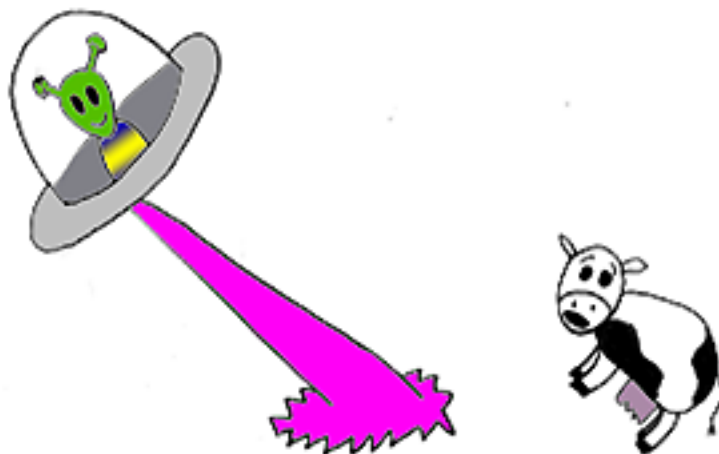


# CAMP CIRCLES



**A PUZZLE GAME FOR 2-6 PLAYERS OF GALACTIC PROPORTIONS**

**BY ATA GURPINAR**

# THE MISSION

A cluster of moon-sized asteroids is hurtling through the Milky Way galaxy and heading towards Earth. You and your fellow alien ambassadors have been tasked with warning the Earthlings of the disaster heading their way. Fortunately, the Intergalactic Communications Council has been researching how to communicate with the Earthlings by devising simple rules for etching glyphs in their farm fields with your spaceships. Each turn you'll fly into their atmosphere, blast some warning glyphs in a straight line and fly back into space. If you happen to blow up any scarecrows, cows, or barns in the process, well, you'll be doing even better at getting the Earthlings' attention.

As your mission progresses, the Intergalactic Communications Council will issue updated rules of communication based on their continued research into Earth life. Hopefully the Earthlings will get the hint by the time your spaceships run out of power. If not, at least the player who most effectively attempted to warn the Earthlings of their impending doom will be rewarded for the hard, intelligent work and will receive the honorary title of Chief Earthling Communicator.

## SET UP

Give each player a player screen (with rules summary) and have them draw 4 random glyphs from the bag, unseen to other players. For each player in the game, put the two matching player tokens for that player on the 0 space of the score board.

Draw 4 glyphs from the bag and place them randomly in the four center spaces of the game board.

Draw 5 additional glyphs from the bag and place them near the game board. This is the glyph pool that players will be able to select from during the course of the game.

Reveal rule cards from the top of the deck until a solid, a striped, and a crossed rule card are revealed. Also pull out the single empty rule card. Shuffle any additional rule cards back into the deck. Organize the four active rule cards: one empty, one solid, one striped, one crossed, in a row where all players can see them. Then reveal the top card of the deck, so all players know the next upcoming rule. (For your first game, we recommend putting this deck back in the box and not allowing the rules to change throughout the course of the game.)

The player who has most recently been abducted by aliens is the start player. If multiple players are tied for this claim, or no player admits to alien abduction, instead the player who most recently watch a movie about aliens is the start player. This player then takes the rule deck (with a revealed upcoming rule card on top) and the rule change card (turning it to the side that reads, "Rules can't change"). (For your first game, also put the rule change card in the box. You will not be needing it.)

# GAME PLAY

Beginning with the start player and going clockwise, each player will take a single turn until the game end condition is reached. On your turn, do the following 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 four active rule cards, both between each other and between glyphs already on the board that they are placed adjacent to. Each shading of glyph is permitted to be adjacent only to some shapes of glyphs: empty glyphs may be placed adjacent to any shape, solid glyphs may be placed adjacent only to three of four possible shapes, striped glyphs may be placed adjacent only to two of four possible shapes, and crossed glyphs may be placed adjacent only to a single shape. All players should confirm that the active player's placement of glyphs is legal, especially for players newer to playing Crop Circles. If you cannot (or do not want to) place any glyphs on this board, you may skip this step, effectively passing your turn.
2. Score points for glyphs you place, but not any glyphs already on the board. Each glyph scores points equal to the number printed in its corner. If the glyph is placed on a multiplier field (the "2X" scarecrow, the "3X" cow, or the "4X" barn), multiply the value of the glyph by that number. This multiplier does not extend to all glyphs placed. Once you have totaled the value of the glyphs placed, multiply this total by the number of glyphs that had already been in fields that your string of glyphs is adjacent to.
3. If the rule card reads, "Rules can change," and you placed a glyph on a multiplier field, the rule card on top of the deck becomes active, replacing the appropriate rule card that matches its shading. Take the rule change card, flip it to "Rules can't change," reveal the neck card on top of the deck, and take the deck in front of you.
4. Take 3 new glyphs, from among the 5 in the visible glyph pool and from the bag. If you skipped the first step above, take only 1 new glyph. Once you have taken all your new glyphs, then replace any taken from the glyph pool with new glyphs from the bag.
5. If you had the rule change card in front of you since the beginning of your turn and it reads "Rules can't change," then flip it over. Skip this step the first turn of the game.

# GAME END

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

# CREDITS

Player symbols are from the Crop Circle Dingbats font by David Hirmes. Title and other text is from the Abduction 2002 font by Jakob Fischer (Pizzadude). Scarecrow image by Sitara Shah. Cow image by Mariana Ruiz Villarreal. Barn image by Stan Khodzhaev and Andrew Zhebrakov.

All other art and design by Ata Gurpinar.

