

SPREUTELS JURGEN



## GAME OVERVIEW

IN THIS 2 PLAYER AUCTION GAME, YOU ARE BUILDING A CAMPING SITE FOR EVERYONE TO ENJOY. EVERY ROUND YOU WANT TO WIN THE BEST CARDS TO CONSTRUCT THE MOST BEAUTIFUL CAMPING. YOU CAN GET EXTRA POINTS FOR COMPLETING DIFFERENT MISSIONS IN EACH GAME. THE PLAYER WITH THE MOST POINTS AT THE END OF THE GAME CAN CALL HIMSELF THE CAMPING KING !

## CONTENT

70 CARDS – 6 COINS PER PLAYER – 1 SCORE BLOCK


## PREPARATION

EACH PLAYER RECIEVES 6 COINS AND 1 DOUBLE SIDED REFERENCE CARD.



SHUFFLE THE MISSION CARDS  , PLACE FACE DOWN IN A SEPARATE PILE.

TURN TOP 2 CARDS FACE UP BESIDE THIS PILE.

EACH PLAYER DRAWS 1 SECRET MISSION CARD FROM FACE DOWN PILE (KEEP THIS CARD SECRET FOR THE OTHER PLAYER UNTIL THE END OF THE GAME). SHUFFLE ALL REMAINING PLAYING CARDS  , PLACE FACE DOWN AT THE SIDE OF THE TABLE.

TURN TOP 4 CARDS FACE UP UPON A ROW FOR THE FIRST ROUND AND TAKE 2 EXTRA CARDS FROM THE SAME FACE DOWN PILE, PLACE THESE 2 EXTRA CARDS FACE UP NEXT TO THE DRAW PILE.

(THESE CARDS WILL BE USED FOR THE UPCOMING ROUND) – (see example setup)



EXAMPLE SETUP

6 BIDDING COINS



1 SECRET MISSION CARD

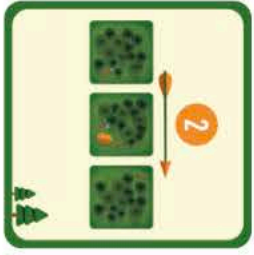


REFERENCE CARD

NEXT ROUND CARDS



CURRENT ROUND CARDS



2 FACE UP MISSION CARDS



FACE DOWN CARDS

PLAY AREA EXIST OF 3 ROWS OF 4 CARDS



6 BIDDING COINS



1 SECRET MISSION CARD



REFERENCE CARD



# BIDDING COINS

EACH PLAYER RECIEVED 6 BIDDING COINS VALUED 0,1,2,2,3,4 (keep these hidden for the other player) 0 1 2 2 3 4

DURING EACH TURN PLAYERS IN SUCCESSION PLACE ONE COIN FACE DOWN ON A CARD OF THAT CURRENT ROUND.

