

CADP CIRCLES

**PRINT-AND-PLAY VERSION 1.0
BY ATA CURPINAR**

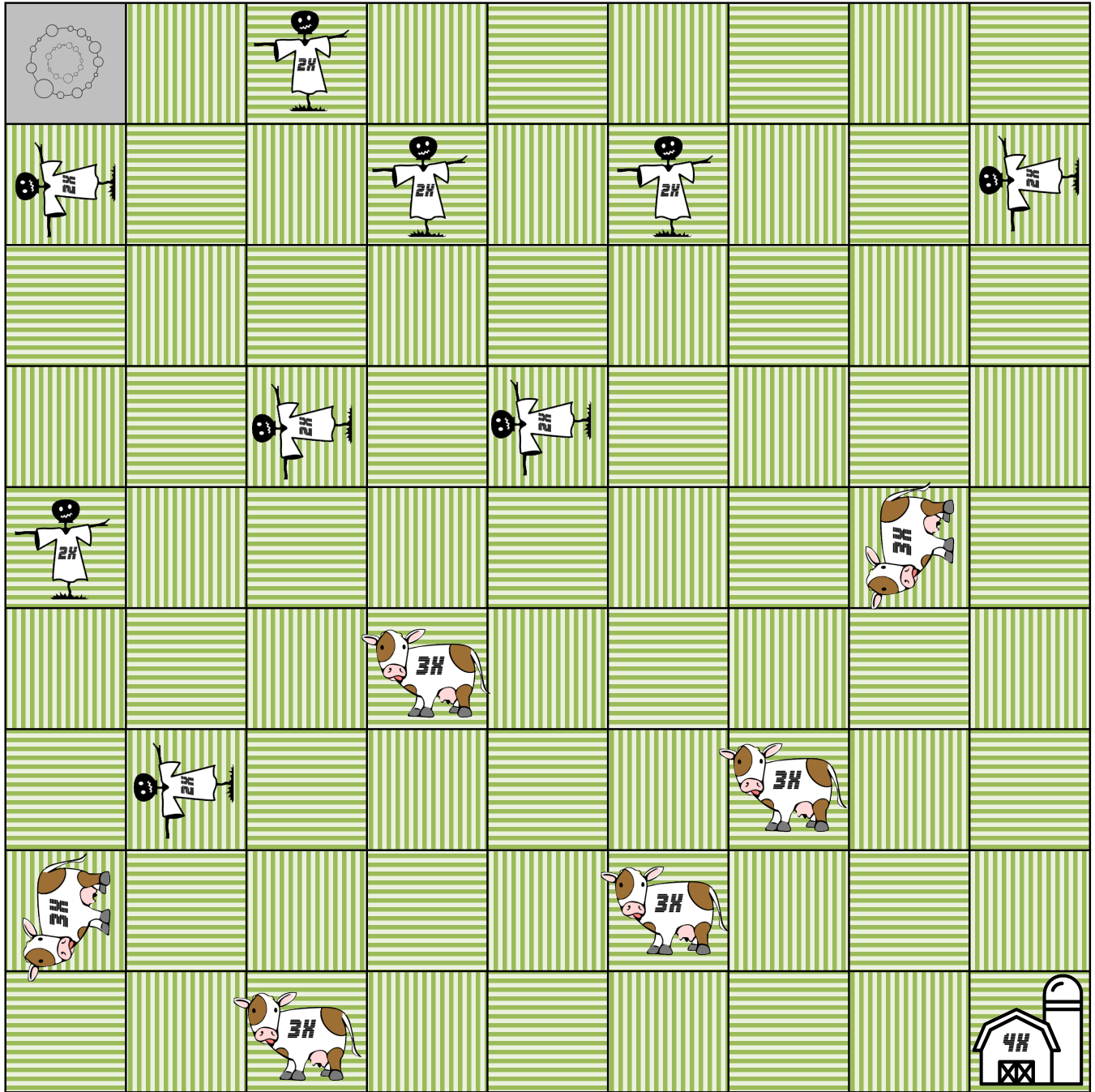
CONTENTS:

- = 4x: Quarter of Game Board
- = Score Board
- = 2x: Half of Glyphs
- = Player Tokens
- = 6x: Player Screen - Front
- = 6x: Player Screen - Back
- = Rule cards - Empty
- = Rule Cards - Solid
- = Rule Cards - Striped
- = Rule Cards - Crossed

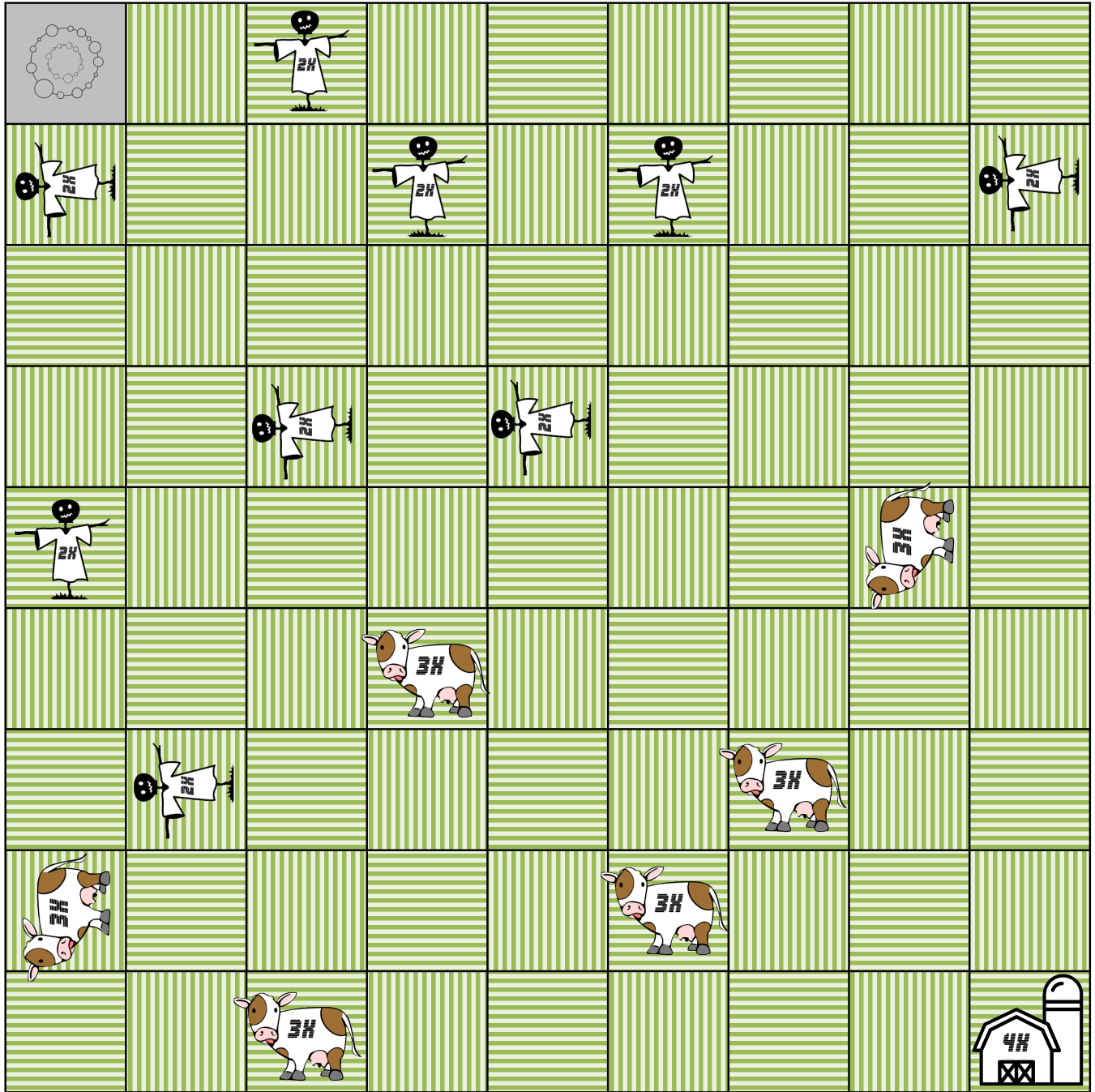
ASSEMBLY:

- = Print and cut out all four quarters of the game board and attach so the four grey corner squares join in the middle. Either print on heavy card stock or adhere to something with weight.
- = Print and cut out the score board. Either print on heavy card stock or adhere to something with weight.
- = Print and cut out both pages of glyphs. If printed on heavy card stock, these can function as-is. We recommend attaching to wooden tiles (perhaps scavenged from a popular word game?) regardless of paper weight. Get an opaque bag for players to draw the glyphs from and put all 104 glyphs in the bag.
- = Print and cut out the player tokens in color, if possible. If printed on heavy card stock, these can function as-is. We recommend attaching to small wooden discs regardless of paper weight.
- = Print the fronts of the player screens in color, if possible. You can then either feed them into your printer to print the matching backs of the player screens on the reverse side, or you can print the backs of the player screens in color, if possible, and attach both sides with tape or glue. Cut them out and fold on the vertical lines.
- = Print and cut out the empty rule cards. The second and third card on this page are reverse sides of the same card, so either attach them to each other or place them both in a clear card sleeve.
- = Print and cut out the solid, striped, and crossed rule cards. We recommend printing each of these three on different colors of paper to make gameplay easier.