# **CADP CIRCLES**

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

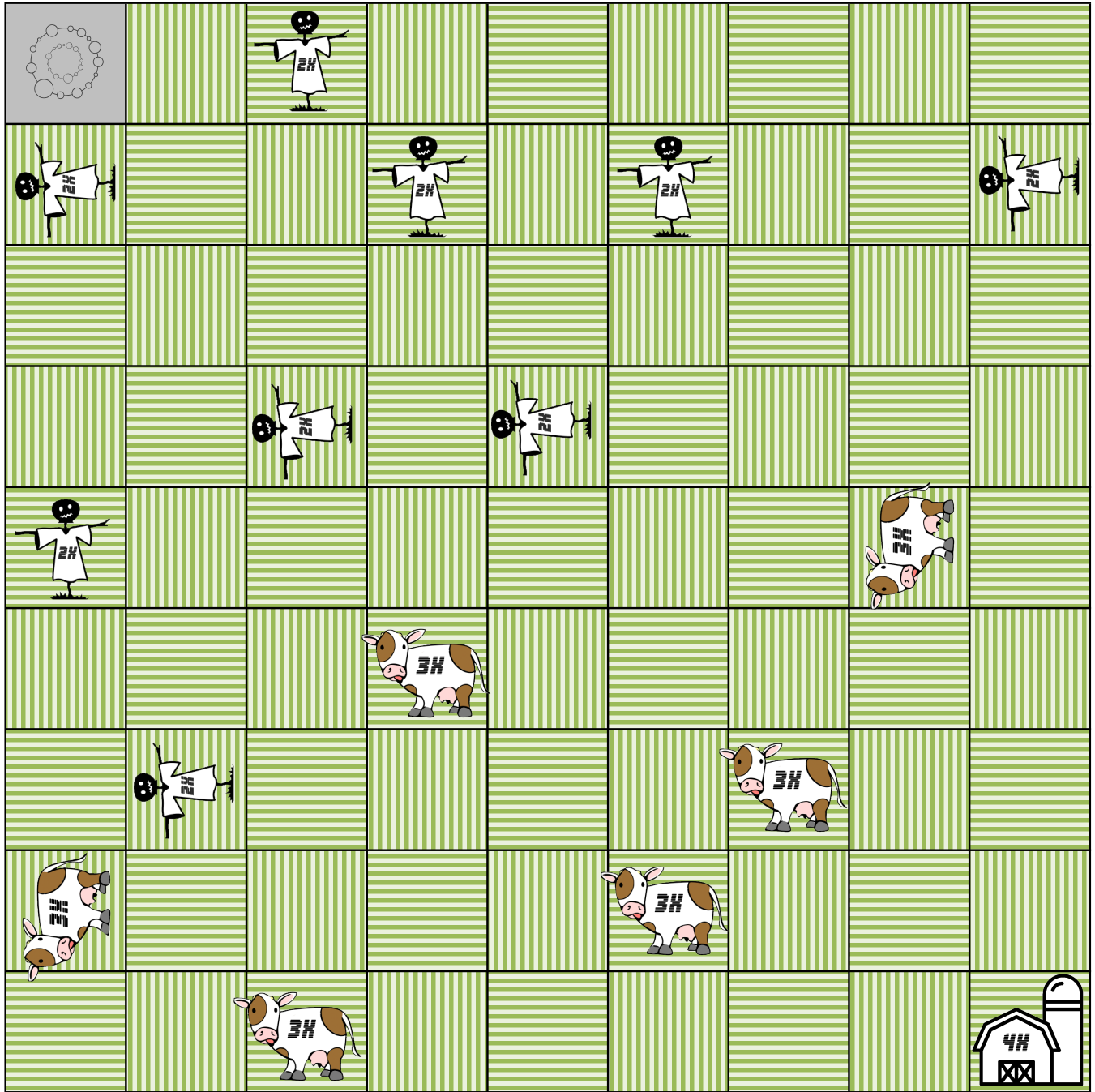
## **CONTENTS:**

- = 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

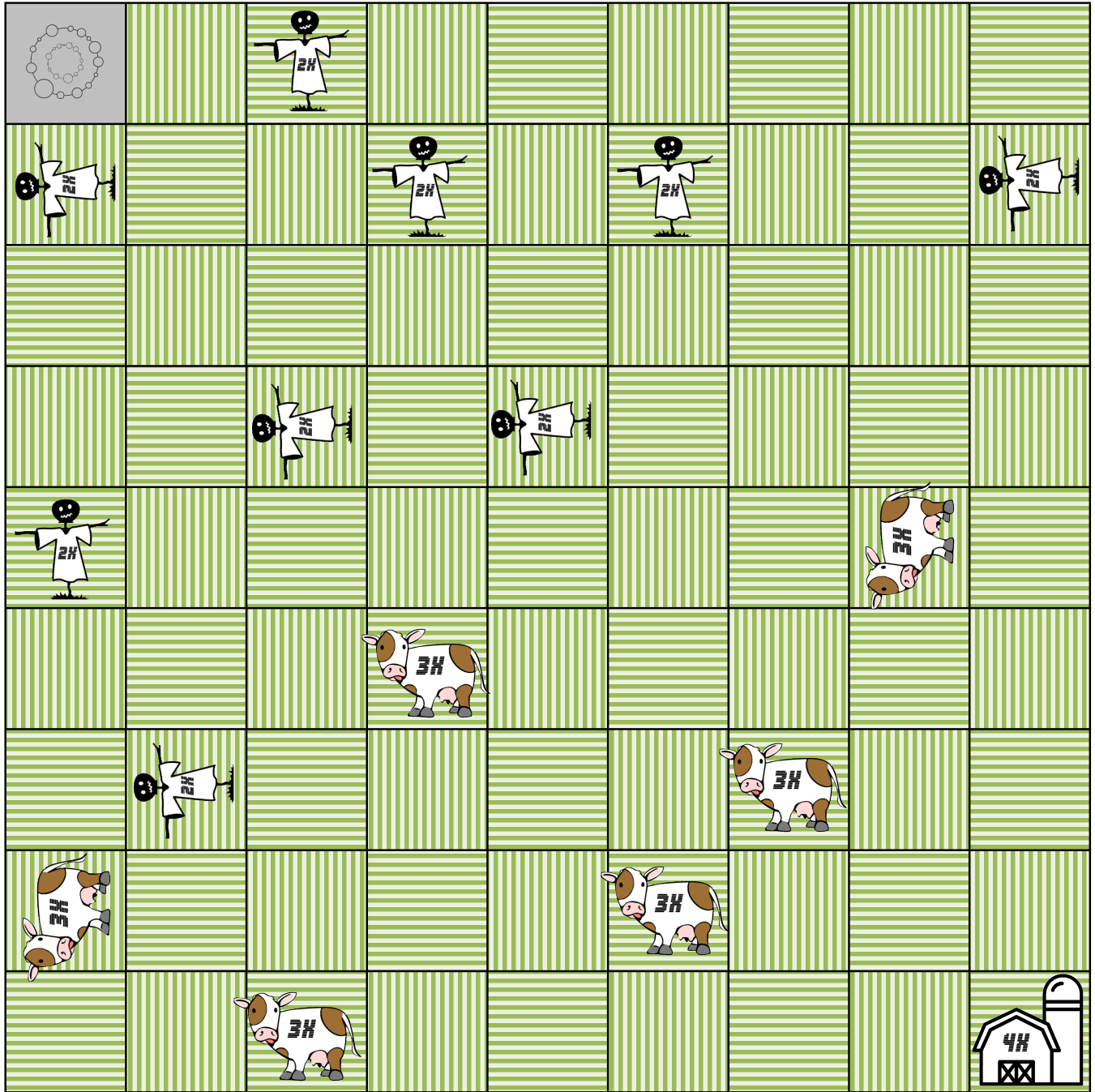
## **ASSEMBLY:**

- = 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.

