



CROPIRCLES

A game by A. Desa

Roll & Write game for 2+ players, aged 10+ and 10-15 minutes of gameplay.

You are a Squadron Leader of a fleet of spaceship that travelled to Earth from the planet Egnion. You were tasked with communicating with the Earthlings by drawing Crop Circles. However, while entering the Earth's atmosphere, your spaceships received partial damage to the deflectors and warp engines. While you can still travel on Earth, you need to complete drawing the Crop Circles, repairing your spaceships and returning to Egnion. In order to have a successful mission, you must complete 3 Crop Circles and 2 spaceships.

Game Components

Three Six-Side Dice, Player Sheets (1 per player), Crop Circle Design Cards (8), Pencil, Rules

Game Setup

1. Give each player one Player Sheet and one pencil. Each player should assign points to the continents on their Player Sheet. Three continents should be assigned 5 points & three continents should be assigned 10 points.
2. Place the 8 Crop Circle Design Cards face-up so that all players can see them.
3. Choose one player to roll the 3 dice.

Game Play

The game is played over multiple turns as outlined in the steps below, till one player meets the objectives.

1. Roll the 3 dice. Players choose 2 dice of their choice to perform the below actions.
2. Based on the value of 1 die, players draw a shape corresponding to any Crop Circle Design of their choice on any continent.
Note: The shapes corresponding to a die value are shown under the Tools heading on the Player Sheet. Players can decide the alignment and size of their shape based on the Crop Circle they are drawing.
3. Based on the value of the 2nd die, players will complete the deflector or warp engine of any spaceship. Mark the cogs based on the value (pip) of the die.
Deflector, left of the spaceship, can be completed on an even value.
Warp engine, right of the spaceship, can be completed on an odd value of the die.
Note: Players can work on one spaceship during one turn. Any excess die value cannot be used.
4. Use any boost that the player earns. See the 'Boost' section for more details.

Boost

Players can gain a boost by either:

1. Completing any spaceship with an icon at the bottom right. There are three spaceships that provide a boost. This boost gives you the ability to add one more shapes to your Crop Circle.
2. Completing any Crop Circle with an icon at the bottom right of the Design Card. There are three Design Cards that provide a boost. This boost gives you the ability to mark one cog on any side of a spaceship.