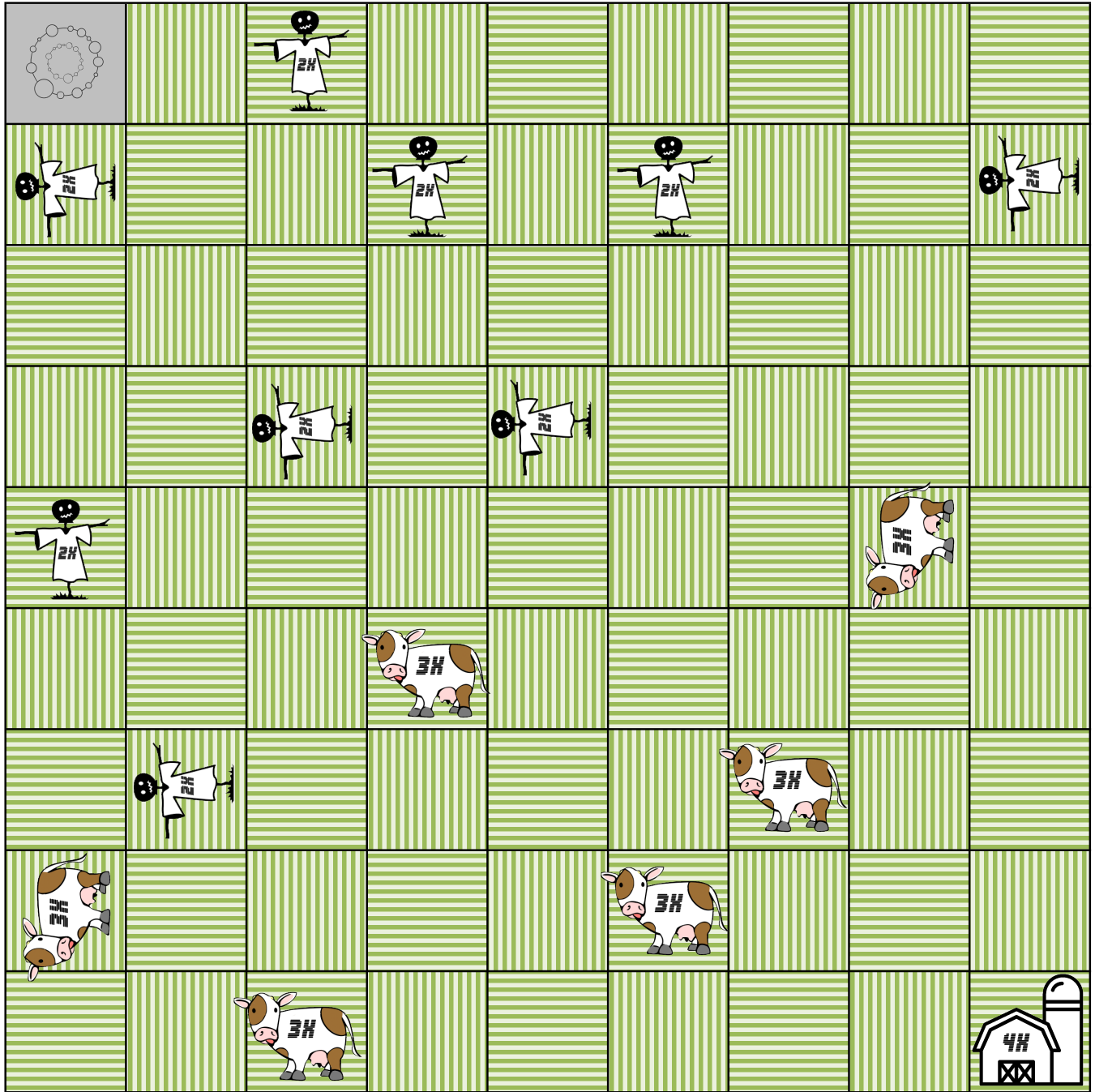
QUARTER OF GAME BOARD



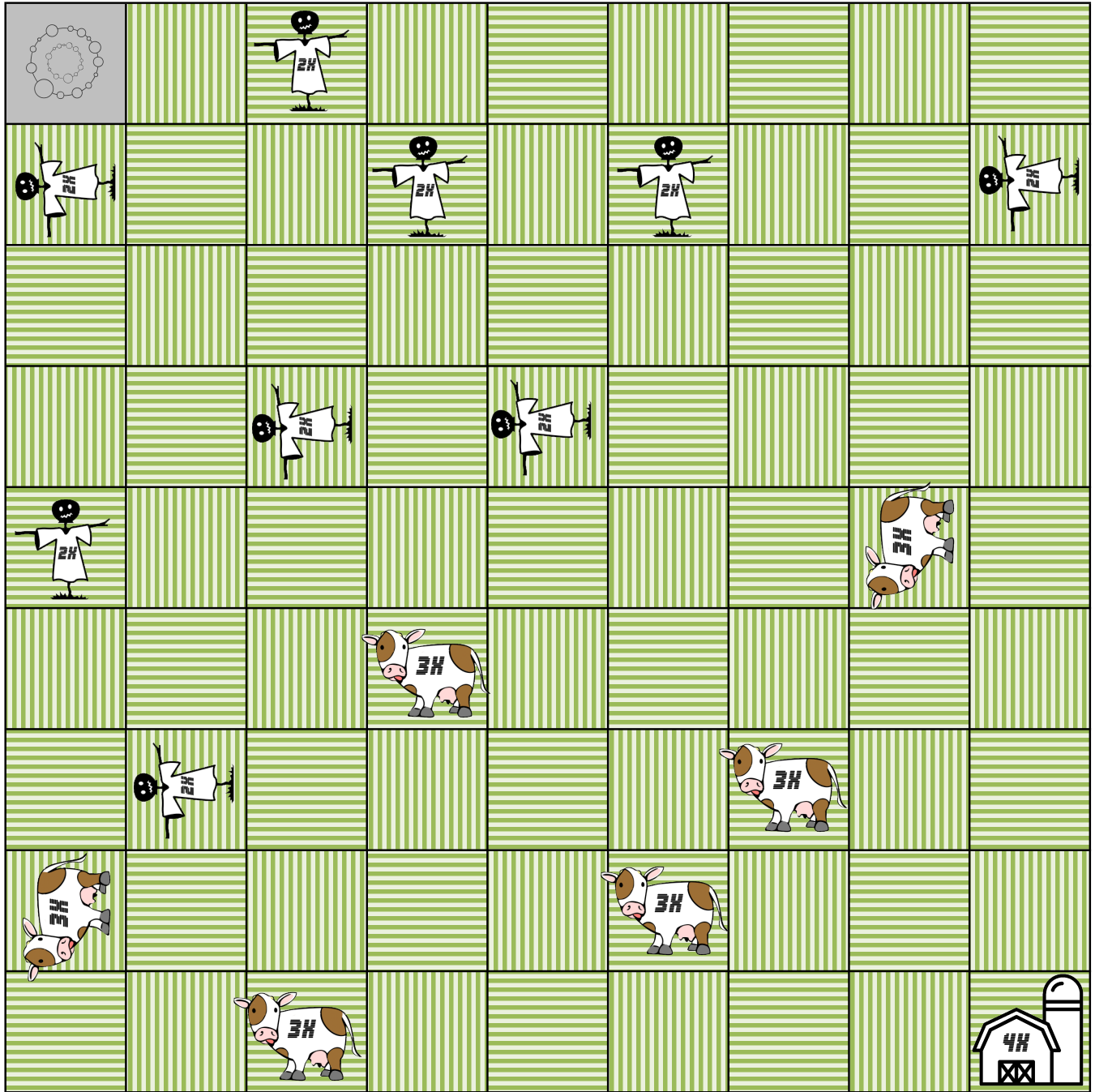
QUARTER OF GAME BOARD



QUARTER OF GAME BOARD




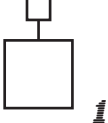
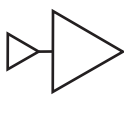


