

SQUARING



CIRCLEVILLE



RULEBOOK



SQUARING CIRCLEVILLE

URBAN EVOLUTION SERIES #1
A game by Matt Wolfe for 1-4 players



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01 INTRODUCTION

Established in 1810, Circleville, OH derives its name from the circular portion of a large Hopewell earthwork upon which it was built. The Circleville earthworks, as described in 1772, consisted of an 1,100 foot diameter circle connected to a 900 foot square. Town Director Daniel Dreisbach platted the town directly atop the earthworks, integrating the town plan into the landscape. An octagonal courthouse stood directly in the center of the circular road system in the center of town.

To the dismay of Dreisbach, however, the people of Circleville hated the circular roads. People complained that the round roads forced everyone to build on oddly shaped lots and caused confusion. By the mid 1830s, enough dissatisfaction arose with Circleville's unique radial concentric road layout that the townsfolk petitioned the State Assembly to change the layout. The Circleville Squaring Company, authorized in 1837, undertook a project to convert the "peculiar" town plan into a more conventional grid. Circleville occupies a unique place in the history of American town planning as one of the earliest examples of urban redevelopment in the United States.

02 OVERVIEW

In *Squaring Circleville*, you work for the **Circleville Squaring Company**. You are in the rare position to *both* deconstruct and reconstruct the town of Circleville.

You will move around the courthouse rondel getting permits to perform work, such as deconstructing and constructing roads and razing and building structures. As the game proceeds, you become more experienced and are able to do more work in the same amount of time. But only one player will be recognized as the best at "squaring the circle" and the player with the most victory points at the end of the game will win!

Squaring Circleville also offers a solo mode, where you play against up to 3 different "solo players", all challenging you with completely different tactics.

03 GAME COMPONENTS

Your copy of *Squaring Circleville* contains the following components:

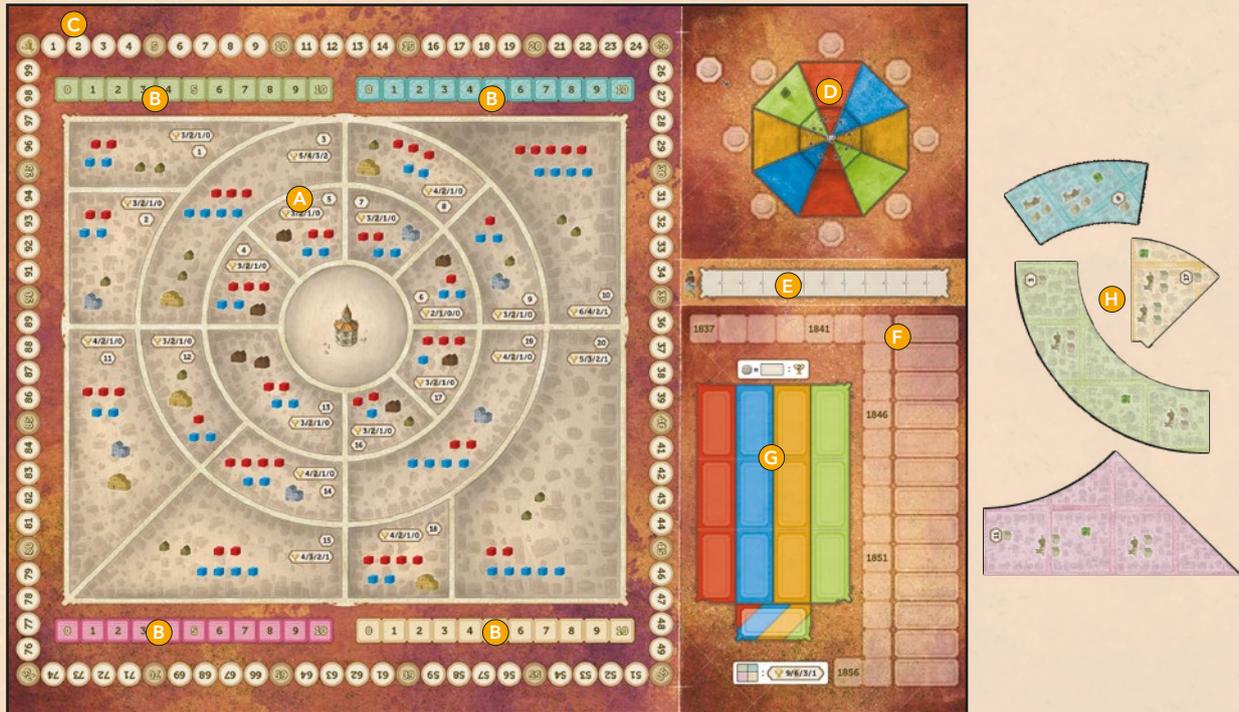
- 1 Game board
- 20 section tiles
- 33 structures (5 golden, 6 silver, 7 brown, 15 natural)
- 17 equipment tiles
- 16 achievement tiles
- 19 year bonus tiles
- 64 action tiles (16 each in four action colors)
- 1 draw bag
- 1 first player marker
- 4 player mats/solo player mats (1 each in four player colors. Solo mats are on the other side)
- 200 cubes (50 each in four player colors)
- 4 supervisor pawns (1 each in four player colors)
- 4 assistant pawns (1 each in four player colors)
- 4 scoring discs (1 each in four player colors)
- 16 quadrant markers (4 each in four player colors)
- 8 player aids (4 each in English and German)
- 4 solo player aids (English on one side and German on the other side)
- 2 rule booklets (English and German)