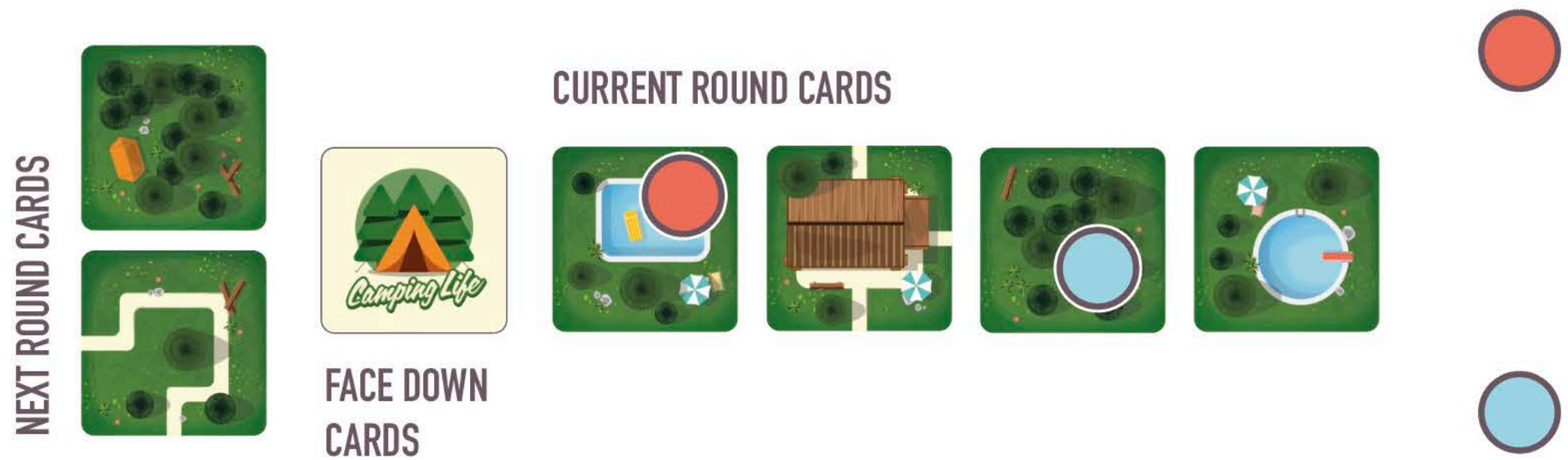
EACH ROUND CONSISTS OF 3 TURNS WHERE AT THE END OF 1 ROUND EACH PLAYER HAS PLACED 3 COINS ON THE CARDS AND 3 COINS ON THE TABLE.

## STARTING THE GAME (THE PLAYER WHO LAST WENT CAMPING STARTS THE GAME)

FIRST PLAYER PLACES ONE COIN FACE DOWN ON A CARD FROM THIS ROUND AND PLACES ANOTHER COIN FACE DOWN ON THE TABLE. SECOND PLAYER REPEATS ON SAME ROW AND ALSO PLACES A SECOND COIN FACE DOWN ON THE TABLE (COINS MAY DOUBLE UP ON CARDS). A PLAYER MAY PLAY ON A CARD HE/SHE HAS ALREADY BID ON OR ON THE SAME CARD WHERE THE OTHER PLAYERS COIN(S) ARE PLACED.(see example A)

(example A)