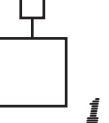
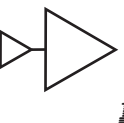


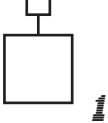
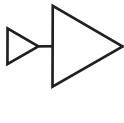


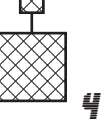
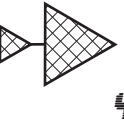


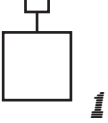
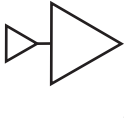


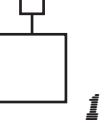
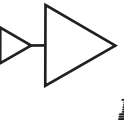

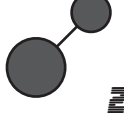
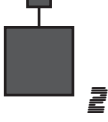
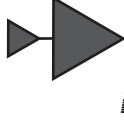


























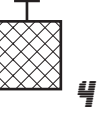
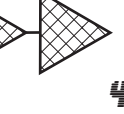

QUARTER OF GAME BOARD




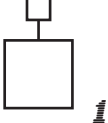
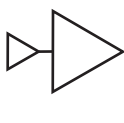


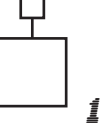
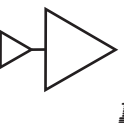


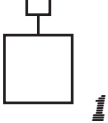
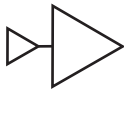


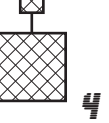
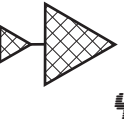


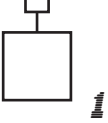
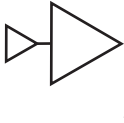


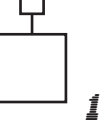
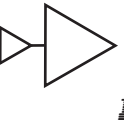

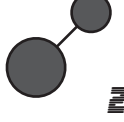
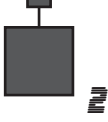
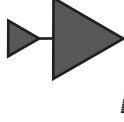


























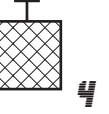
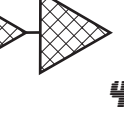

SCORE BOARD

0		100 ★		200 ★★		300 ★★★		400 ★★★★		500 ★★★★★		600 ★★★★★	
.	5	10	
.	15	20	
.	25	30	
.	35	40	
.	45	50	
.	55	60	
.	65	70	
.	75	80	
.	85	90	
.	95	100	

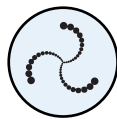
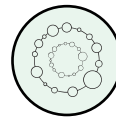
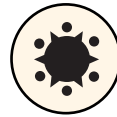
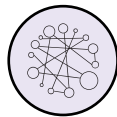
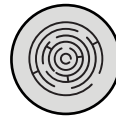
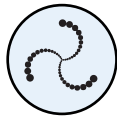
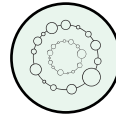
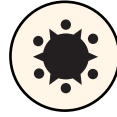
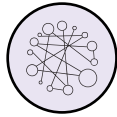
HALF OF GLYPHS

 1	 1	 1	 1	 1	 1	 1	 1
 1	 1	 1	 1	 4	 4	 4	 4
 1	 1	 1	 1	 1	 1	 1	 1
 2	 2	 2	 2	 2	 2	 2	 2
 2	 2	 2	 2	 2	 2	 2	 2
 3	 3	 3	 3	 3	 3	 3	 3
 3	 3	 3	 3	 4	 4	 4	 4

HALF OF GLYPHS

 1	 1	 1	 1	 1	 1	 1	 1
 1	 1	 1	 1	 4	 4	 4	 4
 1	 1	 1	 1	 1	 1	 1	 1
 2	 2	 2	 2	 2	 2	 2	 2
 2	 2	 2	 2	 2	 2	 2	 2
 3	 3	 3	 3	 3	 3	 3	 3
 3	 3	 3	 3	 4	 4	 4	 4

PLAYER TOKENS



SETUP:

Players draw 4 glyphs each from bag and put them behind their player screens.

Draw 4 glyphs from the bag and randomly place on the four center squares of the board

Draw 5 glyphs from the bag to form the glyph pool, where each player can see them.

Reveal rule cards until a solid, a striped, and a hashed card (one of each color) are revealed. Shuffle additional rule cards back into the deck. Place these three cards where all players can see them. Then reveal the top card of the deck so all players know the next rule.

The player who has most recently been abducted by aliens is the start player. They take the rule deck and the rule change card, turning it to the side that reads, "Rules can't change."

ON YOUR TURN (IN ORDER):

1. Place at least 1 glyph from behind your screen onto the board in a straight, unbroken line, so that the string of glyphs placed is adjacent to at least one glyph already on the board. Each glyph placed must follow the restrictions specified by the rule cards. Score points for glyphs you place, but not any glyphs already on the board. If you cannot (or do not want to) place a glyph on the board, you may pass your turn.

2. Take 3 new glyphs, one at a time, either among the pool or from the bag. If you pass your turn, take only 1 glyph. Then replace any glyphs taken from the pool with glyphs from the bag.

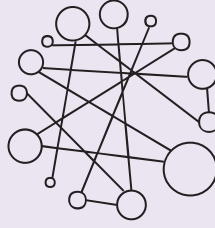
3. If the rule change card is in front of you and reads "rules can't change," flip it over.

PLAYING GLYPHS & SCORING:

- Empty glyphs are not restricted by rule cards. Placement of solid, striped, and hashed glyphs must follow the restrictions on their respective rule cards. Restrictions on old glyphs you play adjacent to must be followed.
- Each glyph placed scores points equal to the number printed on it. If the glyph is placed on a multiplier field ("2X" scarecrow, "3X" cow, or "4x" barn), multiply that glyph's value accordingly. Finally, multiply the entire score by the number of glyphs already in fields that your string of glyphs was adjacent to. Do not score points for old glyphs. If the rule change card reads, "rules can change," and you play on a multiplier field, replace an existing rule with the top card of the rule cards deck and then reveal the next upcoming rule.

GAME END:

When a player would draw a glyph from the bag (even to refill the glyph pool) but it is empty then there is one final round after the current turn ends. Each player, including the player was unable to draw a glyph, gets one final turn. Finally, the player with the most points is crowned Chief Earthling Communicator.



SETUP:

Players draw 4 glyphs each from bag and put them behind their player screens.

Draw 4 glyphs from the bag and randomly place on the four center squares of the board

Draw 5 glyphs from the bag to form the glyph pool, where each player can see them.

Reveal rule cards until a solid, a striped, and a hashed rule card (one of each color) are revealed. Shuffle additional rule cards back into the deck. Place these three cards where all players can see them. Then reveal the top card of the deck so all players know the next rule.

The player who has most recently been abducted by aliens is the start player. They take the rule deck and the rule change card, turning it to the side that reads, "Rules can't change."



ON YOUR TURN (IN ORDER):

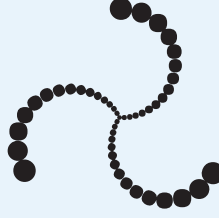
1. Place at least 1 glyph from behind your screen onto the board in a straight, unbroken line, so that the string of glyphs placed is adjacent to at least one glyph already on the board. Each glyph placed must follow the restrictions specified by the rule cards. Score points for glyphs you place, but not any glyphs already on the board. If you cannot (or do not want to) place a glyph on the board, you may pass your turn.
2. Take 3 new glyphs, one at a time, either among the pool or from the bag. If you pass your turn, take only 1 glyph. Then replace any glyphs taken from the pool with glyphs from the bag.
3. If the rule change card is in front of you and reads "rules can't change," flip it over.

