



# CAMPOS

For 2 to 4 players aged 8 years and up

## CONTENTS

1 scoring track, 4 markers, 24 scoring cards, 32 pieces, 1 cloth bag

## Bild Inhalt

## HOW TO PLAY

Players construct and then deconstruct a playing area in two phases: the construction and the deconstruction phase. Players attempt to score the most points for the largest colour groups by meeting the conditions indicated on the scoring cards. The player with the most points wins the game.

## PREPARATION

Place the scoring track on the table so that it is within easy reach of all players. Each player receives one marker and places it on the square "0" of the scoring track.

Shuffle the 24 scoring cards. Each player receives a certain number of cards according to the number of participants:

2 players	3 players	4 players
5 cards	4 cards	3 cards

Players pick up their cards so that the others cannot see them. The remaining cards form a draw pile for the deconstruction phase. Put the 32 pieces into the bag. In turns, each player takes 2 pieces out of the bag and places them face up in front of him on the table for everyone to see. Another piece from the bag is placed in the middle of the table. This is the first piece of the playing area.

## HOW TO PLAY

The game consists of two phases: construction and deconstruction. The oldest player starts and play continues in a clockwise direction.

## CONSTRUCTION

The player whose turn it is chooses one of the following two possibilities:

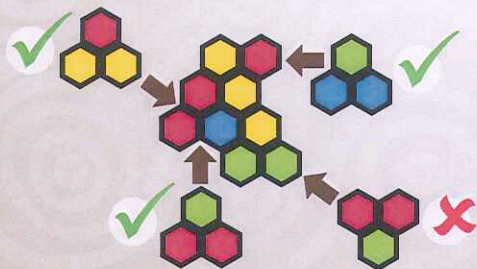
- Place two pieces
- or
- Place one piece and play a scoring card

At the end of his turn the player takes two new pieces out of the bag and lays them in front of him on the table for everyone to see. Then, it is the next player's turn.

## Placing pieces

The player whose turn it is may place one of his pieces or both anywhere on the playing area; at least one of the edges must completely adjoin to the complete edge of another piece that is already on the playing area.

! Colours may be laid at random to form any colour pattern.

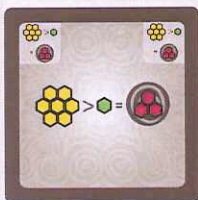


## Playing a scoring card

Instead of placing a second piece, the player may also – after having placed the first piece during his turn – play one of his scoring cards, as long as its condition is fulfilled. The player immediately receives points for any played scoring card. The player then moves his marker up the scoring track by the same number of fields in the largest contiguous area of the scoring colour as indicated on the scoring card. Then he places his scoring card on the discard pile.

## SCORING CARD

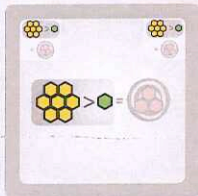
Each scoring card indicates a condition and a scoring colour.



*Example: The largest contiguous red area consists of 7 fields, the largest green area has 5 fields, the largest blue area 3 and the largest yellow area 2. The player whose turn it is plays the scoring card with the condition: "If red is larger than blue = green is the scoring colour". Thus, the player moves his marker 5 squares forward on the scoring track, since the largest contiguous green area consists of 5 fields.*

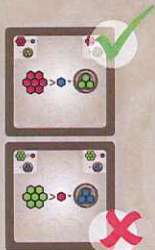
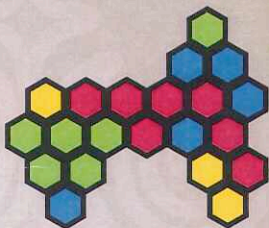
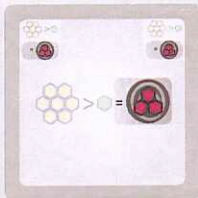
## CONDITION

The largest contiguous area of the first colour must be larger than the largest contiguous area of the second colour.



## SCORING COLOUR

If the condition is fulfilled, the player receives one point for each field of the largest contiguous area of the scoring colour.



## END OF THE CONSTRUCTION PHASE

The construction phase is over:

- immediately after a player has played his last scoring card or
- when there are insufficient pieces (a player has less than two pieces and there are none left to draw).

Once the construction phase is over, all the remaining pieces in front of the players are put back into the box.

Each player receives new scoring cards from the draw pile for the deconstruction phase according to the number of participants:

2 players	3 players	4 players
5 cards	4 cards	3 cards

Players pick up their cards so that the others cannot see them. Scoring cards left over from the construction phase are carried over into the deconstruction phase.

The next player continues and starts the deconstruction phase.

## DECONSTRUCTION

The player whose turn it is chooses one of the following two possibilities:

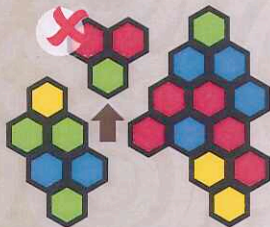
- Remove two pieces
- or
- Remove one piece and play a scoring card

If a player has no scoring cards left in his hand, he must remove two pieces during his turn.

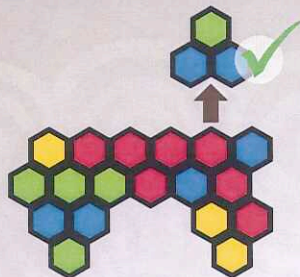
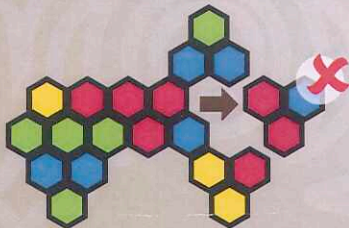
### Removing pieces

The player whose turn it is may remove any one or two pieces from the playing area. He has to observe the following two rules:

1. After having removed a piece, the playing area must remain interconnected.



2. The player may only remove outside pieces from the edge of the playing area without moving surrounding pieces.



Removed pieces are put back into the box.

The scoring cards are played according to the same rules that apply during the construction phase.

## END OF THE GAME

The game is over as soon as the last piece has been removed from the playing area. The player with the most points wins the game.

### Save you already played ...?



*Yamirado*

The duel between the dragon lowers



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