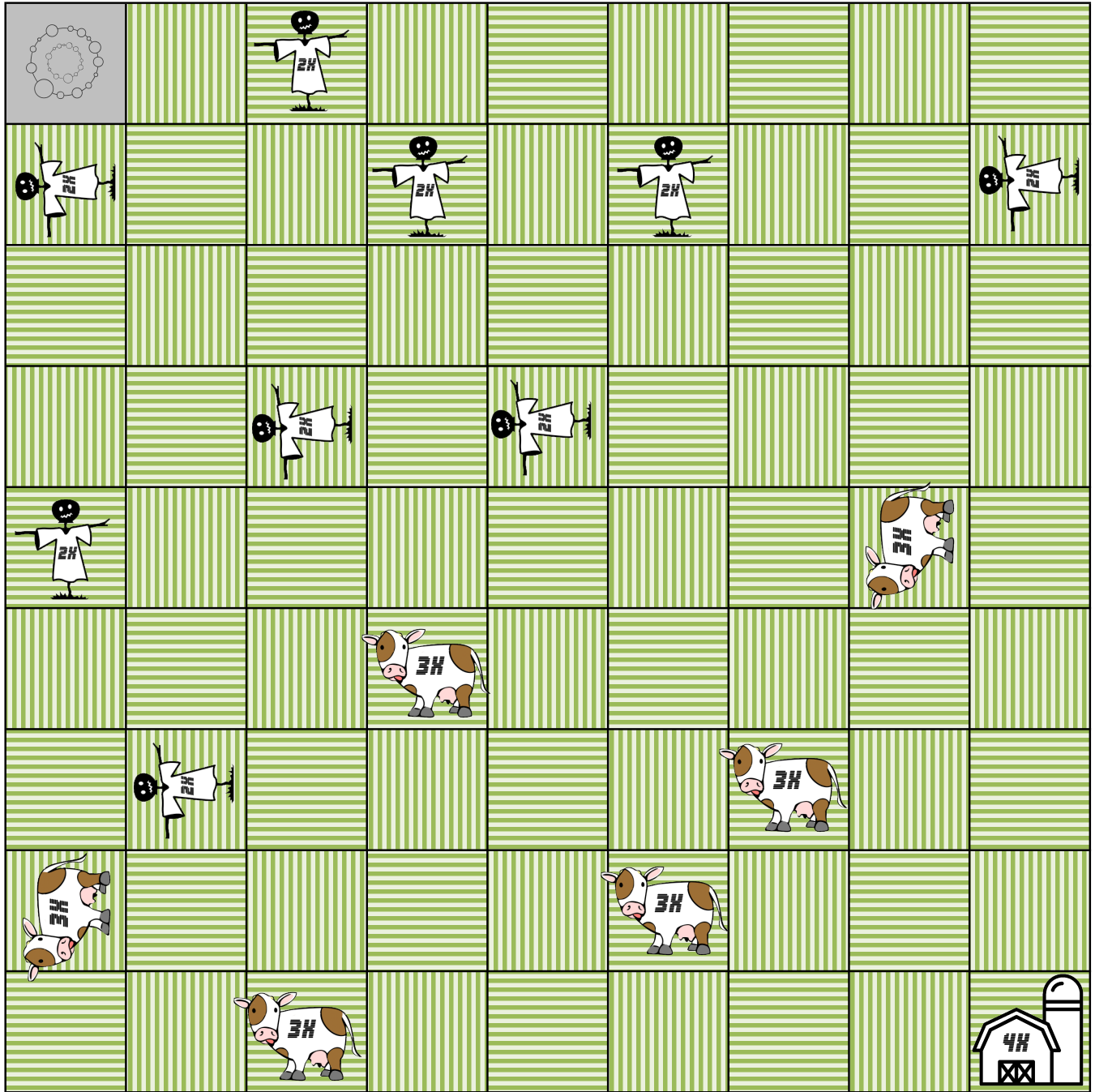
# QUARTER OF GAME BOARD



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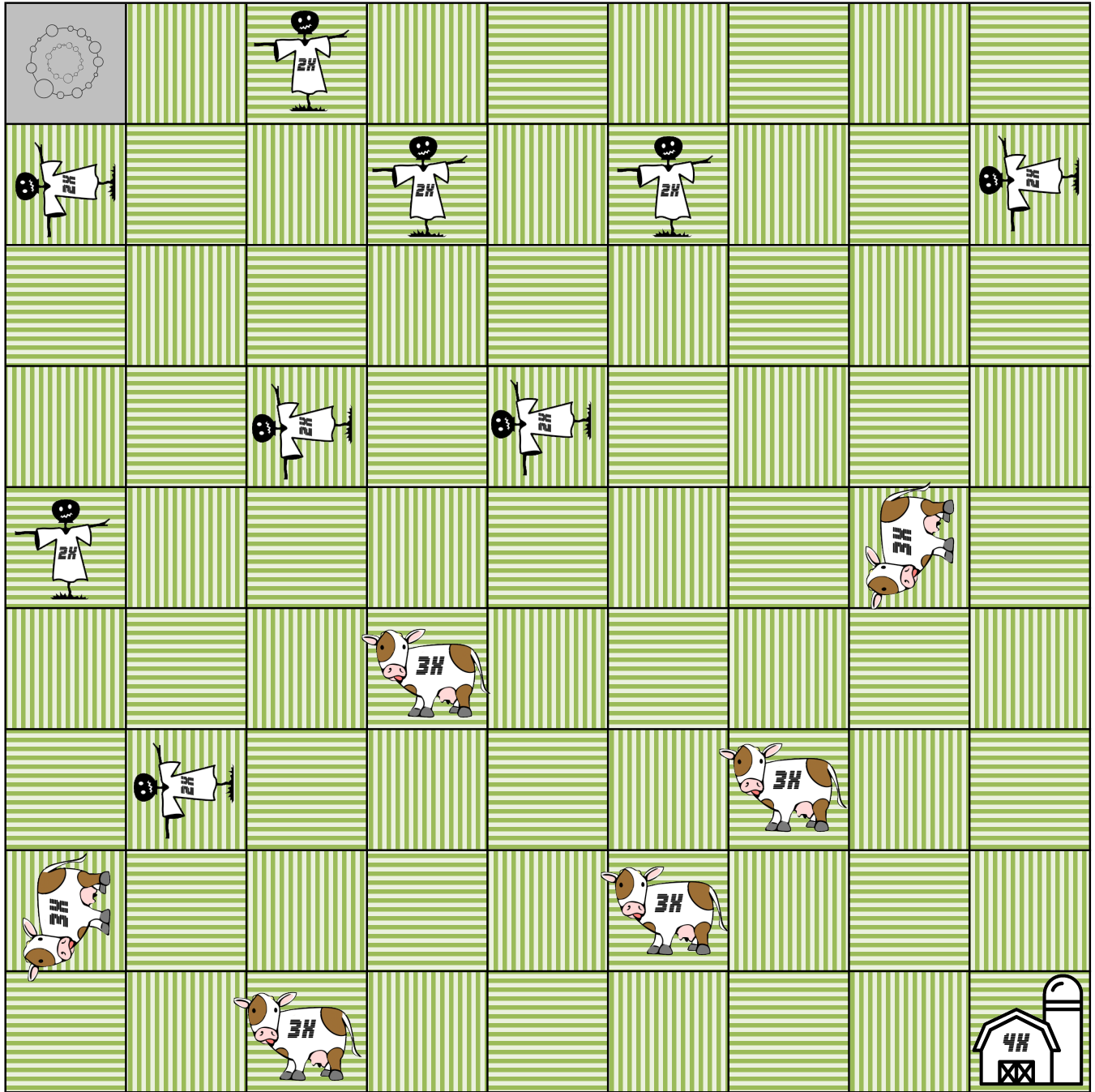


# QUARTER OF GAME BOARD






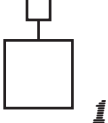
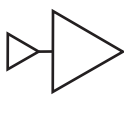


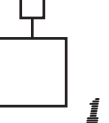
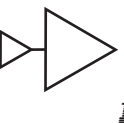


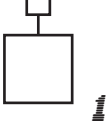
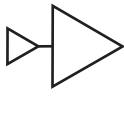


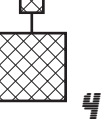
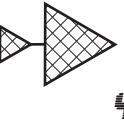