PLAYING GLYPHS & SCORING:

- Empty glyphs are not restricted by rule cards. Placement of solid, striped, and hashed glyphs must follow the restrictions on their respective rule cards. Restrictions on old glyphs you play adjacent to must be followed.
- Each glyph placed scores points equal to the number printed on it. If the glyph is placed on a multiplier field ("2X" scarecrow, "3X" cow, or "4x" barn), multiply that glyph's value accordingly. Finally, multiply the entire score by the number of glyphs already in fields that your string of glyphs was adjacent to. Do not score points for old glyphs. If the rule change card reads, "rules can change," and you play on a multiplier field, replace an existing rule with the top card of the rule cards deck and then reveal the next upcoming rule.

GAME END:

When a player would draw a glyph from the bag (even to refill the glyph pool) but it is empty then there is one final round after the current turn ends. Each player, including the player was unable to draw a glyph, gets one final turn. Finally, the player with the most points is crowned Chief Earthling Communicator.



SETUP:

Players draw 4 glyphs each from bag and put them behind their player screens.

Draw 4 glyphs from the bag and randomly place on the four center squares of the board

Draw 5 glyphs from the bag to form the glyph pool, where each player can see them.

Reveal rule cards until a solid, a striped, and a hashed rule card (one of each color) are revealed. Shuffle additional rule cards back into the deck. Place these three cards where all players can see them. Then reveal the top card of the deck so all players know the next rule.

The player who has most recently been abducted by aliens is the start player. They take the rule deck and the rule change card, turning it to the side that reads, "Rules can't change."



ON YOUR TURN (IN ORDER):

1. Place at least 1 glyph from behind your screen onto the board in a straight, unbroken line, so that the string of glyphs placed is adjacent to at least one glyph already on the board. Each glyph placed must follow the restrictions specified by the rule cards. Score points for glyphs you place, but not any glyphs already on the board. If you cannot (or do not want to) place a glyph on the board, you may pass your turn.

2. Take 3 new glyphs, one at a time, either among the pool or from the bag. If you pass your turn, take only 1 glyph. Then replace any glyphs taken from the pool with glyphs from the bag.

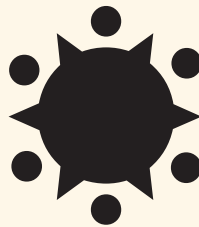
3. If the rule change card is in front of you and reads "rules can't change," flip it over.

PLAYING GLYPHS & SCORING:

- Empty glyphs are not restricted by rule cards. Placement of solid, striped, and hashed glyphs must follow the restrictions on their respective rule cards. Restrictions on old glyphs you play adjacent to must be followed.
- Each glyph placed scores points equal to the number printed on it. If the glyph is placed on a multiplier field ("2X" scarecrow, "3X" cow, or "4x" barn), multiply that glyph's value accordingly. Finally, multiply the entire score by the number of glyphs already in fields that your string of glyphs was adjacent to. Do not score points for old glyphs. If the rule change card reads, "rules can change," and you play on a multiplier field, replace an existing rule with the top card of the rule cards deck and then reveal the next upcoming rule.

GAME END:

When a player would draw a glyph from the bag (even to refill the glyph pool) but it is empty then there is one final round after the current turn ends. Each player, including the player was unable to draw a glyph, gets one final turn. Finally, the player with the most points is crowned Chief Earthling Communicator.



SETUP:

Players draw 4 glyphs each from bag and put them behind their player screens.

Draw 4 glyphs from the bag and randomly place on the four center squares of the board

Draw 5 glyphs from the bag to form the glyph pool, where each player can see them.

Reveal rule cards until a solid, a striped, and a hashed rule card (one of each color) are revealed. Shuffle additional rule cards back into the deck. Place these three cards where all players can see them. Then reveal the top card of the deck so all players know the next rule.

The player who has most recently been abducted by aliens is the start player. They take the rule deck and the rule change card, turning it to the side that reads, "Rules can't change."



ON YOUR TURN (IN ORDER):

1. Place at least 1 glyph from behind your screen onto the board in a straight, unbroken line, so that the string of glyphs placed is adjacent to at least one glyph already on the board. Each glyph placed must follow the restrictions specified by the rule cards. Score points for glyphs you place, but not any glyphs already on the board. If you cannot (or do not want to) place a glyph on the board, you may pass your turn.
2. Take 3 new glyphs, one at a time, either among the pool or from the bag. If you pass your turn, take only 1 glyph. Then replace any glyphs taken from the pool with glyphs from the bag.
3. If the rule change card is in front of you and reads "rules can't change," flip it over.

PLAYING GLYPHS & SCORING:

- Empty glyphs are not restricted by rule cards. Placement of solid, striped, and hashed glyphs must follow the restrictions on their respective rule cards. Restrictions on old glyphs you play adjacent to must be followed.
- Each glyph placed scores points equal to the number printed on it. If the glyph is placed on a multiplier field ("2X" scarecrow, "3X" cow, or "4x" barn), multiply that glyph's value accordingly. Finally, multiply the entire score by the number of glyphs already in fields that your string of glyphs was adjacent to. Do not score points for old glyphs. If the rule change card reads, "rules can change," and you play on a multiplier field, replace an existing rule with the top card of the rule cards deck and then reveal the next upcoming rule.

GAME END:

When a player would draw a glyph from the bag (even to refill the glyph pool) but it is empty then there is one final round after the current turn ends. Each player, including the player was unable to draw a glyph, gets one final turn. Finally, the player with the most points is crowned Chief Earthling Communicator.



SETUP:

Players draw 4 glyphs each from bag and put them behind their player screens.

Draw 4 glyphs from the bag and randomly place on the four center squares of the board

Draw 5 glyphs from the bag to form the glyph pool, where each player can see them.

Reveal rule cards until a solid, a striped, and a hashed card (one of each color) are revealed. Shuffle additional rule cards back into the deck. Place these three cards where all players can see them. Then reveal the top card of the deck so all players know the next rule.

The player who has most recently been abducted by aliens is the start player. They take the rule deck and the rule change card, turning it to the side that reads, "Rules can't change."



ON YOUR TURN (IN ORDER):

1. Place at least 1 glyph from behind your screen onto the board in a straight, unbroken line, so that the string of glyphs placed is adjacent to at least one glyph already on the board. Each glyph placed must follow the restrictions specified by the rule cards. Score points for glyphs you place, but not any glyphs already on the board. If you cannot (or do not want to) place a glyph on the board, you may pass your turn.

2. Take 3 new glyphs, one at a time, either among the pool or from the bag. If you pass your turn, take only 1 glyph. Then replace any glyphs taken from the pool with glyphs from the bag.

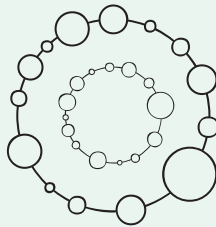
3. If the rule change card is in front of you and reads "rules can't change," flip it over.

PLAYING GLYPHS & SCORING:

- Empty glyphs are not restricted by rule cards. Placement of solid, striped, and hashed glyphs must follow the restrictions on their respective rule cards. Restrictions on old glyphs you play adjacent to must be followed.
- Each glyph placed scores points equal to the number printed on it. If the glyph is placed on a multiplier field ("2X" scarecrow, "3X" cow, or "4x" barn), multiply that glyph's value accordingly. Finally, multiply the entire score by the number of glyphs already in fields that your string of glyphs was adjacent to. Do not score points for old glyphs. If the rule change card reads, "rules can change," and you play on a multiplier field, replace an existing rule with the top card of the rule cards deck and then reveal the next upcoming rule.

GAME END:

When a player would draw a glyph from the bag (even to refill the glyph pool) but it is empty then there is one final round after the current turn ends. Each player, including the player was unable to draw a glyph, gets one final turn. Finally, the player with the most points is crowned Chief Earthling Communicator.



SETUP:

Players draw 4 glyphs each from bag and put them behind their player screens.

Draw 4 glyphs from the bag and randomly place on the four center squares of the board

Draw 5 glyphs from the bag to form the glyph pool, where each player can see them.

Reveal rule cards until a solid, a striped, and a hashed rule card (one of each color) are revealed. Shuffle additional rule cards back into the deck. Place these three cards where all players can see them. Then reveal the top card of the deck so all players know the next rule.

The player who has most recently been abducted by aliens is the start player. They take the rule deck and the rule change card, turning it to the side that reads, "Rules can't change."



