







## CREATE THE PERFECT CAMPING

Design your campsite so that you have the largest forest, lake, toilet block, entertainment, and camp area. The bigger each cluster is, the more points you'll be able to earn.

The player with the most points wins the game.

### SETUP

- A Each player takes a camping map, pencil, and reference card.
- A Give your camping a name!
- A Make sure the dice are in reach and view for all players.

# ADVANCED SET UP

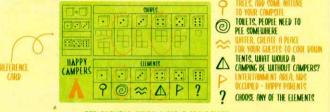
- A Draw 1 or 2 challenge cards, place them visible to all players.
- A The rules on the challenge card apply to all players.
- A We advise to play without challenge cards in your first game.

#### START OF THE GAME

In this game all players play simultaneously.

Any player starts rolling the two dice. All players use that result in that turn. So whoever enjoys rolling the dice the most can roll!

The two numbers that are rolled determine the shape and element to be drawn. Each player can choose which shape to draw and which element to fill this shape with.



FOR EXAMPLE, WHEN 4 AND 2 ARE ROLLED, EACH PLAYER CAN CHOOSE FROM THE FOLLOWING OPTIONS

Either draw shape 2 and fill it with element 4



Or draw shape 4 and fill it with element 2



The first shape can be drawn anywhere. Every subsequent shape should be adjacent to an already drawn shape. — [XIIIIII]





#### Note: Diagonally never counts as adjacent in Happy Campers

Once everyone has drawn their shape and element, the dice are thrown again. Then each player chooses what to draw based on the outcome of the dice. This process is repeated until the end of the game.

#### **NOISY NEIGHBOURS**

When there is a double dice roll (1/1, 2/2, etc), each player draws the shape and element on their neighbour's map. If the roll is 1, 2 or 3 you draw on your left neighbour's map. If the roll is 4, 5 or 6 you draw on your right neighbour's map.

This shape must still be adjacent to at least one already drawn shape. After drawing return the map to the original owner.

### END OF THE GAM

The game ends when one or more players don't have space to draw one of the rolled shapes. The game is over for them.

The other players can still draw one of the rolled shapes. The players who were able to draw the rolled shape get one more bonus turn. After that the game is over, and the points are counted. If the players are not able to draw the shapes rolled in this bonus turn, they don't draw anything.

#### SCORING

A To be able to start scoring your campsite, you need all 5 elements! Missing one? Your score will be 0.

A Do you have all the elements? You will get points for your largest cluster of each element. Count the number of squares for these clusters. Each filled square within these clusters counts for 1 point.

A Each empty square counts as one minus point (-1)

A If you played with one or more of the challenges you can add those points to your total score.

Example: if you have a cluster of 6 trees and a cluster of 11 trees, you get 11 points for trees. Be aware that elements have to be adjacent to form a cluster. Diagonally never counts as adjacent in Happy Campers

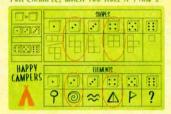


SULU MUUT

In the solo mode the goal is to get the highest score on two different campings. You start the game with two maps.

You will draw 1 mission for both maps. Each turn you roll the dice and draw the results on the maps. You draw one of the results on one of the maps and the other result on the other map.

FOR EXAMPLE WHEN YOU ROLL A 4 AND 2:



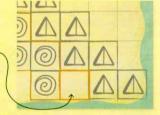
On one map: Draw shape 2 and fill it with element 4

On the other map: Draw shape 4 and fill it with element 2



If you roll double you draw the shape and elements of the result on both maps with the following rule; You can place the shape anywhere on the sheet adjacent to the already drawn shapes as long as you create a gap of at least 1 or 2 squares.

GAP OF 1 SQUARE



If you can't draw either of the shapes on one of the maps you can draw one of the shapes on the other map. You then get 1 more turn to draw one shape on the remaining map before the game is over.

At the end of the game you score both maps with their respective challenge. The lowest score of both campsites is your final score.

CHALLEMOR CHIKPS Difficulty rating infaximum points to achieve

PRIVACY

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MAX. 28

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MAX. 28

You get 1 point for every tree space at the edge of the map. These trees do not have to be connected but could be.



DUICK PEF A

You get I point for every row and/or column with a toilet space in it. These do not have to be connected to your largest cluster but could be.



A TENT TOGETHER

filled with the tent spaces. Every space can only count once per 2x2 space.

MATURE RESERVE A A
TRICASURE
UNTOUCHED NATURE



You will get 2 points per single emp space instead of -1 point. Areas larger than 1 space still count as empty spaces and will give you a minus point per square. RIVER TOWN ACCEPTED A CAMPAIN OF MEET TO A MYSTELL WE HOSSEY HOW YO BUILD A BRIDGE.

AAA MAX. 20

Spoints every time you connect the left border to the right border with water spaces. Each square can only be part of one here. This does not have to be in a straight line, but can be. The spaces don't have to be part of your largest cluster but can be, Multiple rivers can exist in one cluster

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Before the game starts, draw a line in the middle of the map, top to bottom. You need all 5 elements at east once on both sides. If you don't have all 5 elements on both sides your camping is incomplete. Your total score will be 0 points. Shapes can cross the line and count for an element on both sides.

A A A MAX. 28

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You get -1 point for every tent space at the edge of the map. These do not have to be connected to your largest cluster but could be. NOISY NEIGHBOURS

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Every double roll your neighbor can decide any of the 5 shapes. They still have to fill the shape with the rolled element. If double 6 is rolled they can draw any of the shapes filled with any of the elements.

WHAT DO YOU MEAN YOU CAN'T CALL IT A CAMPING IF MORE THAN HALF OF IT IS MUSIC

MAX MAX 5

5 points if your entertainment cluster is the biggest of all players. At the end of the game, compare scoring on the podium cluster to determine who gets the 5 points. If multiple players have the largest podium cluster all of them get 5 points. CONTENT:
100 MAPS
1 PENCILS
2 DICE
RULEBOOK
3 CHALLENGE
CARDS

CAMPERS
BY DANIEL AND VEDA KNOOT





Happy Campers is a roll and write game in which you draw your own campsite. Plan the perfect campsite but beware, noisy neighbours might interfere with your plans.





Download the rulebook in other languages by scanning the QR code.



Or check: www.mare-infinitus.eu/happy-campers