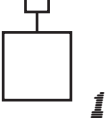
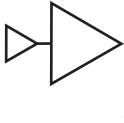


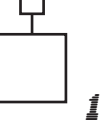
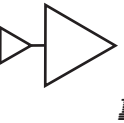

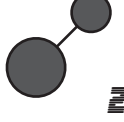
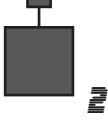
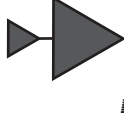


























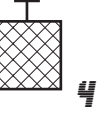
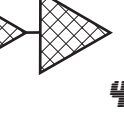

QUARTER OF GAME BOARD




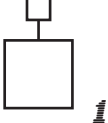
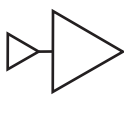


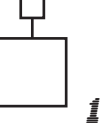
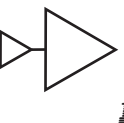


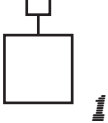
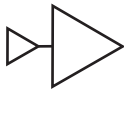


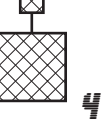
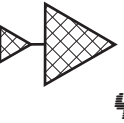


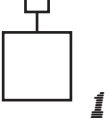
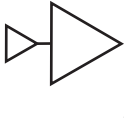


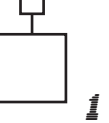
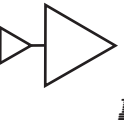

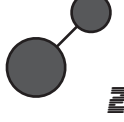
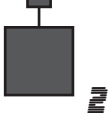
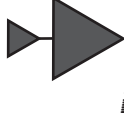


























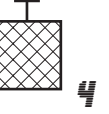
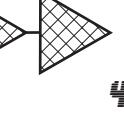

# SCORE BOARD

<b>0</b>		<b>100</b> ★		<b>200</b> ★★		<b>300</b> ★★★		<b>400</b> ★★★★		<b>500</b> ★★★★★		<b>600</b> ★★★★★	
.	..	...	....	<b>5</b>	...	...	....	....	....	....	....	<b>10</b>	
.	..	...	....	<b>15</b>	...	...	....	....	....	....	....	<b>20</b>	
.	..	...	....	<b>25</b>	...	...	....	....	....	....	....	<b>30</b>	
.	..	...	....	<b>35</b>	...	...	....	....	....	....	....	<b>40</b>	
.	..	...	....	<b>45</b>	...	...	....	....	....	....	....	<b>50</b>	
.	..	...	....	<b>55</b>	...	...	....	....	....	....	....	<b>60</b>	
.	..	...	....	<b>65</b>	...	...	....	....	....	....	....	<b>70</b>	
.	..	...	....	<b>75</b>	...	...	....	....	....	....	....	<b>80</b>	
.	..	...	....	<b>85</b>	...	...	....	....	....	....	....	<b>90</b>	
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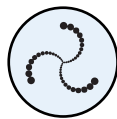
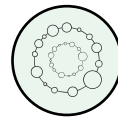
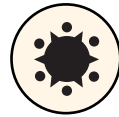
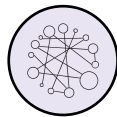
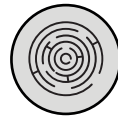
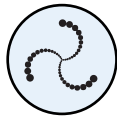
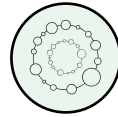
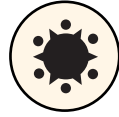
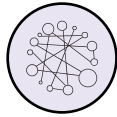
# HALF OF GLYPHS

 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 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.

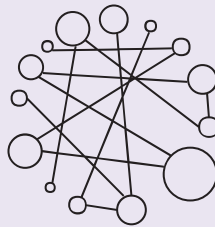
3. If the rule change card is in front of you and reads "rules can't change," flip it over.

**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.

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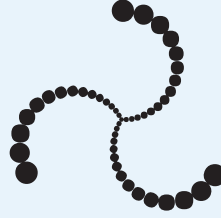
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**PLAYING GLYPHS & SCORING:**

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**SETUP:**

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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."