THE GAME BOARD AND SECTION TILES

The main part of the game board shows the town separated in 20 numbered sections (A). Each section shows colored icons for the different structures; red and blue squares for cubes to show the deconstruction of old roads and construction of new roads, and an overview of the victory points to be scored for completing a section. The town is also separated in 4 quadrants, each having its own quadrant track (B) to mark your work in completed sections. The town is surrounded by the scoring track (C).

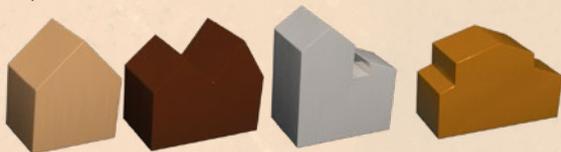
To the right of the town is the courthouse rondel (D), where you choose your actions. Below that is the structures queue (E), where you place razed structures and take the structures to build on the quadrants. The year track shows the progress of the game (F), and offers year bonus tiles and achievement tiles. The latter are placed on the achievements table (G).

When you complete a section, the corresponding section tile is placed on the town (H). The section tiles form a completed quadrant, which you may beautify and where you may build new structures on empty build plots.



THE STRUCTURES

Squaring Circleville comes with four different types of structures. You first have to raze them, then later build them again in completed sections.



THE PLAYER AIDS

Use the player aids for your reference of the sequence of play and an overview of all equipment, achievement and year bonus tiles. The solo player aids give an overview of the different solo player abilities and their set up details.

THE ACTION TILES AND THE BAG

Both the courthouse rondel spaces and the stacks of action tiles (A) define your choice of actions. At the end of each of your turns, you place an action tile on your player mat and increase the action level of the matching color.

The action tiles are randomly drawn from the bag (B) and placed on the courthouse rondel.



THE PLAYER MATS AND SOLO PLAYER MATS

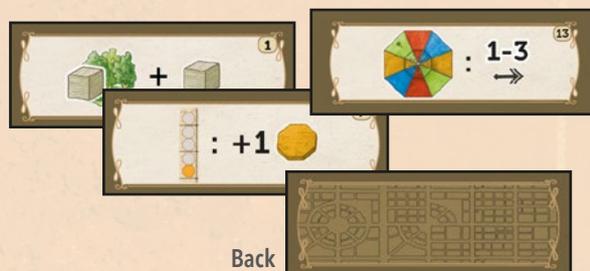
The player mats show your available action levels for the four basic actions **A** and the five alternate actions **B**, depending on the amount of action tiles placed in different columns. On the right side are three slots for equipment and/or achievement tiles **C**. The back of each player mat shows one of four "solo players" **D**.



