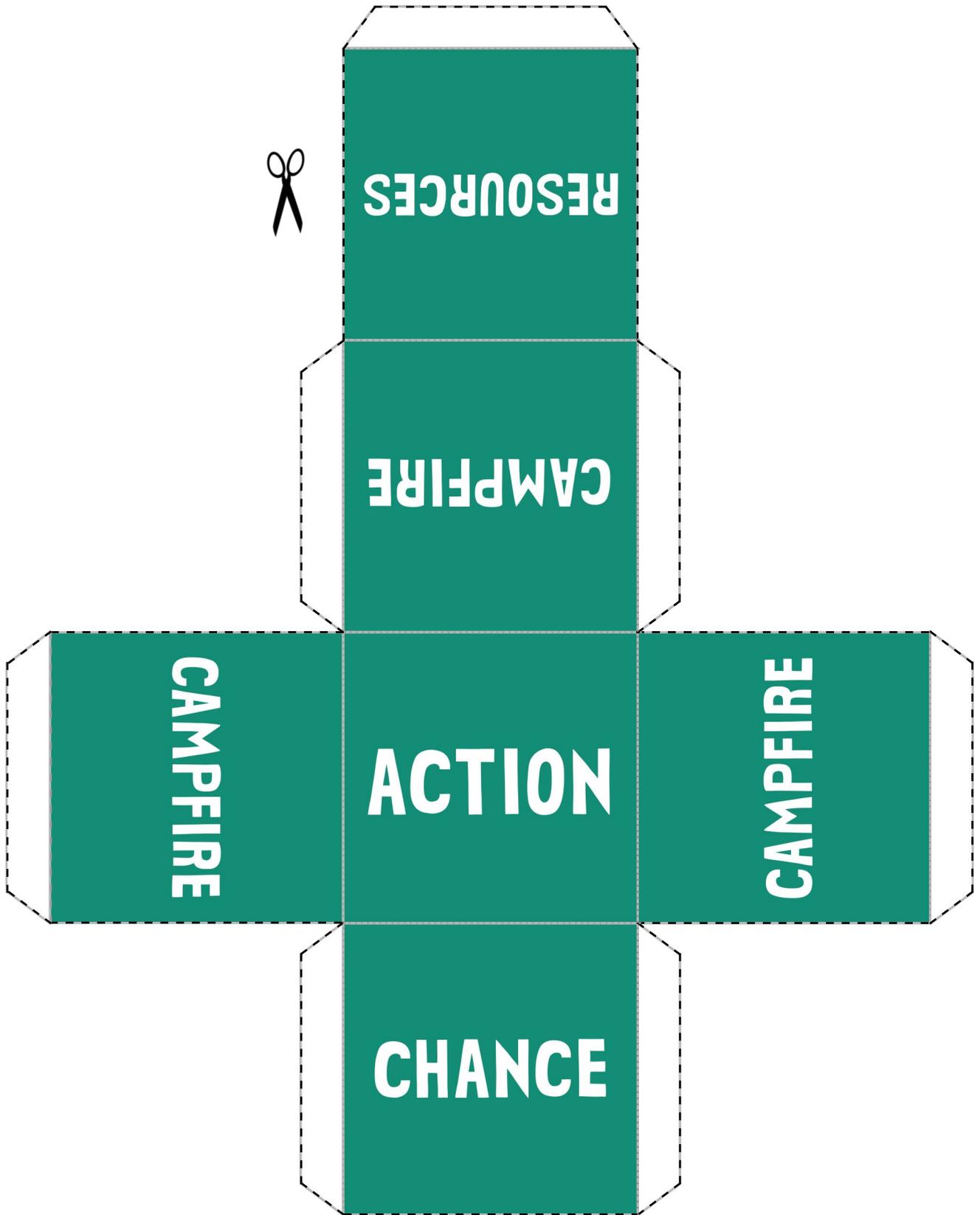
Some Actions take place at specific Locations or can be enhanced by using different Locations. You can combine Actions and Locations if you have the resources. For example, you may want to share information about an Action, using the expertise of those at Yellow Gate.