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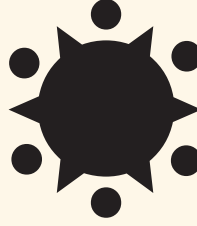
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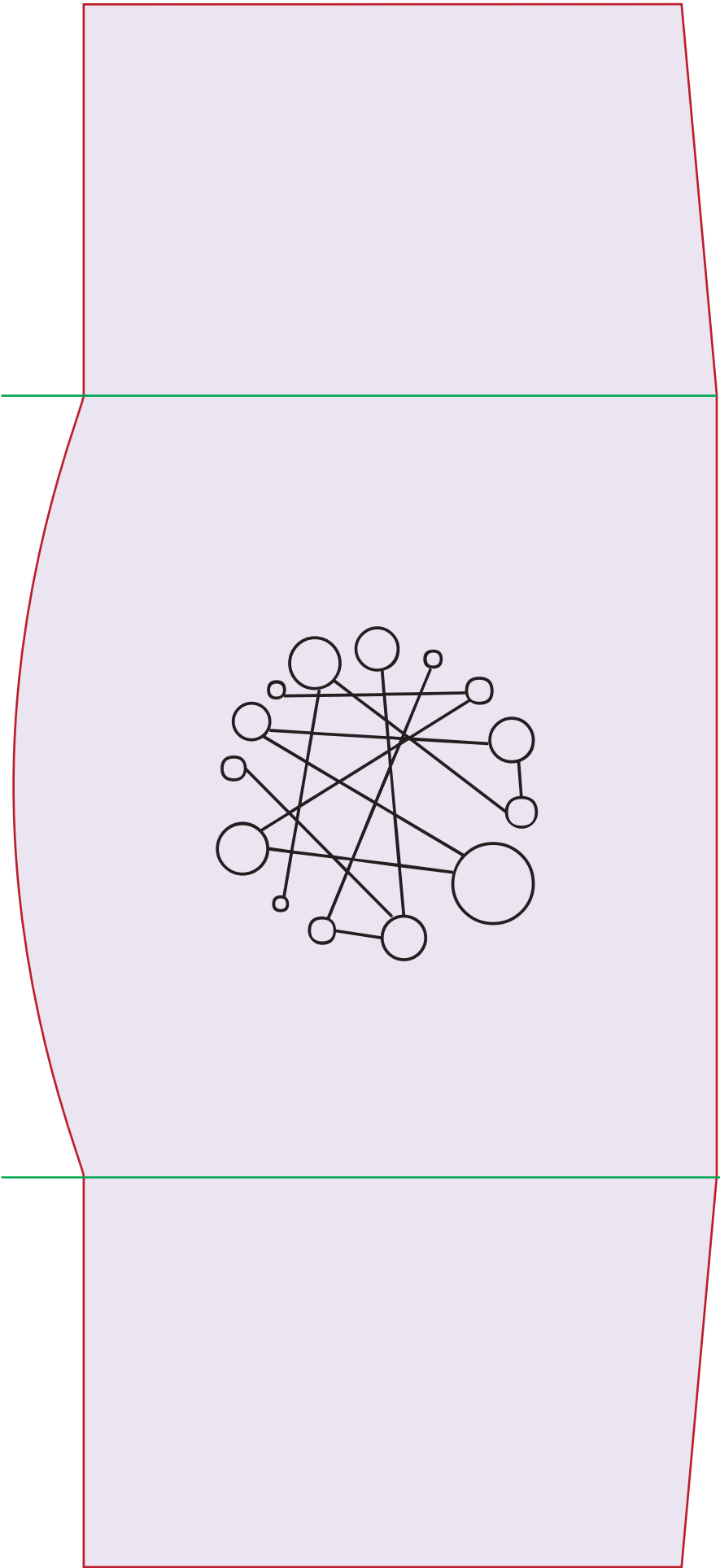
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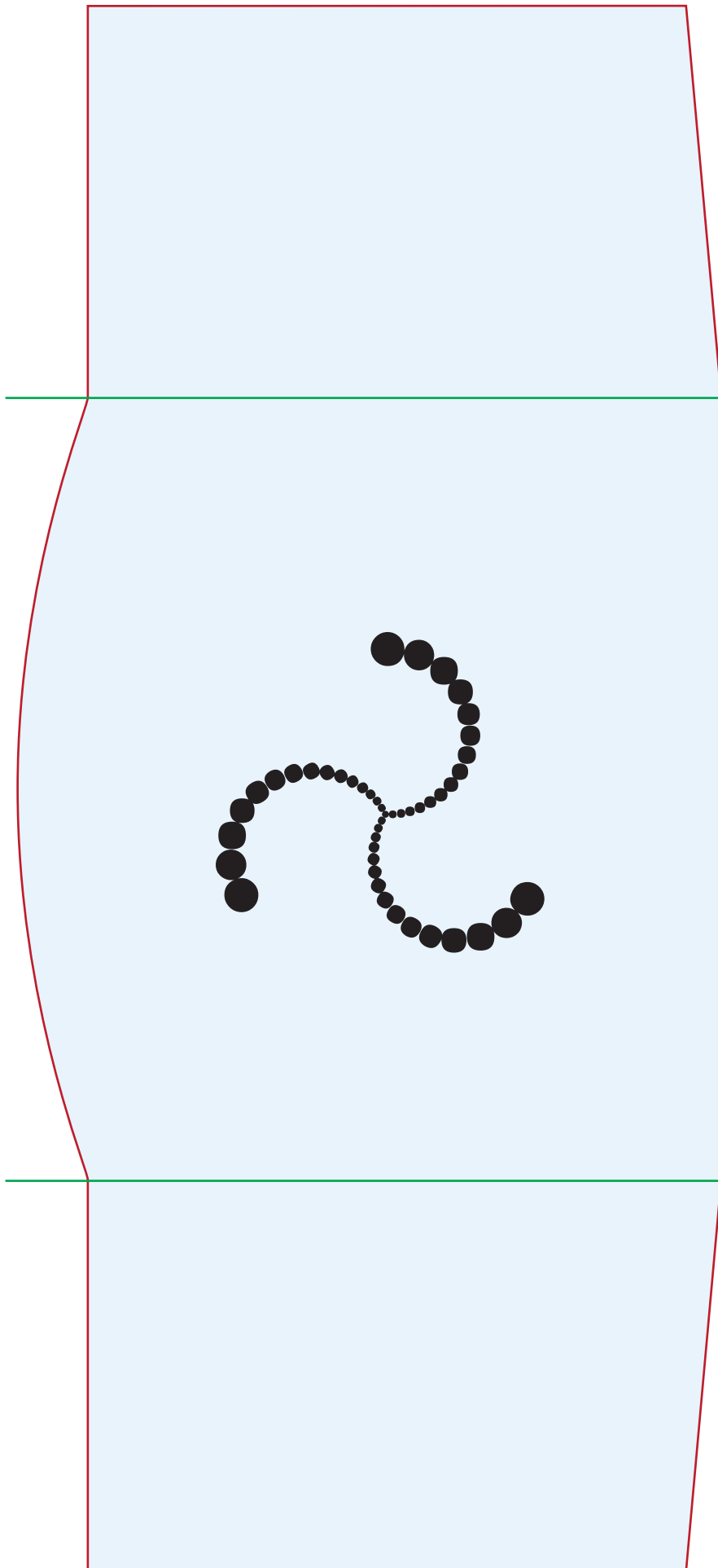
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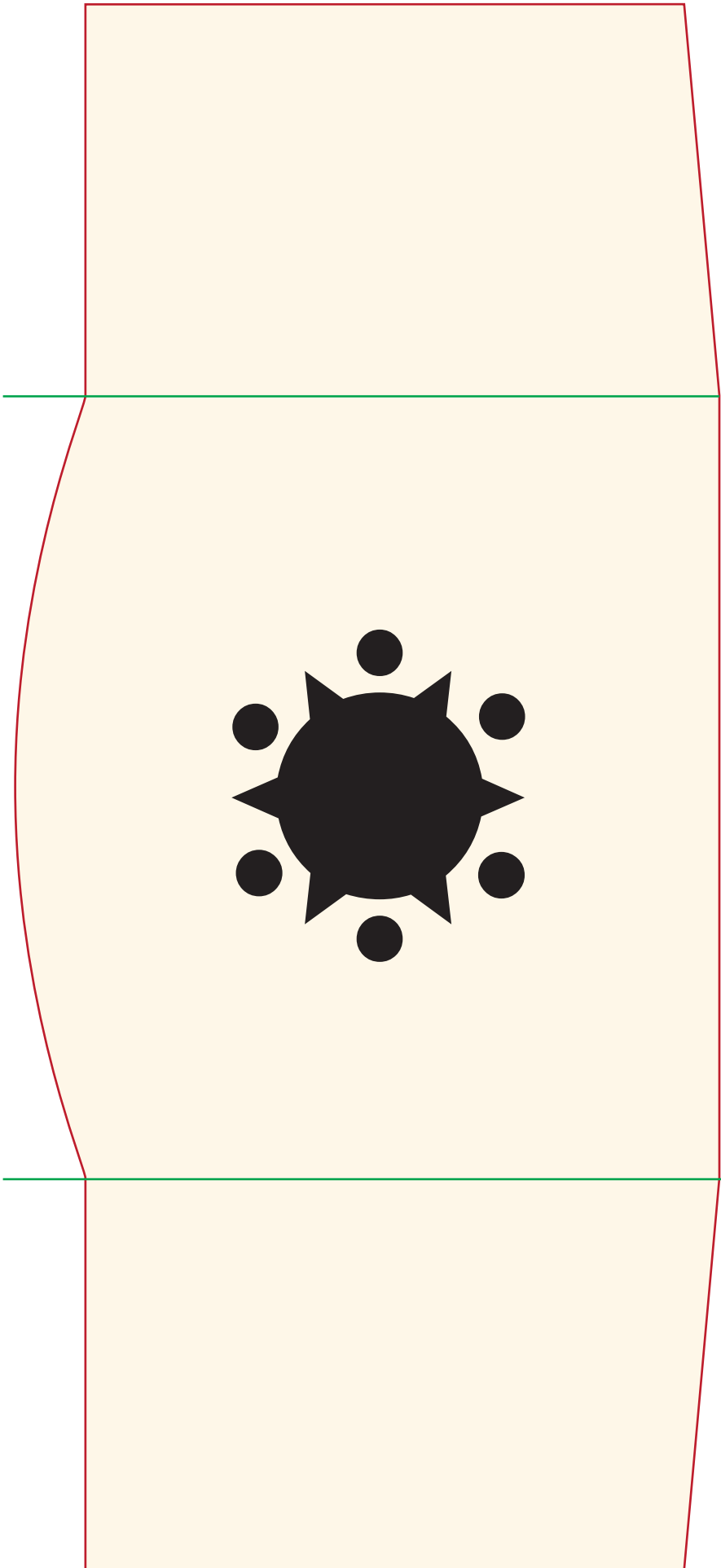
**PLAYER SCREEN - BACK**



