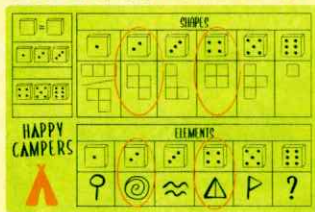


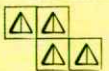
SOLO MODE

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

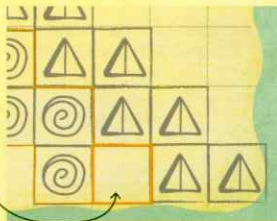


On the other map:
Draw shape 4 and
fill it with element 2



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.

CHALLENGE CARDS

▲▲ PRIVACY ▲▲
SOME TREES SEPARATING YOU FROM THE REST OF THE WORLD WOULD BE NICE!

▲▲▲ 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.

▲▲ QUICK PEE ▲▲
YOU NEED TO FEEL NO WORRIES, A TOILET SHOULD BE NEARBY!

▲▲▲ MAX. 16



You get 1 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.

▲▲ TENT TOGETHER ▲▲
CAMPING LIKE PLAYING GAMES, IS BEST WHEN YOU DO IT WITH FRIENDS!

▲▲▲ MAX. 15



You get 3 points per 2x2 square filled with the tent spaces. Every space can only count once per 2x2 space.

▲▲ NATURE RESERVE ▲▲
TREASURE UNTOUCHED NATURE

▲▲▲ MAX. -



You will get 2 points per single empty 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 ▲▲
NICE IDEA A CAMPING NEXT TO A RIVER... IF ONLY WE KNEW HOW TO BUILD A BRIDGE...

▲▲▲ MAX. 20



5 points every time you connect the left border to the right border with water spaces. Each square can only be part of one river. 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.

▲▲ NOISY NEIGHBOURS ▲▲
THE SCARIEST THING ON EVERY CAMPING TRIP NOISY NEIGHBOURS! HOPEFULLY THEY DON'T INTERFERE WITH YOUR PLANS, TOO MUCH!

▲▲▲ MAX. - NOT FOR EGG NOB!



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.

▲▲ THE GREAT DIVIDE ▲▲
SOME CAMPSITES ARE SO BIG THEY FEEL LIKE TWO COMPLETELY DIFFERENT CAMPINGS!

▲▲▲ MAX. -



Before the game starts, draw a line in the middle of the map, top to bottom. You need all 5 elements at least 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.

▲▲ DANGEROUS ANIMALS ▲▲
WHO KNOWS WHAT'S LURKING IN THE WOODS AROUND THE CAMPSITE? BETTER NOT BISK IT!

▲▲▲ MAX. 28



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.

▲▲ FESTIVAL ▲▲
WHAT DO YOU MEAN YOU CAN'T CALL IT A CAMPING IF MORE THAN HALF OF IT IS MUSIC STAGERS? BIG THE DIFFERENCE!

▲▲▲ 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.

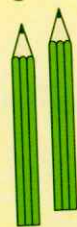
CONTENT:
100 MAPS
4 PENCILS
2 DICE
RULEBOOK
3 CHALLENGE CARDS

HAPPY CAMPERS

BY DANIEL AND VERA KNOT



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