Back

THE EQUIPMENT TILES

The equipment tiles offer abilities to the owner while the owner possesses the equipment. You are limited to a maximum of 3 equipment tiles (and achievement tiles, see next column) at a time.



Back

THE ACHIEVEMENT TILES

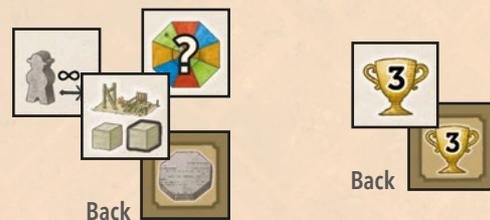
The achievement tiles offer different scoring options for game end scoring. You are limited to a maximum of 3 achievement tiles (and equipment tiles, see previous column) at a time.



Back

THE YEAR BONUS TILES

When you complete a section as the active player, you gain a year bonus tile that offers a one-time ability. The "3 victory points" year bonus tile shows a different back, as it is always the last tile on the year track.

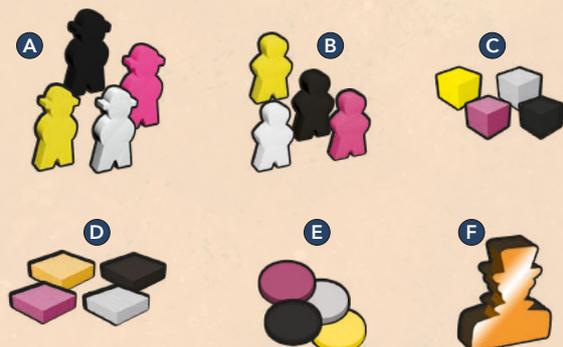


Back

Back

THE WOODEN PLAYER COMPONENTS

Use the supervisor pawns **A** (from now on only called *supervisor*) on the town to mark the section where you may take actions. Move your assistant pawn **B** (from now on only called *assistant*) on the courthouse rondel to determine your actions for your turn. Mark your work with your color cubes **C** on the sections and completed sections; for the latter also mark your work with the quadrant markers **D** on the appropriate quadrant tracks; these markers show a "+10" symbol on their back. Finally, mark your victory points with your scoring disc on the scoring track **E**. The first player takes the first player marker **F** and keeps it as a reminder for the whole game.



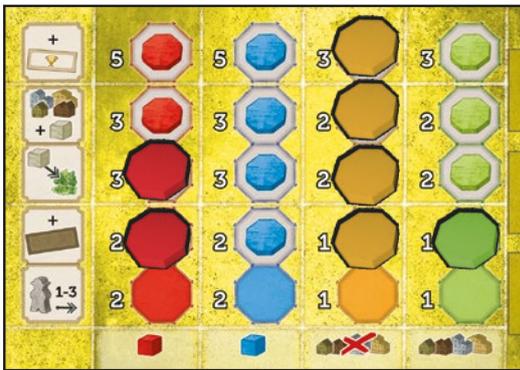
04 GAME CONCEPTS

Here are some key concepts of *Squaring Circleville* before we go into details.

ACTION LEVELS

Any time something refers to the level of an action, the level is the number of spaces filled with action tiles and year bonus tiles on your player mat for that color. Level 1 is prefilled so you cannot drop below level 1 on any action color.

Example: After a few turns, Marion reached the following action levels: red is at level 3, blue is at level 1, orange is at level 5, and green is at level 2.



SECTIONS

The town on the game board is broken into 20 numbered sections. Each section in the town is bordered by solid lines that represent roads from the circle grid. Sections are adjacent if they are separated by a road. They are not adjacent if separated by an intersection of roads.

Example: Section 17 is adjacent to sections 6, 16, and 19, as these sections are separated by roads, but it is not adjacent to section 9, as that section is separated by an intersection of roads.