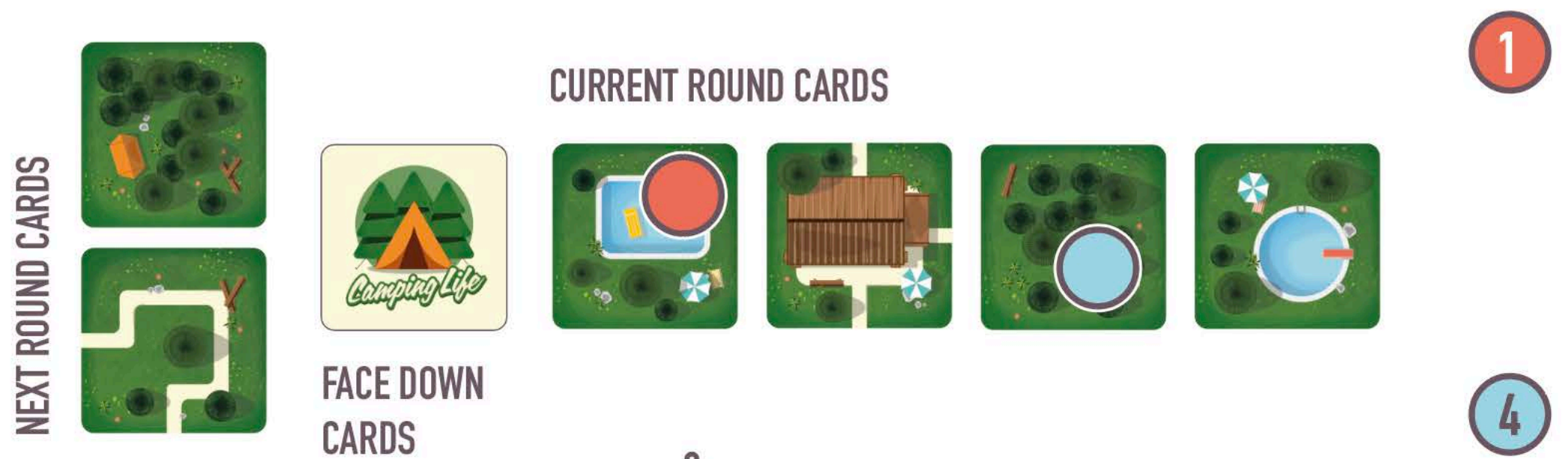
AFTER 1 BIDDING ROUND



AFTER ALL PLAYERS HAVE PLACED FIRST BIDS, SIMULTANEOUSLY TURN OVER COINS ONLY ON TABLE (COINS ON THE CARDS REMAIN HIDDEN). (see example B). CONTINUE UNTIL ALL PLAYERS HAVE PLACED 3 COINS ON THE CARDS AND 3 ON THE TABLE.

(example B)

AFTER 1 BIDDING ROUND





AFTER ALL PLAYERS HAVE PLACED 3 BIDS, SIMULTANEOUSLY TURN FINAL COINS ON THE TABLE.  
PLAYER WITH THE HIGHEST SCORE ON THE TABLE (NEXT TO CARDS) CHOOSES 1 CARD FROM THE FACE UP NEXT ROUND CARDS, THIS CARD MUST BE PLACED FIRST IN YOUR PLAY AREA. (WHEN THERE IS A TIE, NO CARD IS CHOSEN, THE TWO NEXT ROUND CARDS WILL BE DISCARDED) NOW REVEAL ALL BIDS ON CARDS. (see example C) DISCARD ALL TIED CARDS.

(example C)

AFTER 3TH (FINAL)  
BIDDING ROUND



THE RED PLAYER CAN CHOOSE 1 CARD OF THE NEXT ROUND CARDS BECAUSE HIS/HER TOTAL BID ON THE TABLE (NEXT TO THE CARDS) IS THE HIGHEST.

## PLACING YOUR CARDS IN YOUR PLAY AREA

IF YOU HAVE WON A CARD FROM THE NEXT ROUND THEN THIS CARD **MUST** BE PLACED FIRST IN YOUR PLAY AREA. ONCE DONE, CHECK ALL BIDS ON EACH CARD OF THE CURRENT ROUND. THE PLAYER WITH THE HIGHEST SCORE PER CARD (**EVEN 0**), MUST PLACE THIS CARD INTO HIS/HER PLAY AREA. (WHEN THERE IS A TIE, THEN THE CARD WILL BE PLACED ON A DISCARD PILE).

EACH PLAYER MUST FOLLOW THESE RULES WHEN PLACING A NEW CARD:

- \*PLAY AREA IS 4 CARDS WIDE 3 HIGH.
- \*CONNECT CARDS HORIZONTALLY OR VERTICALLY TO A CARD IN PLAY (NOT FIRST CARD)
- \*THE CARD YOU WON FROM THE NEXT ROUND MUST BE PLACED FIRST (BEFORE REVEALING COINS ON CARDS!)