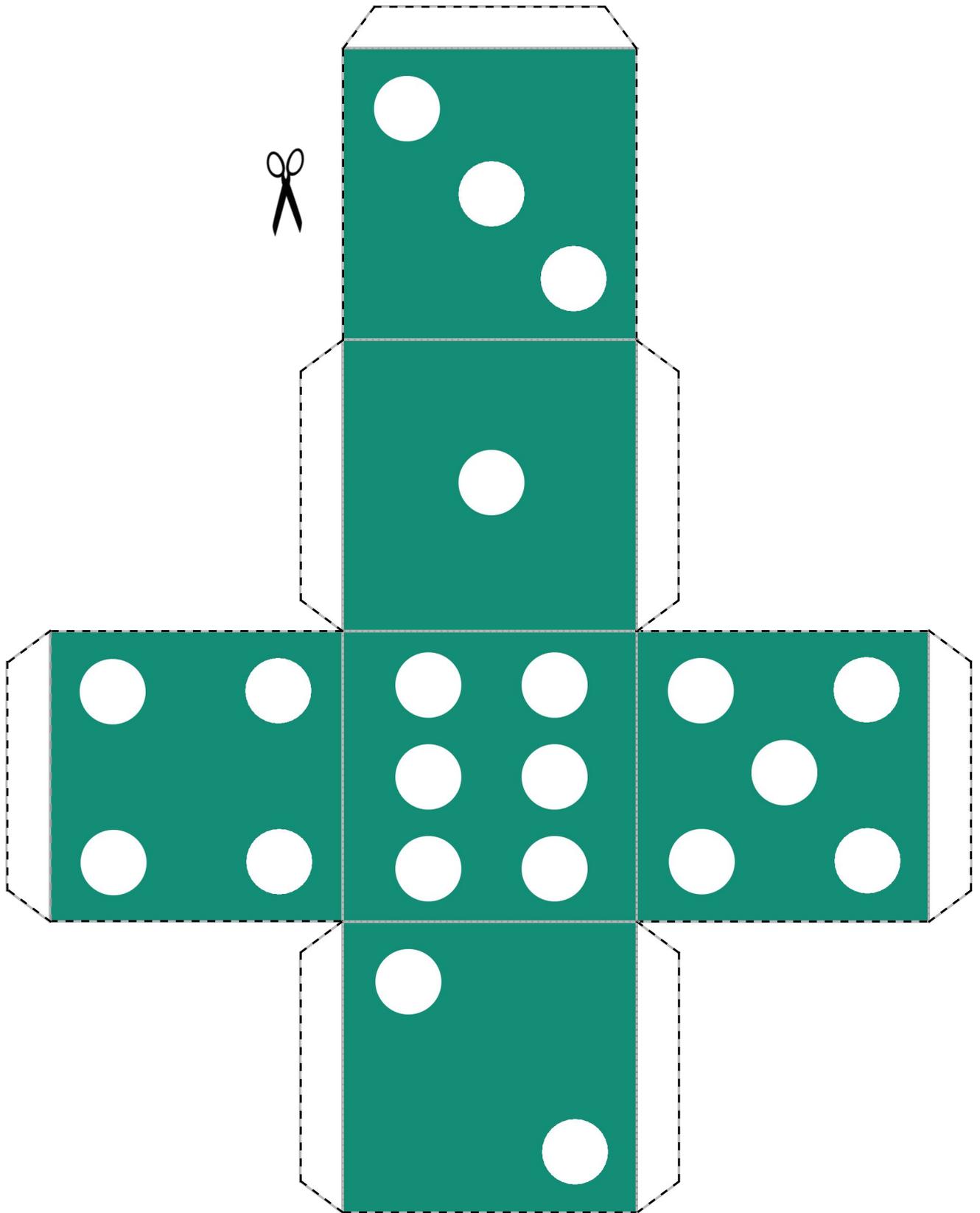
You can do this by combining your Gate Action with the Yellow Location, using Hand tokens from both gates. Once the Hand tokens are used, they go back into the centre spot as common resources.

Like Actions, you can create more Locations and write them into your Campfire Book using information you find at the Greenham Women Everywhere website.

Ending The Game

The game can be ended or paused at any point.



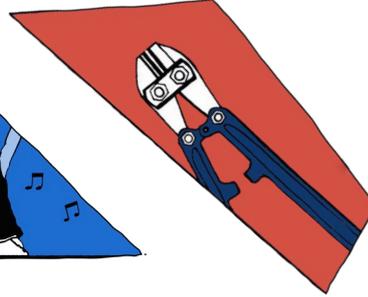
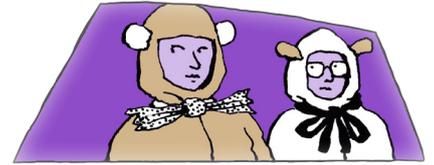




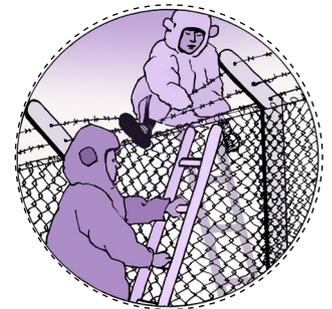


p.9

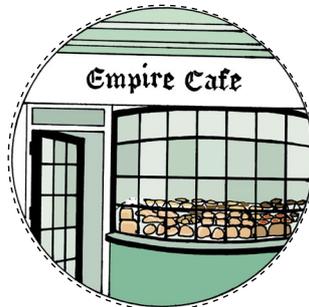
Player
tokens



Action
tokens



Location
tokens



p.10 Hand tokens