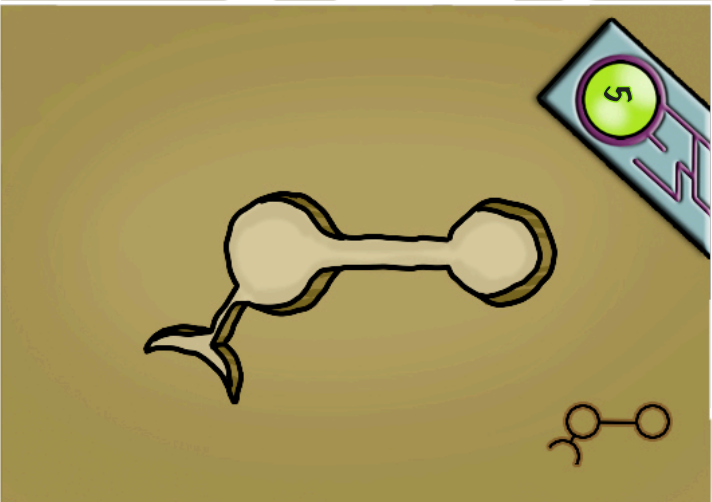
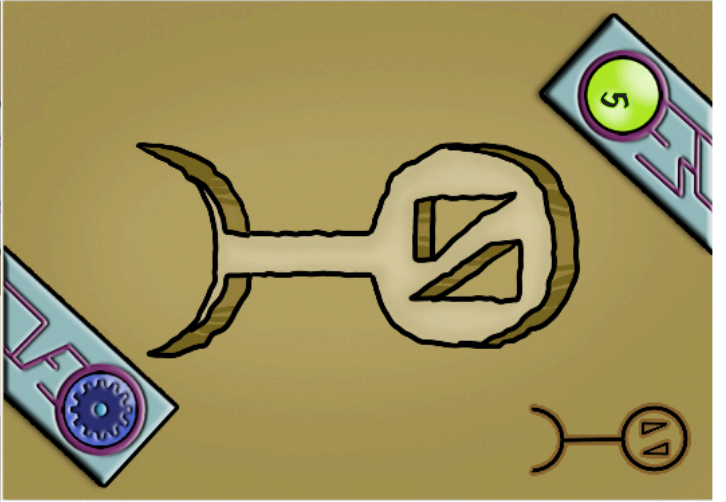
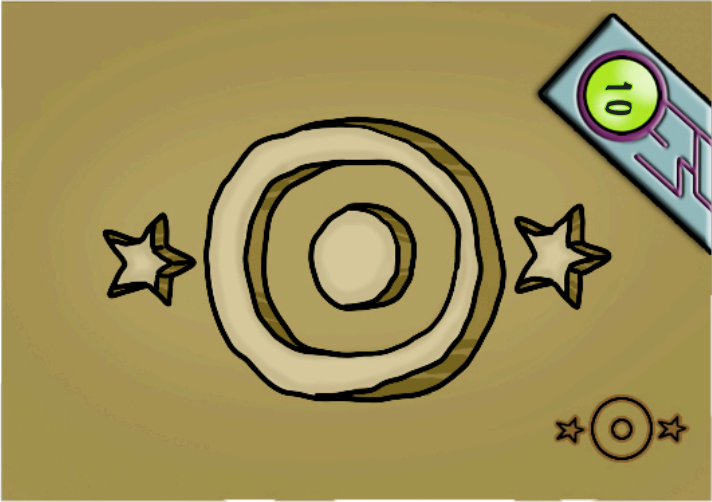
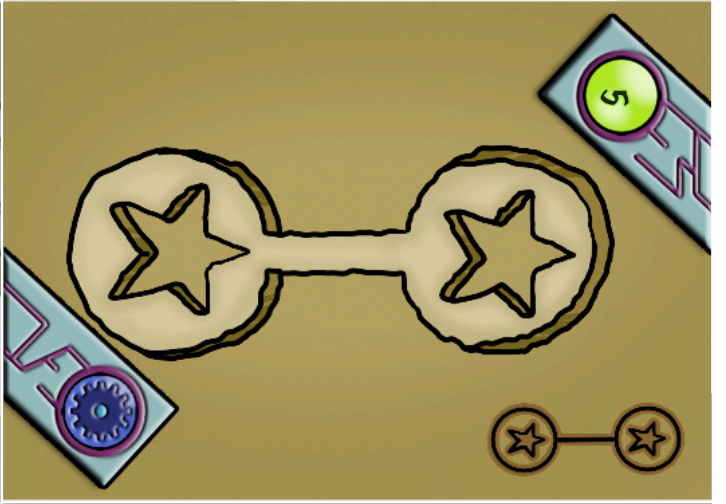
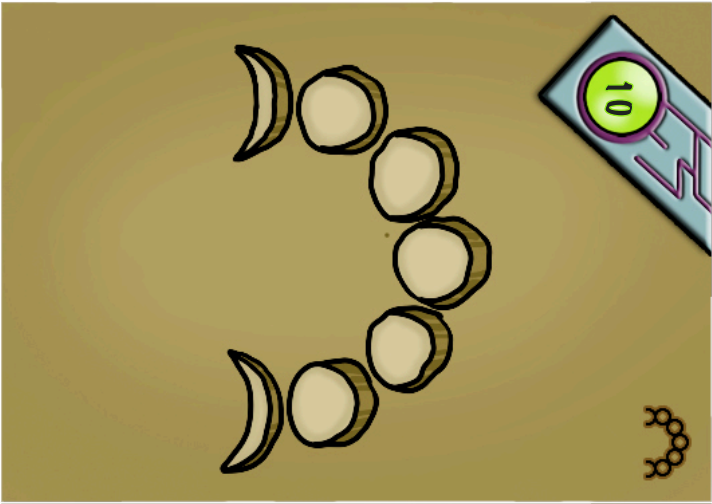
Winning the Game

The game ends when any player completes 3 Crop Circles and 2 spaceships. All players count their scores based on the following:

1. Points shown on the top left of the Crop Circle Design Card for every completed Crop Circle.
2. Two points for every incomplete Crop Circle.
3. Five points for every completed Spaceship.
4. Points assigned to the continent if a Crop Circle was completed in that continent.

The player with the highest points wins. A tie can be resolved by using the following:

1. Player who finished first.
2. Player with Crop Circles in most continents.
3. Player with most points earned through completing Crop Circles.



Cropirdes



Even

Odd

Even

Even

Even

Even

Odd

Even

Even

Score
Crop Circle Points
Spaceship Points
Continent Points
TOTAL POINTS

Tools