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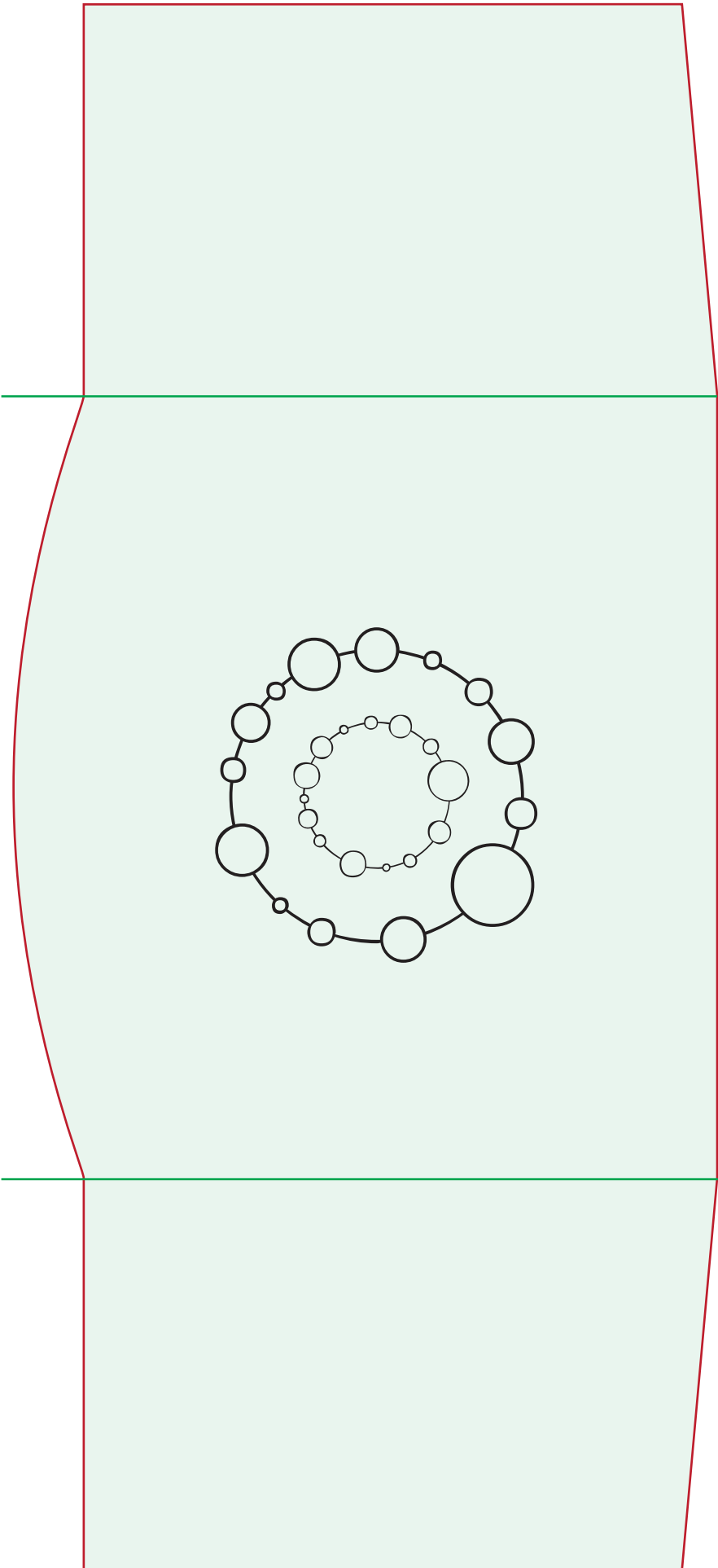
**PLAYER SCREEN - BACK**



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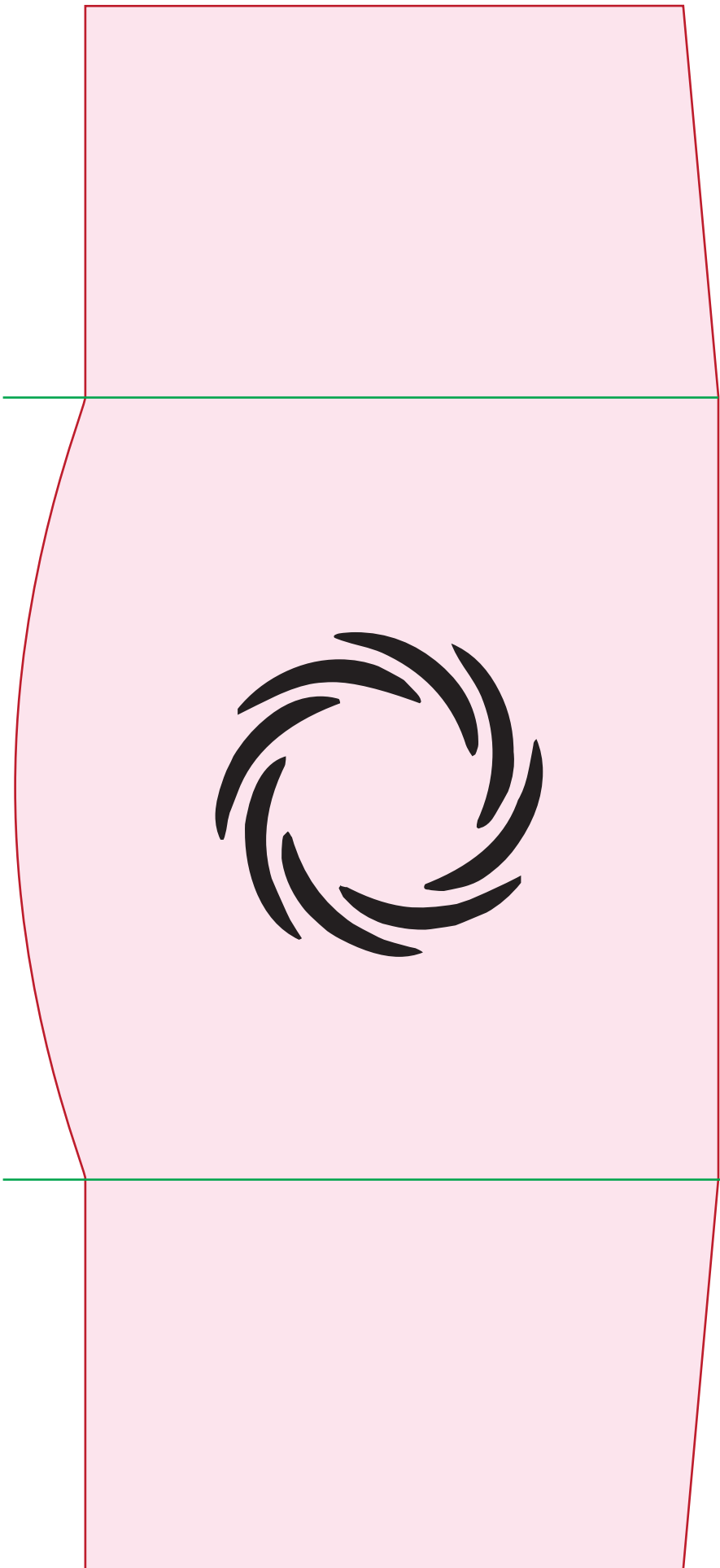