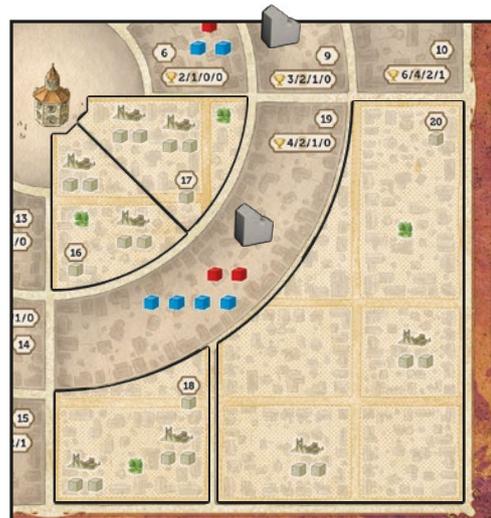
QUADRANTS

Circleville is divided into 4 quadrants. When a section is completed it is scored, and a section tile is placed on the section. This completed section is now part of the quadrant. Any adjacent completed sections from the same quadrant are treated as one large completed section for purposes of moving your supervisor. This large completed section is again bordered by the roads of the original circle grid.

When referring to certain quadrants, the following terms and icons are used: first quadrant **A**, second quadrant **B**, third quadrant **C**, and fourth quadrant **D**.



Example: The third quadrant is almost complete. The two contiguous areas of completed sections tiles are both treated as large completed sections. When section 19 is completed, too, the third quadrant will be treated as one large completed section.



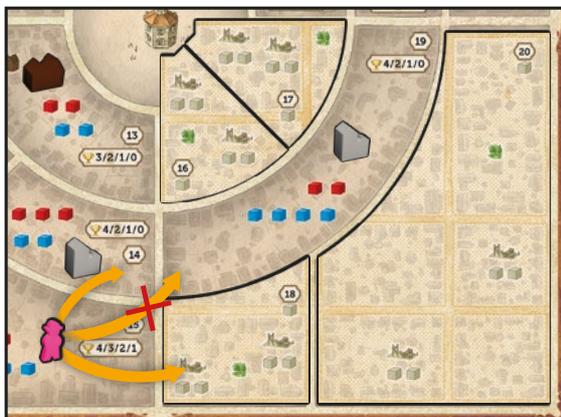
SUPERVISORS

Normally, you may only do work in the section in which your supervisor resides.

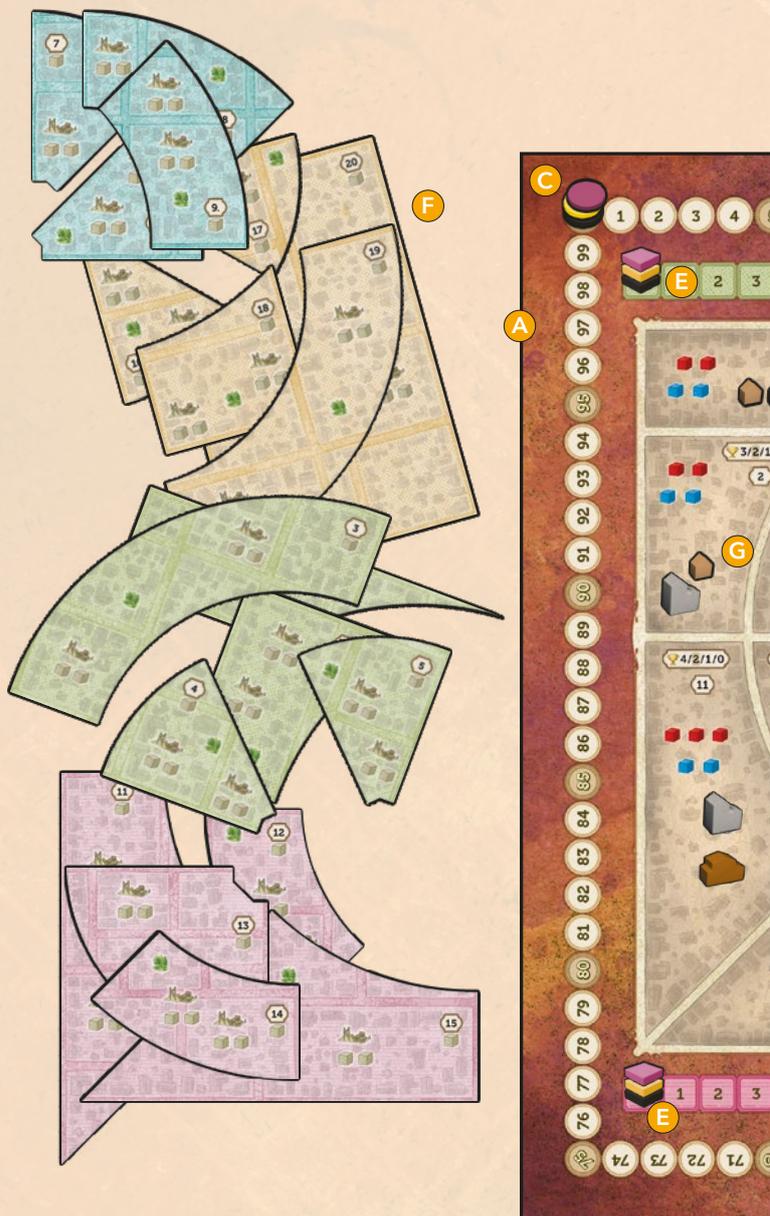
Some year bonus tiles may allow you to do work in a section in which your supervisor is not present.