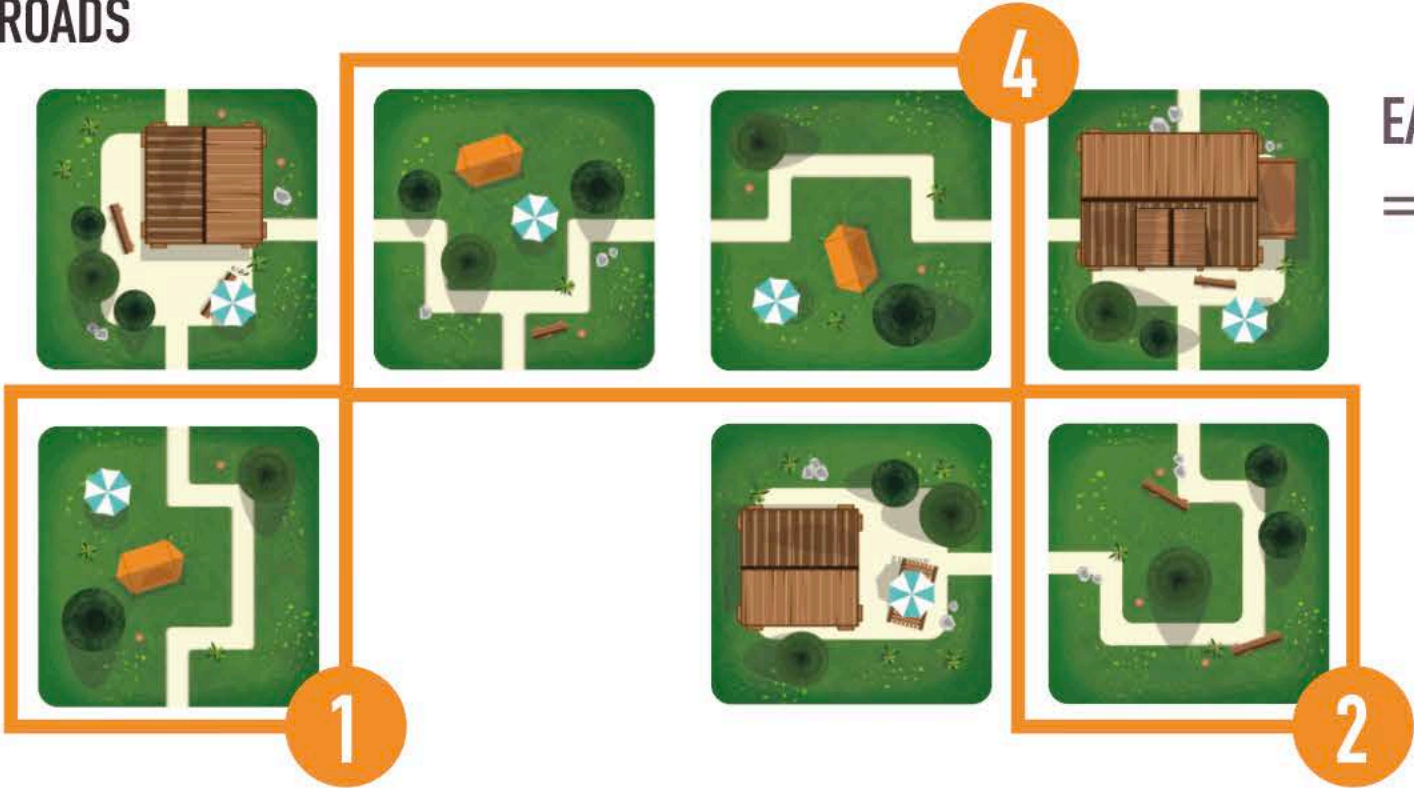
THE PLAYER WHO WON THE NEXT ROUND CARD WILL ALSO START THE NEXT ROUND ! WHEN NO NEXT ROUND CARD WAS WON DUE TO A TIE, THEN THE PLAYER WHO STARTED THE PREVIOUS ROUND WILL START THE NEW ROUND.

NEW ROUND

- 1. PLACE ALL REMAINING CARDS FROM THE CURRENT ROW ON THE DISCARD PILE.
- 2. NOW ALL REMAINING CARDS (1 OR 2) FROM THE NEXT ROUND CARDS WILL COME IN PLAY.
- 3. FILL THE LINE FROM DRAW PILE (2 OR 3) UNTIL THERE ARE 4 NEW CARDS IN THE NEW ROW.
- 4. ALSO 2 NEW EXTRA CARDS WILL BE REVEALED FOR THE NEXT ROUND !

