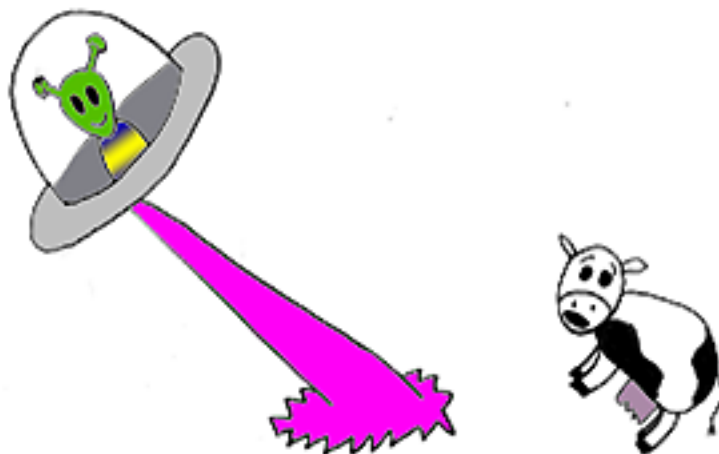


CAMP CIRCLES



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.