

INTRODUCTION

Strange circles have started to appear in different corn fields. While some communities have attributed them to visits of beings from other planets, most people think they are a farce by farmers to earn some extra money by attracting naive tourists.

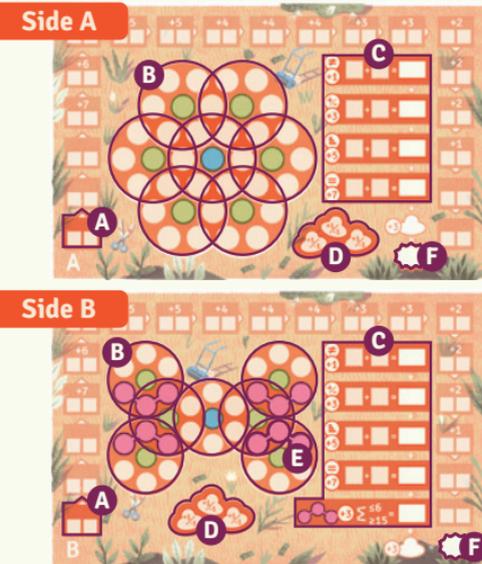
It is certainly a good business if the corn they produce is of dubious quality...

COMPONENTS



- 1 block of 100 game sheets (printed on both sides)
- 2 dice

GAME SHEET



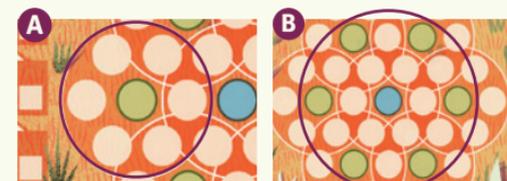
- A** Round markers
- B** Crop Circles x7
- C** Criteria Evaluation
- D** UFOs section x3
- E** Links x4
- F** Final Score

OBJECT OF THE GAME

Produce the most attractive Crop Circles in your plantation using the numbers on the dice in each round. Make circles trying to get the most out of the numbers on every roll. At the end of the game, the player with the highest score is the winner.

GAME SETUP

Each participant receives a game sheet and a pencil. You have to agree on which side of the sheet to use (side A is recommended for the first games). Every sheet has 7 regular Crop Circles **A** and 1 macro Crop Circle **B**. The first person to play will be the last one to have had a close encounter of the third kind.



GAMEPLAY

A game lasts 19 rounds. In each round, the player in turn rolls both dice and says aloud the numbers obtained.

Each participant **must** write down both numbers on the round marker of the game sheet, and then, every number in one of the empty spaces of their Crop Circles. Finally, the person on the left starts a new round by rolling both dice and saying the result aloud.



Example 1: Germán rolls the dice and says out loud: "4 and 6". Each participant writes down both numbers on the corresponding round marker **A**. Then, each participant writes down a 4 and a 6 on any available space of their sheet **B**.

UFO SECTION



After rolling the dice, and before writing down the numbers on your sheet, you can cross out one or more of the 3 UFOs on your sheet to modify a number. Each crossed out UFO adds or subtracts 1 to a number on one of the dice, also allowing to go from 6 to 1 with a single UFO. You can use more than one UFO in the same turn. At the end of the game, each unused UFO grants 3 points.

COMPLETING CROP CIRCLES

A Crop Circle is completed when it has numbers in its seven spaces. If someone completes one or more Crop Circles during a round, they must evaluate them immediately and write down each score obtained on the corresponding criteria square.

After the group has written down both numbers, and evaluated Crop Circles when corresponding, the round ends. Dice are passed to the person on the left, who starts a new round.

CROP CIRCLES EVALUATION

To calculate the score obtained for each Crop Circle, you must first select the evaluation criteria. You should consider 1 base point for the number in the centre, add the points obtained by the selected criterion and add the round and perfection bonuses when corresponding.

There are four criteria to evaluate Crop Circles. Each criterion works based on the **number in the centre of the Crop Circle** (green or light blue space) and assessing whether it is met for each of the numbers around. Each criterion can only be used in two Crop Circles during the game.

The evaluation criteria are:

- **≠ Different** : Each number different to one in the centre gives 1 point.
- **± Adjacent** : Each adjacent number to the central one gives 1 point. That is to say, they are either one number higher or lower.

Note: Numbers 1 and 6 are considered adjacent numbers.

- **≡ Staircase** : Each consecutive number that allows an ascending staircase from the central number gives 1 point. Number 6 is followed by 1.

Note: the numbers at the Crop Circle don't need to follow a particular order. On a perfect staircase, the central number is repeated.

- **⊆ Equals** : Each number equal to the one in the centre gives 1 point.

Round and perfection bonus

If you meet the following requirements, you can get more points:

- **Round bonus:** get extra points if you complete Crop Circles in the first rounds. Extra score is indicated on the round marker.
- **Perfection bonus:** If the Crop Circle is perfect i.e., all number meet the chosen criterion, you get as many extra points as indicated by the criteria. If you manage to get this bonus on a Crop Circle, highlight its score square (it will be needed when counting the points of the macro Crop Circles at the end of the game).