**PLAYER SCREEN - BACK**

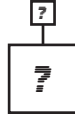
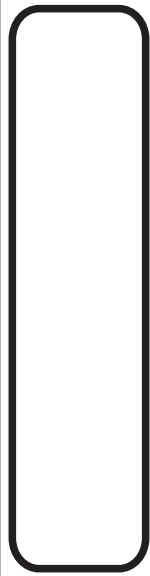




**PLAYER SCREEN - BACK**



**PERMITTED NEIGHBORS**



**RULES  
CANNOT  
CHANGE**









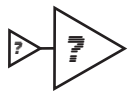
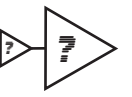
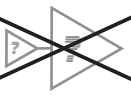

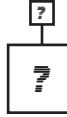
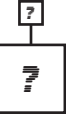







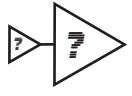











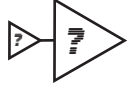

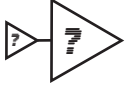






**AT THE END OF YOUR  
NEXT TURN (NOT THE  
TURN YOU ACQUIRED  
THIS CARD), FLIP  
THIS CARD OVER.**

**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.**

**RULE CARDS - SOLID**

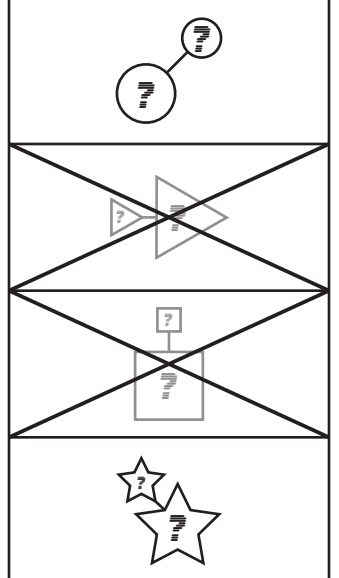
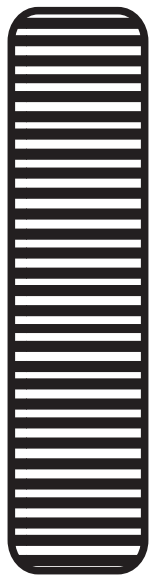
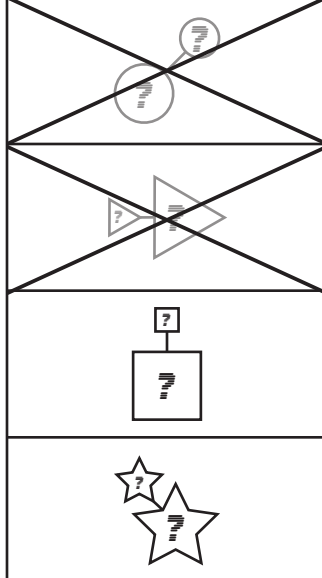
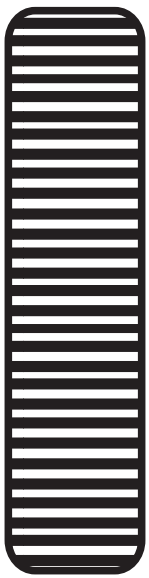
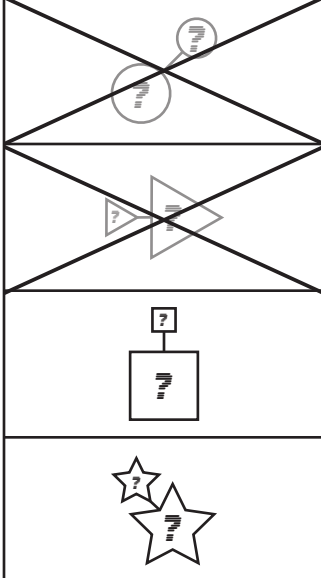
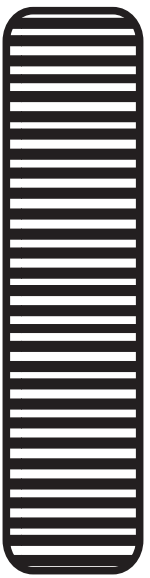
<b>PERMITTED NEIGHBORS</b>	<b>PERMITTED NEIGHBORS</b>	<b>PERMITTED NEIGHBORS</b>
		
		
		
		
		