ON YOUR TURN (IN ORDER):

1. Place at least 1 glyph from behind your screen onto the board in a straight, unbroken line, so that the string of glyphs placed is adjacent to at least one glyph already on the board. Each glyph placed must follow the restrictions specified by the rule cards. Score points for glyphs you place, but not any glyphs already on the board. If you cannot (or do not want to) place a glyph on the board, you may pass your turn.
2. Take 3 new glyphs, one at a time, either among the pool or from the bag. If you pass your turn, take only 1 glyph. Then replace any glyphs taken from the pool with glyphs from the bag.
3. If the rule change card is in front of you and reads "rules can't change," flip it over.

PLAYING GLYPHS & SCORING:

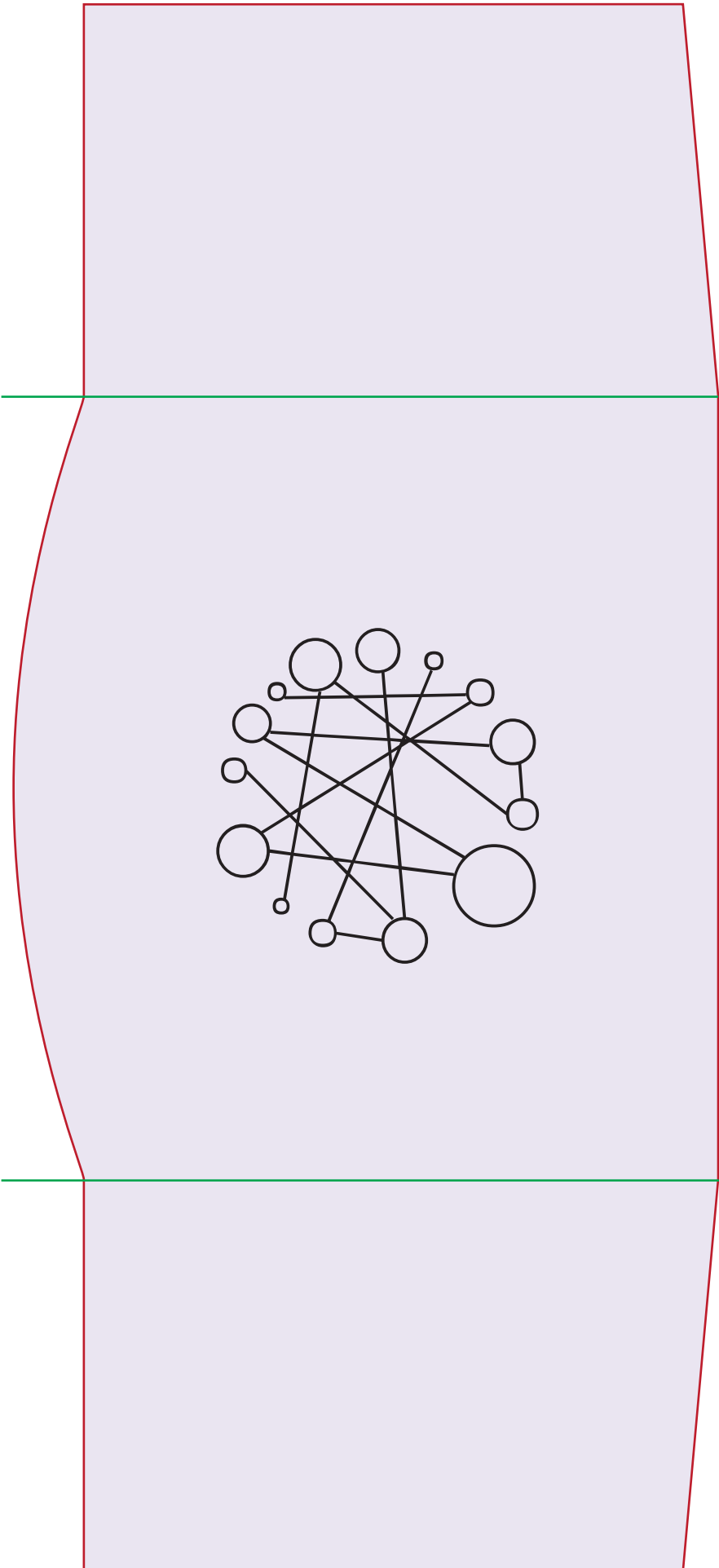
- Empty glyphs are not restricted by rule cards. Placement of solid, striped, and hashed glyphs must follow the restrictions on their respective rule cards. Restrictions on old glyphs you play adjacent to must be followed.
- Each glyph placed scores points equal to the number printed on it. If the glyph is placed on a multiplier field ("2X" scarecrow, "3X" cow, or "4x" barn), multiply that glyph's value accordingly. Finally, multiply the entire score by the number of glyphs already in fields that your string of glyphs was adjacent to. Do not score points for old glyphs. If the rule change card reads, "rules can change," and you play on a multiplier field, replace an existing rule with the top card of the rule cards deck and then reveal the next upcoming rule.

GAME END:

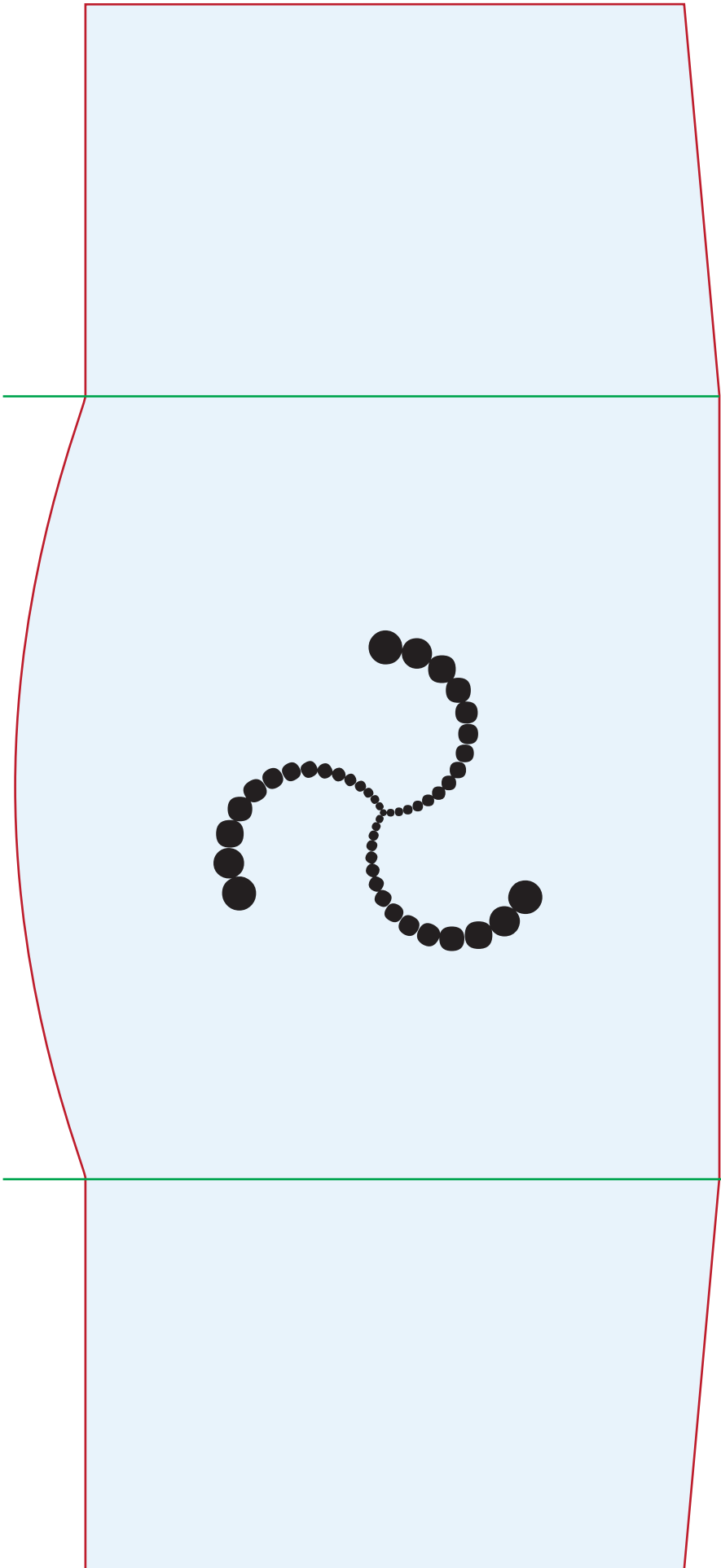
When a player would draw a glyph from the bag (even to refill the glyph pool) but it is empty then there is one final round after the current turn ends. Each player, including the player was unable to draw a glyph, gets one final turn. Finally, the player with the most points is crowned Chief Earthling Communicator.