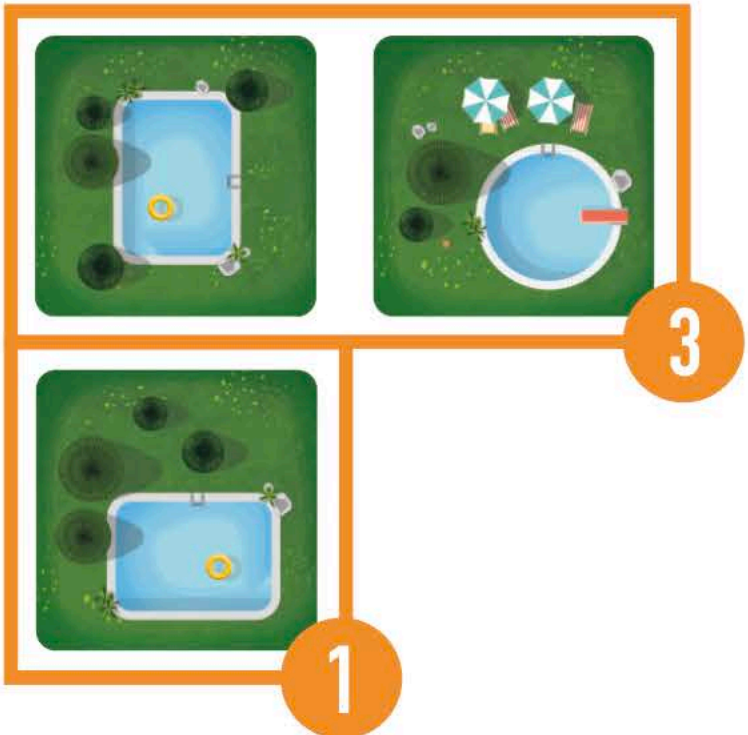
THE CARDS

ROADS



EACH ROAD CARD SCORES 1 POINT PER CONNECTED HOUSE = 7 POINTS.

SWIMMING POOL

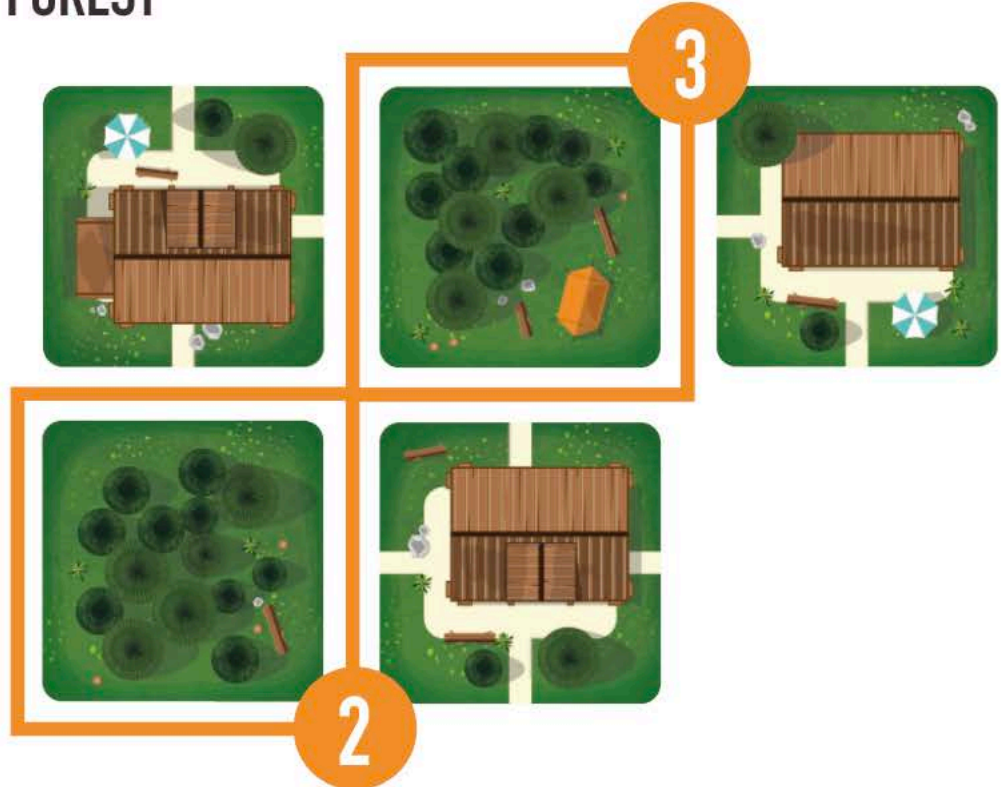


1 POINT PER SWIMMING POOL, BUT IF 2 SWIMMING POOLS ARE PLACED HORIZONTALLY OR VERTICALLY NEXT TO EACH OTHER, THEN YOU EARN AN EXTRA POINT. EACH SET LIKE THIS IS WORTH 3 POINTS.