Example 2: Vanessa completes a Crop Circle in **round 4**. She decides to evaluate it with the **≡ Staircase criterion**. Vanessa receives for that Crop Circle:



- 1 Base point
- + 3 Staircase points (3, 4, 5)
- + 7 Round bonus
- + 0 Perfection bonus
- = 11



Vanessa writes down **11 points** in her first square for the **Staircase** criterion.



Example 3: Vanessa completes a Crop Circle in **round 18**. She decides to evaluate it with the **≠ Different criterion**. Vanessa receives for that Crop Circle:

- 1 Base point
- + 6 Distinct points (1,3,4,4,2,6)
- + 0 Round Bonus
- + 1 Perfection Bonus
- = 8

In this round there are no more round bonuses, but she did manage to get the perfection bonus as all the numbers are different from the central one. Vanessa writes down 8 points in her last square of the Different criterion and highlights it for it is a perfect Crop Circle.

LAST ROUND AND MACRO CROP CIRCLE

In the last round, round 19, each participant will only have space to write down one of the two numbers. Then, each participant must evaluate each completed Crop Circle as usual.

Before calculating the final score, you must evaluate the macro Crop Circle. This is a special Crop Circle, consisting of the 6 green spaces and the light blue space on the game sheet. It must be evaluated under the only criterion available at the end of the game, considering the number of the light blue space.

For the macro Crop Circle, points obtained must be multiplied by the amount of perfect regular Crop Circles achieved in the game (highlighted score squares). This final score shall be recorded in the eight evaluation square.



Example 4: Martín evaluates his macro Crop Circle under the Adjacent criterion, since it is the only evaluation square available at the end of the game.

- 1 Base Point
- + 6 Adjacent points (1,3,1,3,3,3)
- + 3 Perfection Bonuses
- × 2 Perfect Crop Circles
- = 20

The six numbers in the green spaces are adjacent, so Martín gets 6 points and the perfection bonus. Previously, he completed 2 perfect Crop Circles so he multiplies the score by 2 (the macro Crop Circle is not considered when multiplying). Martín scores 20 points.

GAME END AND SCORING

To know the score obtained, each participant must add up:

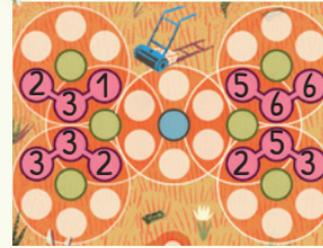
- The points of the 8 criteria squares
- 3 points for every unused UFO

The player with the highest score is the winner. In case of a tie, the person with the most perfect Crop Circles wins. If the tie persists, the person with the most unused UFOs is the winner. If the tie continues, victory is shared.

SIDE B: LINKS

Side B of the game sheet works the same. The only difference is the presence of 4 links (sections of three connected pink spaces), that may give extra points when successfully built.

To build a link the three numbers written down must add up to 6 or less or add up to 15 or more. Each successfully built link grants 3 points at the end of the game.



Example 5: Martín evaluates the successfully built links at the end of the game. The first link

on the left has a 2, a 3 and a 1, adding up to 6, so it is considered successful. The first link on the right has a 5, a 6 and a 6, adding up to 17, so it is also considered successful. The other two links add up to 8 and 10, so they are not considered successful. Martín scores 6 points for his links.

SOLO MODE

For solo variant the game works in the same way. Try to get the highest score possible. In the following table you can find out your result at the end of the game:

Score	Result
<60	You couldn't even harvest the corn properly! Try again!
61-80	The few tourists who come to your farm do recognise there was an alien civilization over there... a quite disappointing one...
81-100	While most people doubt they belong to aliens, your crops make it to several forums on the Internet. You're close to make it!
101-120	Your Crop Circles appear on several headlines, and they are the new sensation. Good job!
121-140	Thousands of ufologists visit your farm. They consider it the ultimate proof! Well done.
+141	Wow! Your score looks like it is from another planet! Your farm is considered intergalactic patrimony.

Crop Circles was the winner of the first version of the "Llévalo a tu mesa" contest carried out by Fractal Juegos and Neptuno in Chile and Argentina.

This edition of the contest was possible with the collaboration of: El Entretorno, La Ruta del Meeple, Tirada de Riesgo and Latin Ludes, as well as shops such as Enroque, Planeta Loz, Abracadabra and Aquí hay Dragones.

The jury of this edition of the contest was composed of: Francesco Arce (Latin Ludens), Pablo Cazorla (Tirada de Riesgo), Axel Christiansen (El Entretorno), Gloria Cárdenas (El Entretorno), Gianina Della Gaspara (Tiempo de Rondas), Daniel Guzmán (Diluvio Lúdico), Ketty Galleguillos (JcK), Julian Mena (Tirada de Riesgo) y Sandra Vissani (Casa Homo Ludens).

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CROP CIRCLES

Participants: 1-12 | Ages: 8+ | 20 min

Rulebook

GANADOR
LLEVALO A LA MESA
ROLL & WRITE