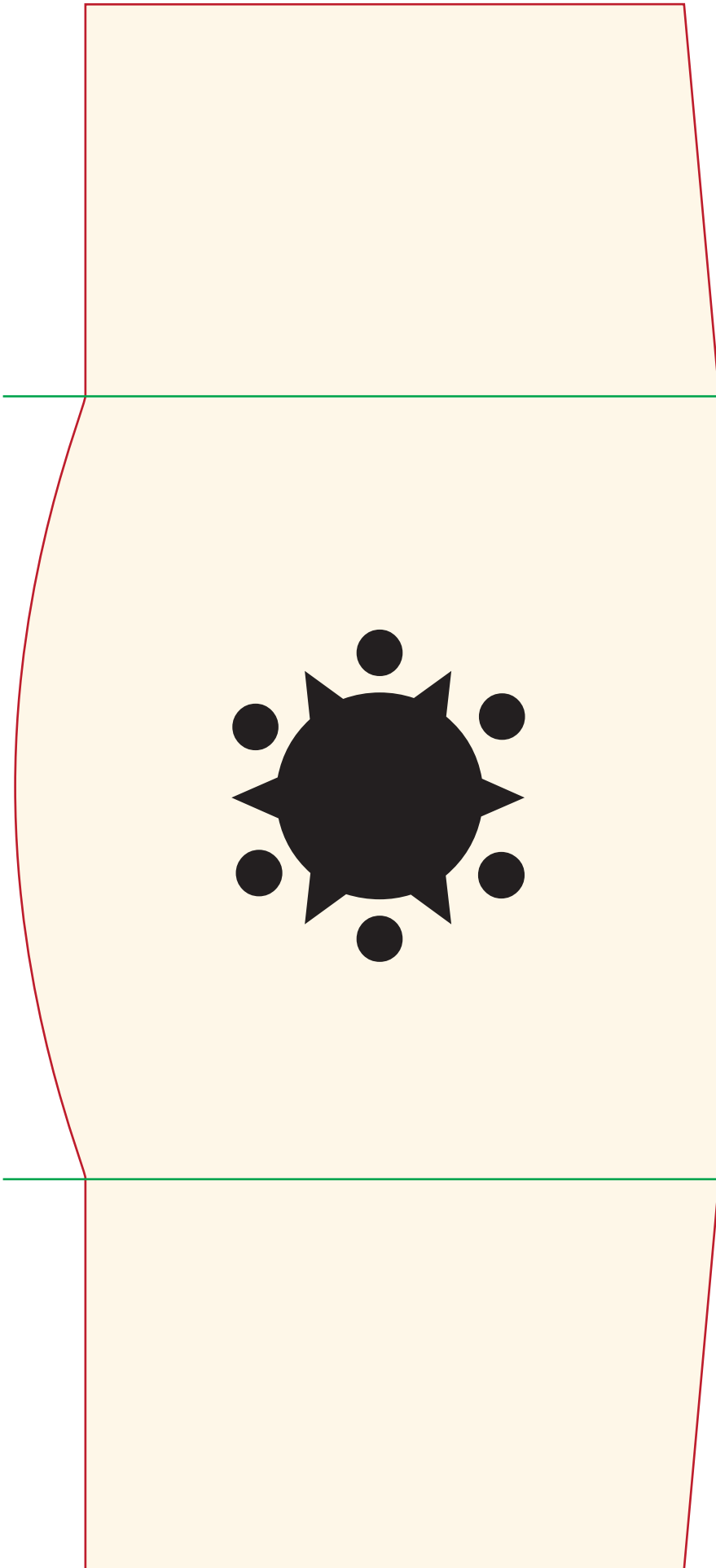
PLAYER SCREEN - BACK



PLAYER SCREEN - BACK



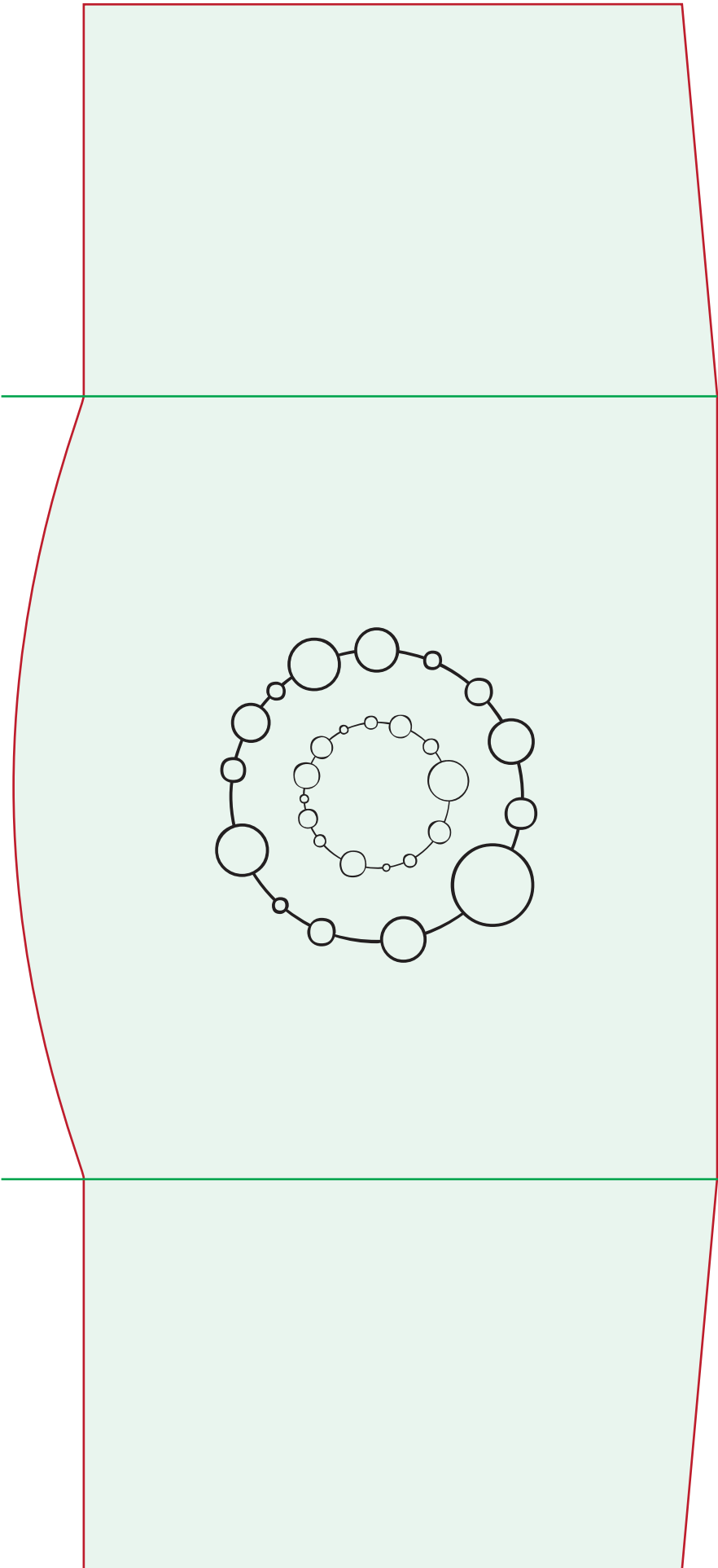
PLAYER SCREEN - BACK



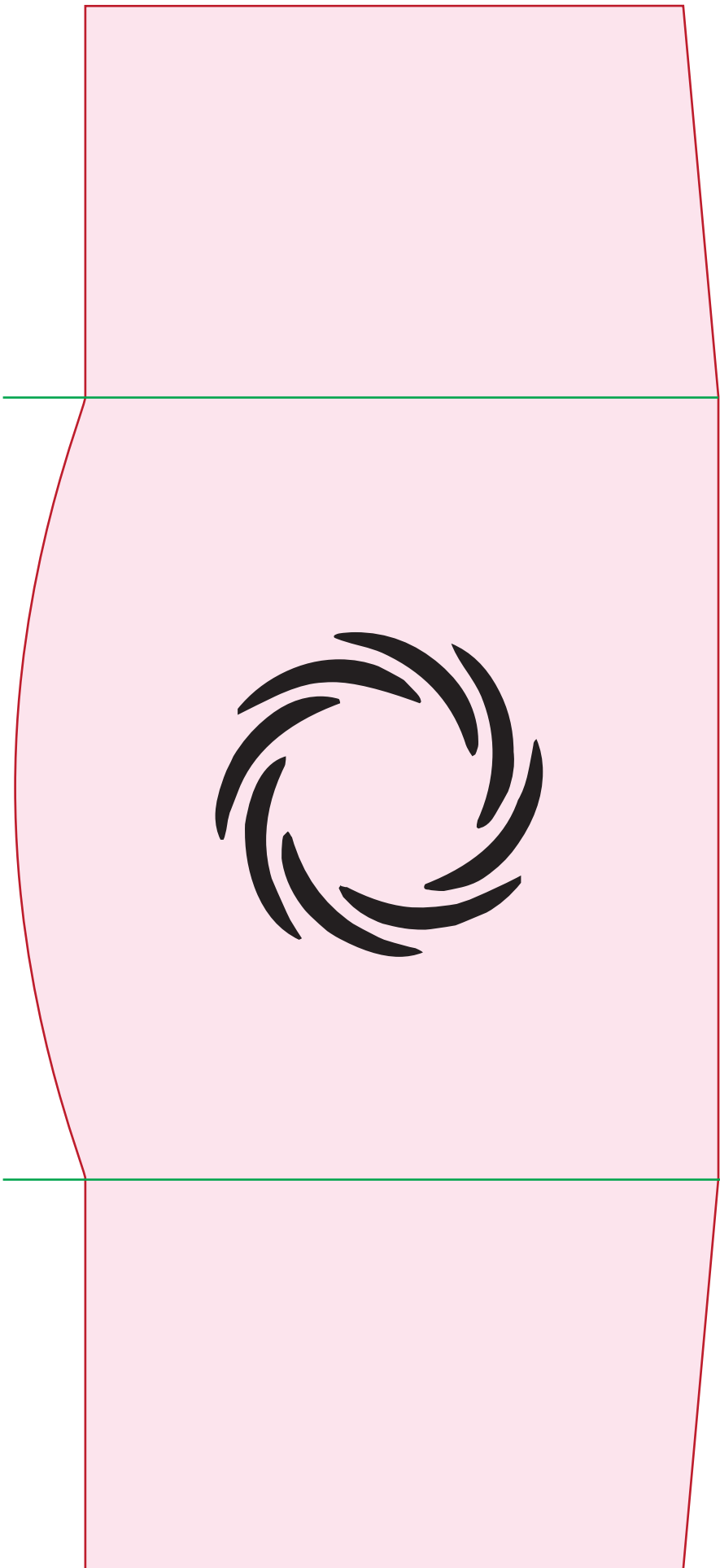
PLAYER SCREEN - BACK



PLAYER SCREEN - BACK



PLAYER SCREEN - BACK



PERMITTED NEIGHBORS

**RULES
CANNOT
CHANGE**



**AT THE END OF YOUR
NEXT TURN (NOT THE
TURN YOU ACQUIRED
THIS CARD), FLIP
THIS CARD OVER.**

**RULES
CAN
CHANGE**



**IF ANY PLAYER PUTS
A GLYPH ONTO A
MULTIPLIER FIELD, THAT
PLAYERS TAKES THIS
CARD AND FLIPS IT.
THE UPCOMING RULE GOES
INTO EFFECT, AND THE
NEXT ONE IS REVEALED.**