1 SWIMMING POOL CAN ONLY BE PART OF 1 SET = 4 POINTS.

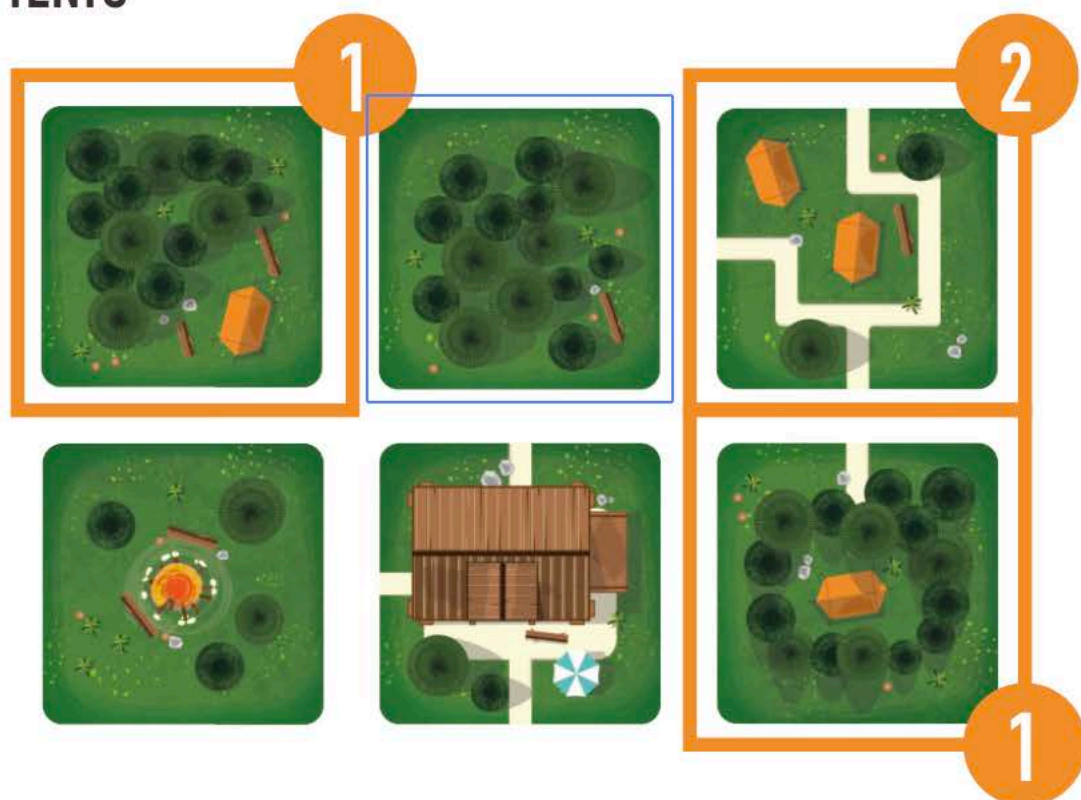


FOREST

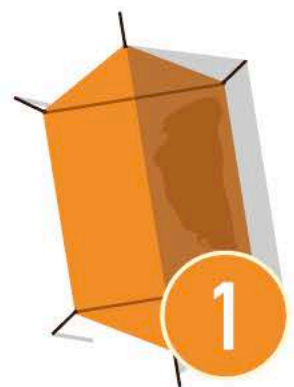


EACH FOREST SCORES 1 POINT PER ATTACHED HOUSE  
PLACED HORIZONTALLY OR VERTICALLY  
= 5 POINTS.