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**RULE CARDS - STRIPED**

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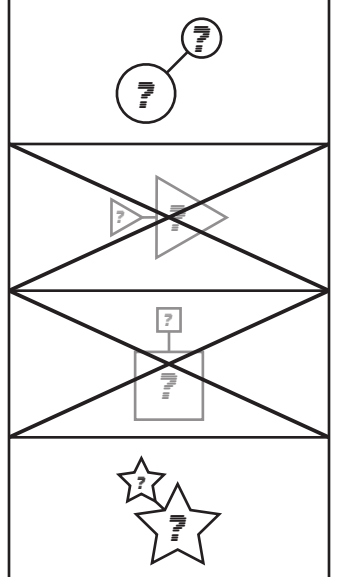
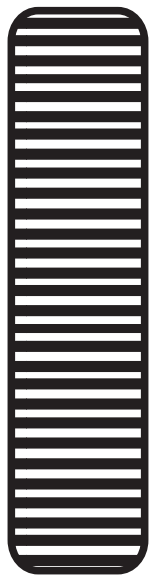
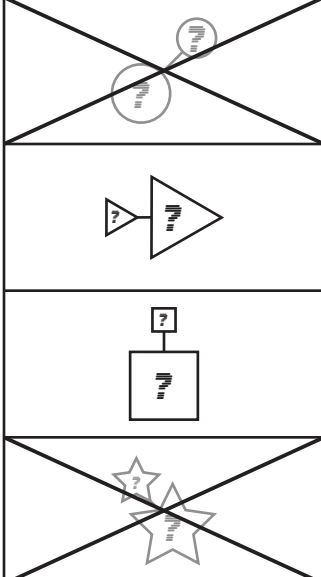
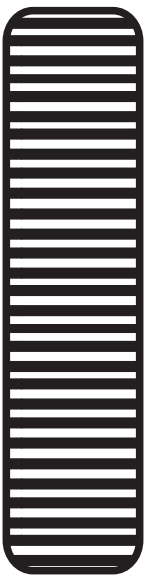
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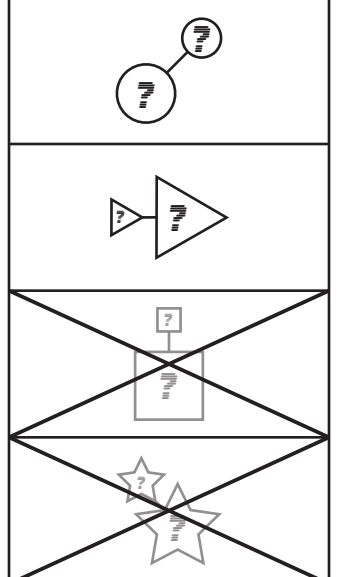
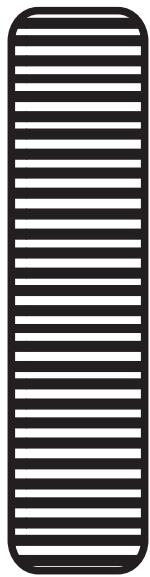
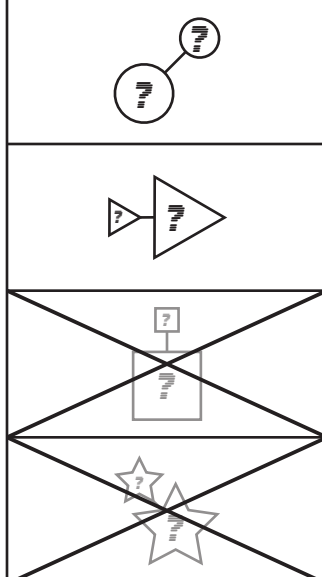
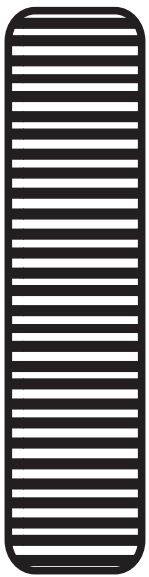
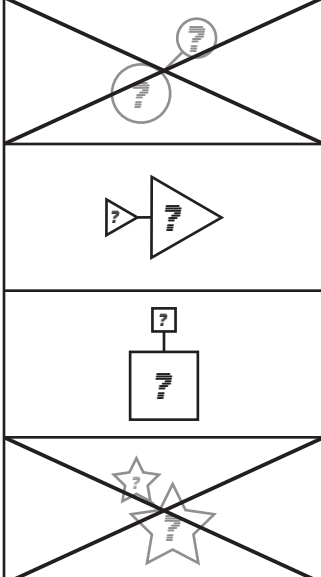
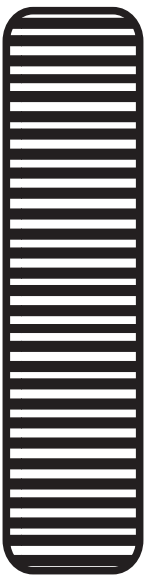
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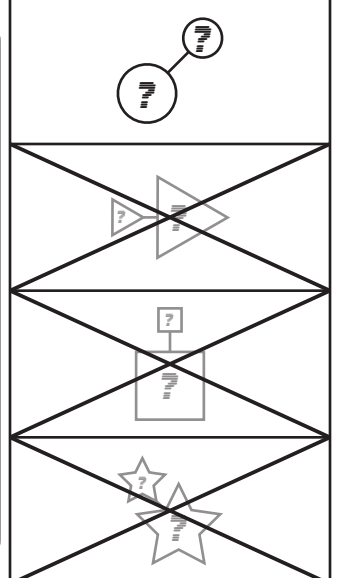
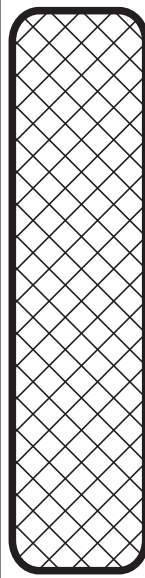
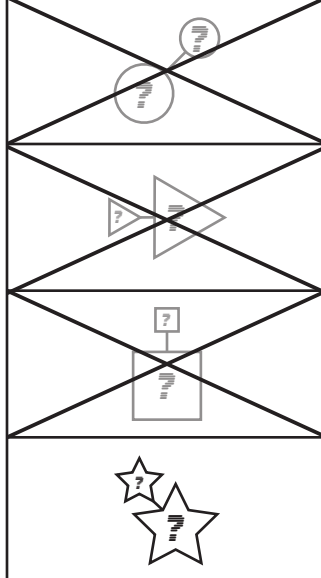
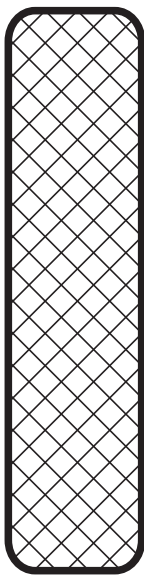
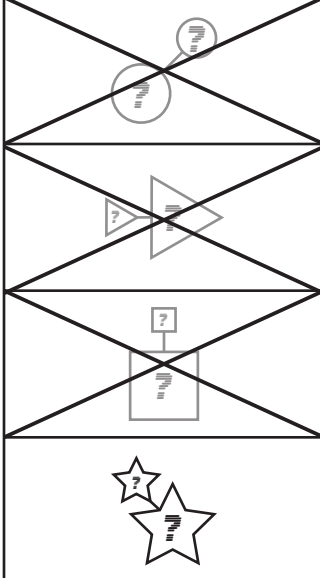
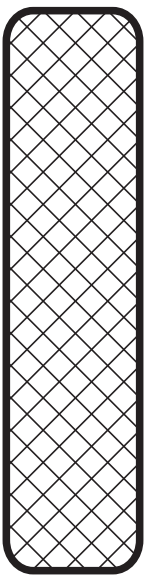
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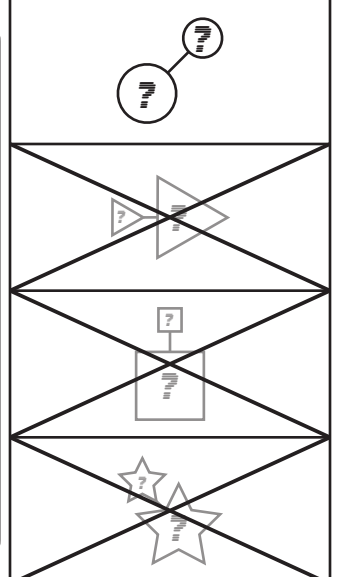
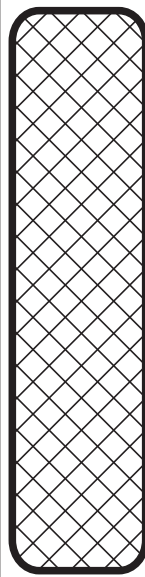
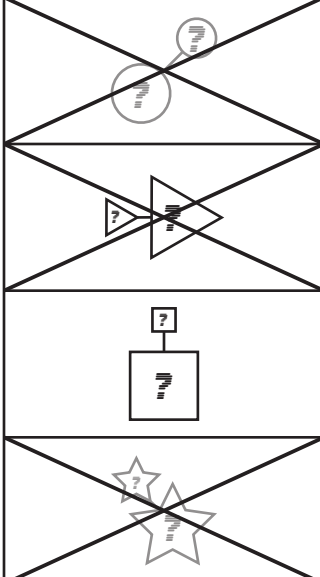
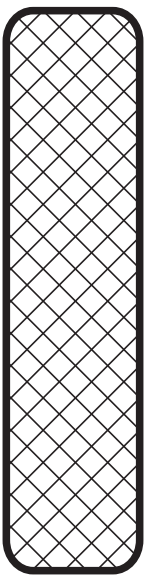
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