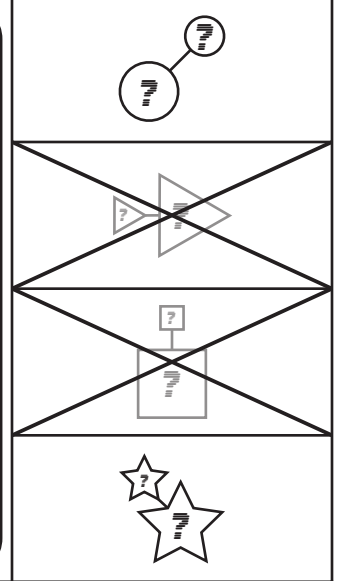
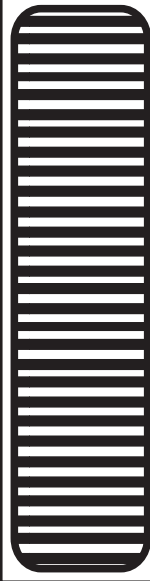
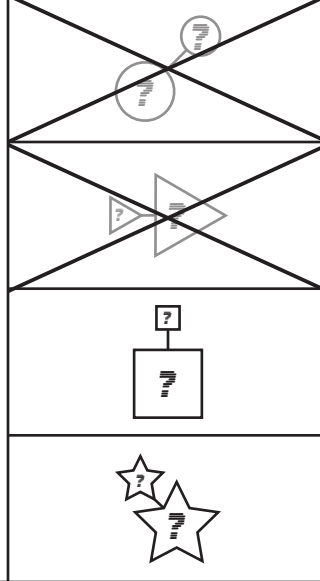
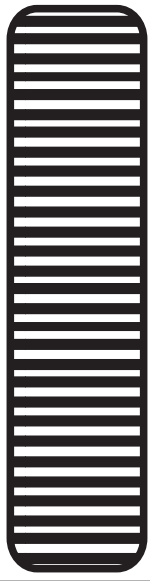
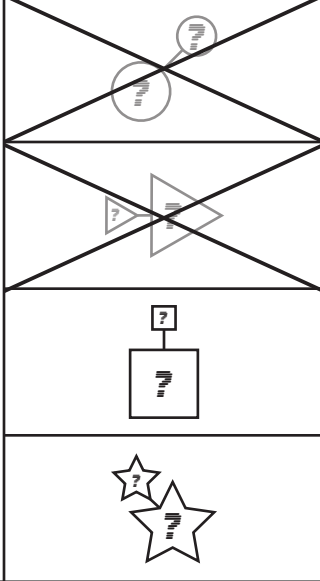
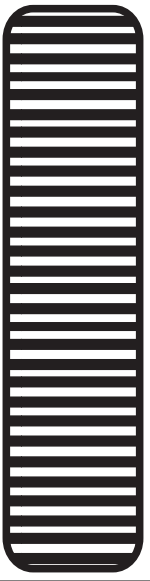
PERMITTED NEIGHBORS	PERMITTED NEIGHBORS	PERMITTED NEIGHBORS
PERMITTED NEIGHBORS		PERMITTED NEIGHBORS
PERMITTED NEIGHBORS	PERMITTED NEIGHBORS	PERMITTED NEIGHBORS

RULE CARDS - STRIPED

PERMITTED NEIGHBORS

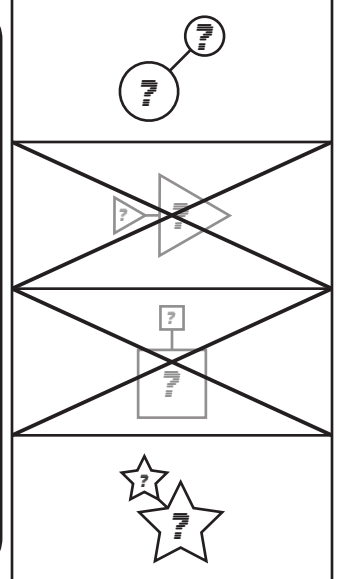
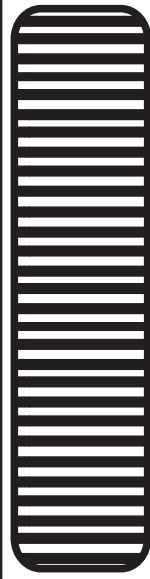
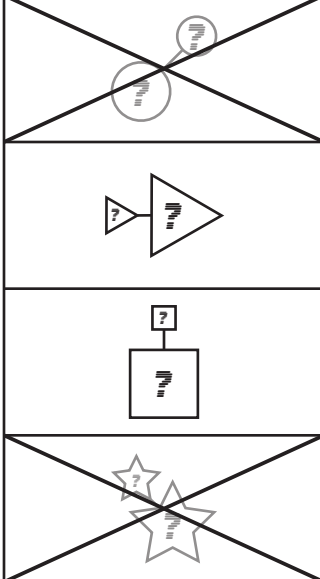
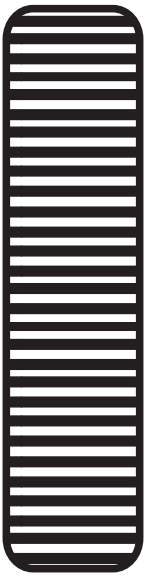
PERMITTED NEIGHBORS