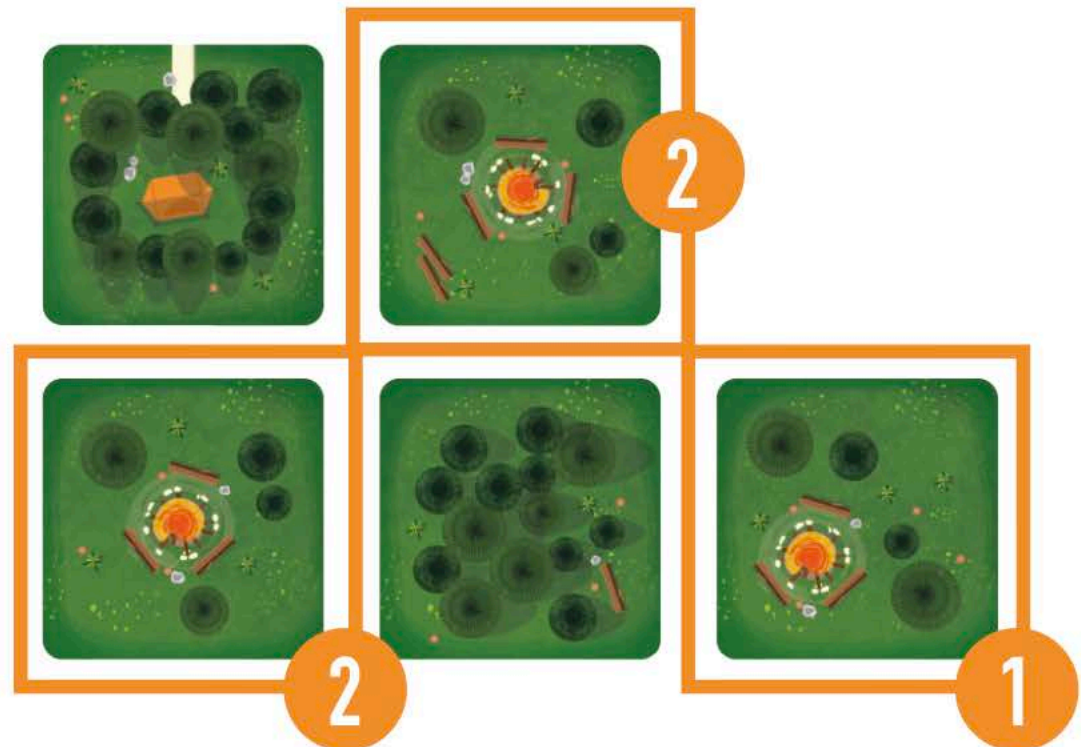
TENTS



EACH TENT IS WORTH 1 POINT  
= 4 POINTS.



CAMPFIRE



EACH CAMPFIRE SCORES 1 POINT PER ATTACHED FOREST  
PLACED HORIZONTALLY OR VERTICALLY  
= 5 POINTS.



**MISSION CARDS** (ALL MISSION CARDS ARE SCORED AT THE END OF THE GAME !)



2 POINTS WHEN YOU HAVE THE MOST SWIMMING POOLS IN YOUR PLAY AREA.



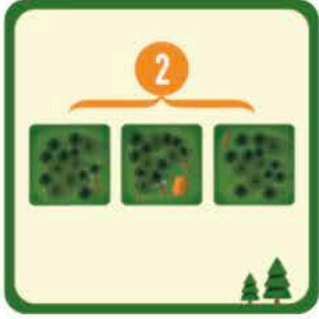
2 POINTS WHEN YOU HAVE THE MOST ROADS IN YOUR PLAY AREA.  
(CONNECTED OR NOT CONNECTED)



2 POINTS WHEN YOU HAVE THE MOST TENTS IN YOUR PLAY AREA.



2 POINTS WHEN YOU HAVE THE MOST FORESTS IN YOUR PLAY AREA.



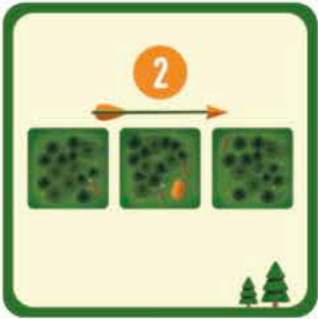
2 POINTS WHEN YOU HAVE AT LEAST 3 FORESTS NEXT TO EACH OTHER.  
HORIZONTALLY OR VERTICALLY OR BOTH.  
(YOU CAN ONLY GET THESE POINTS ONCE)