PERMITTED NEIGHBORS



PERMITTED NEIGHBORS

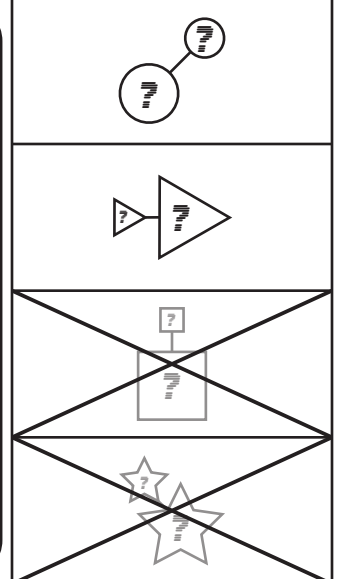
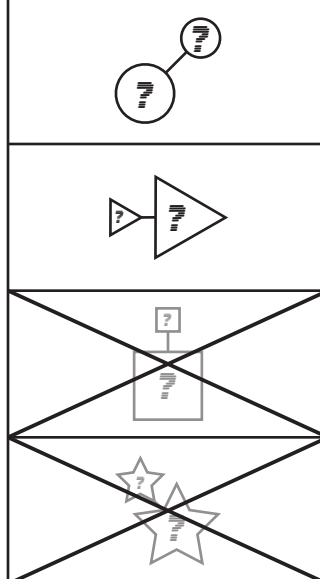
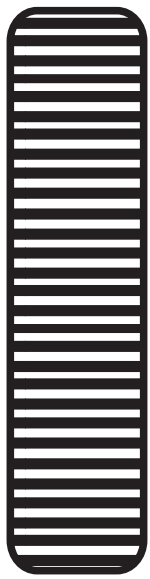
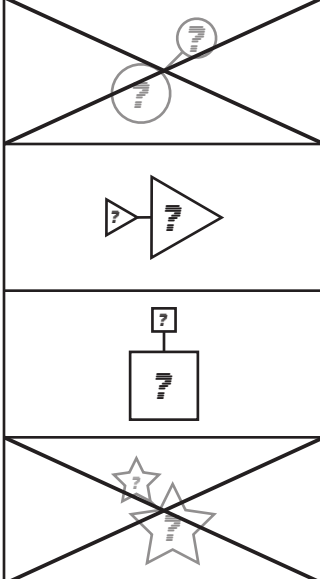
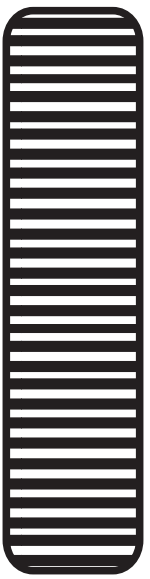
PERMITTED NEIGHBORS



PERMITTED NEIGHBORS

PERMITTED NEIGHBORS

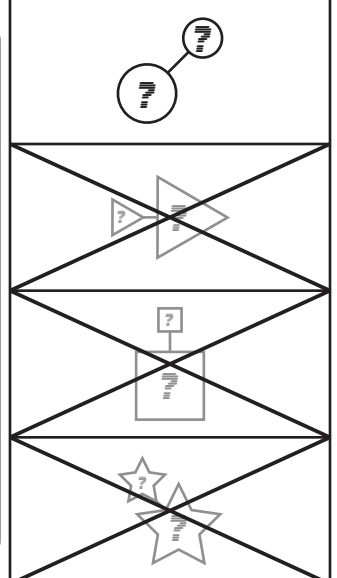
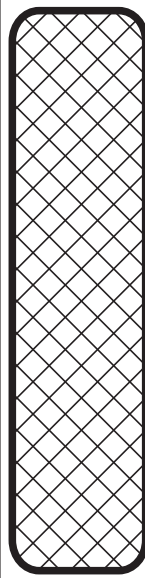
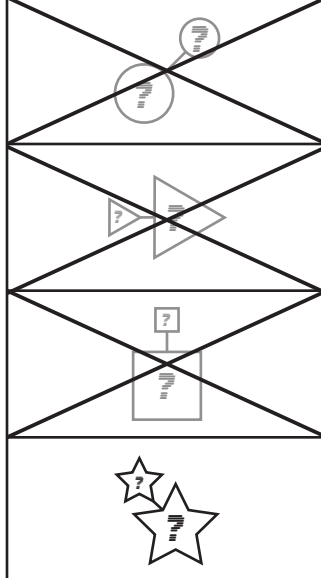
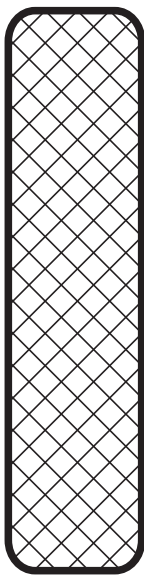
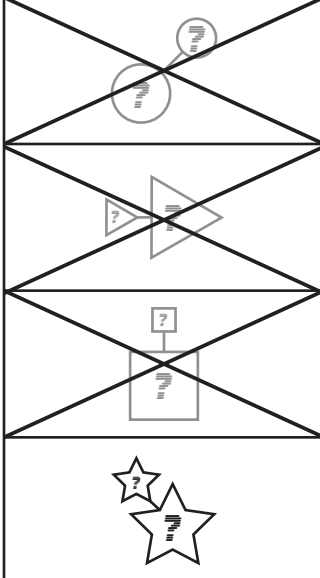
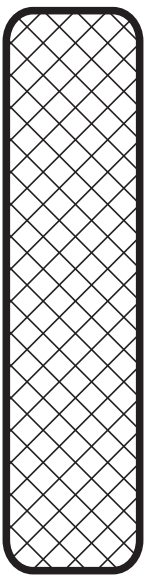
PERMITTED NEIGHBORS



PERMITTED NEIGHBORS

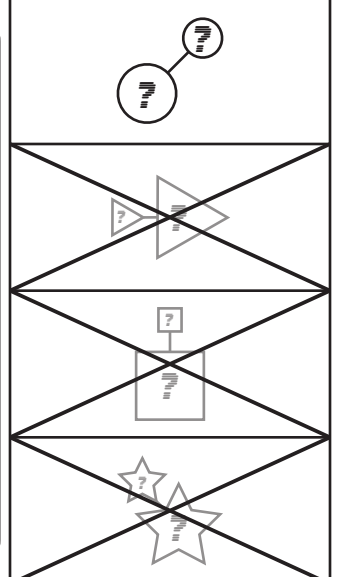
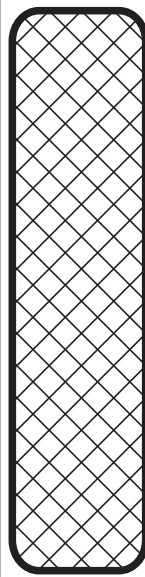
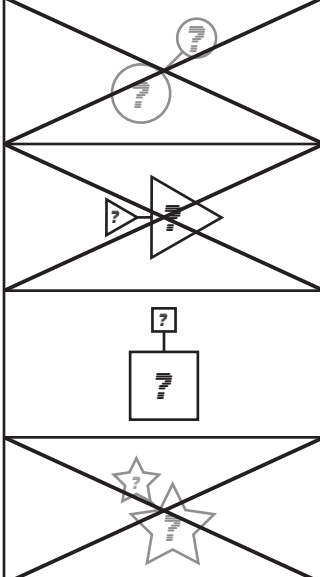
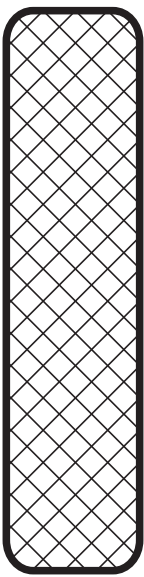
PERMITTED NEIGHBORS

PERMITTED NEIGHBORS



PERMITTED NEIGHBORS

PERMITTED NEIGHBORS



PERMITTED NEIGHBORS

PERMITTED NEIGHBORS

PERMITTED NEIGHBORS