3 POINTS WHEN YOU HAVE AT LEAST 2 HOUSES HORIZONTALLY OR VERTICALLY NEXT TO EACH OTHER.  
(YOU CAN ONLY GET THESE POINTS ONCE)



3 POINTS WHEN YOU HAVE THE MOST CAMPFIRES IN YOUR PLAY AREA.



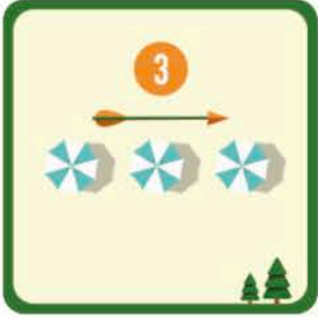
2 POINTS WHEN YOU HAVE THE MOST FORESTS ON A HORIZONTAL ROW.



2 POINTS WHEN YOU HAVE THE MOST TENTS ON A HORIZONTAL ROW.



3 POINTS WHEN YOU HAVE THE MOST UMBRELLAS IN YOUR PLAY AREA.



3 POINTS WHEN YOU HAVE THE MOST UMBRELLAS ON A HORIZONTAL ROW.



3 POINTS WHEN YOU HAVE THE MOST HOUSES PLACED AT THE 4 CORNERS OF YOUR PLAY AREA.



3 POINTS WHEN YOU HAVE THE MOST SWIMMING POOLS PLACED AT THE 4 CORNERS OF YOUR PLAY AREA.

NO POINTS SCORED  
WHEN THERE IS A TIE  
BETWEEN THE PLAYERS !

OPEN AND SECRET  
MISSIONS CAN BE SCORED  
BY ANY PLAYER AT THE END  
OF THE GAME !



# END OF THE GAME

THE GAME ENDS WHEN ONE PLAYER PLACES HIS/HER FINAL CARD INTO HIS/HER PLAY AREA. ALL OTHER CARDS ARE STILL DIVIDED AND PLACED WHEN POSSIBLE. THE PLAYER WITH THE HIGHEST SCORE IS THE WINNER. IN CASE OF A TIE, THE PLAYER WITH THE MOST CARDS IN HIS/HER PLAY AREA WINS THE GAME. IF THERE IS STILL A TIE, THE PLAYERS SHARE THE VICTORY.

## END GAME SCORING EXAMPLE

REFERENCE CARD

A

B

C

D

E

OPEN MISSION CARDS

SECRET MISSION CARDS

F

G

H

I

**A /** EACH ROAD SCORES 1 POINT PER CONNECTED HOUSE = **7 POINTS** (Pls mind, the road is running through the forest)

**B /** 1 POINT PER SWIMMING POOL, OR 3 POINTS WHEN 2 SWIMMING POOLS ARE PLACED HORIZONTALLY OR VERTICALLY NEXT TO EACH OTHER. = **4 POINT**

**C /** EACH TENT IS WORTH 1 POINT = **5 POINTS**

**D /** EACH FOREST SCORES 1 POINT PER ATTACHED HOUSE PLACED HORIZONTALLY OR VERTICALLY = **2 POINTS**

**E /** EACH CAMPFIRE SCORES 1 POINT PER ATTACHED FOREST PLACED HORIZONTALLY OR VERTICALLY = **2 POINTS**

### MISSION CARDS

**F /** THE PLAYER WITH THE MOST TENTS = **2 POINTS**

**G /** THE PLAYER WITH THE MOST FORESTS ON A HORIZONTAL LINE = **2 POINTS**

**H /** THE PLAYER WITH THE MOST CAMPING FIRES = **3 POINTS**

**I /** THE PLAYER WITH THE MOST UMBRELLAS ON A HORIZONTAL LINE = **3 POINTS**