NOTE: You may move your supervisor to adjacent sections once per action either at the beginning, during, or at the end of an action.

Example: Angelika's purple supervisor is located in section 15. She could move the supervisor to the adjacent section 14 (or section 11 to the left; not shown), or to the completed section in the third quadrant containing sections 18 and 20. Sections 12 and 19 are not adjacent to section 15 as these sections are separated by intersections of roads.



SET UP FOR 3 PLAYERS



05 SET UP

- A** Place the game board on the table.
- B** Everyone chooses a color and takes their player mat and all the components of the chosen color. Place all color cubes next to your player mat as your personal supply.
- C** Place your scoring disc on the zero space of the scoring track.
- D** Place your assistant on the green section with the smokestack of the courthouse rondel.
- E** Place your quadrant markers with "+10" face down on the zero space of all four quadrant tracks.
- F** For your first game, take section tile 10 and place it on the matching section of the town. Place your supervisor on this section tile. Place the rest of the section tiles near the game board.

NOTE: In all following games, choose any one of section tiles 1, 10, 15, or 20 as the starting section.

- G** Place the structures on their matching color icons on the 19 sections of the game board. Place the remaining 2 natural structures on the two leftmost slots of the structures queue.
- H** Shuffle the achievement tiles and place 1 face-up on each slot of the year track. Remove the rest and return them to the game box.
- I** Shuffle all equipment tiles and reveal 3 per player face-up next to the game board. Remove the rest and return them to the game box.
- J** Find the "3 victory points" year bonus tile and place it on the "1856" space of the year track. Shuffle the rest of the year bonus tiles and place one face-up on each empty space of the year track. Do not cover the "1837" space.
- K** Place 32 action tiles (8 of each color) into the bag and thoroughly mix them up. Draw tiles out of the bag and place

a stack of 4 on each stack slot next to the courthouse rondel spaces. Place the remaining 32 action tiles into the bag, mix them up, and then place 4 tiles on the upcoming stack slot. The rest of the tiles remain in the bag until the upcoming tile slot needs refilling.

- L** Randomly determine the first player. That player takes the first player marker and keeps it as a reminder for everyone until the end of the game.

You are now ready to start working in the **Circleville Squaring Company!**

06 SEQUENCE OF PLAY

Squaring Circleville is a turn-based game.

Beginning with the first player and continuing in clockwise direction, everyone takes their turns. When it is your turn you are the *active player*. Your turn consists of 4 steps:

Step 1: Move your assistant on the courthouse rondel

Step 2: Take actions

Step 3: (Optional) Take a bonus action

Step 4: Add an action tile to your player mat

When your turn is complete, play continues with the player to your left. Continue taking turns until the end of the game is triggered and everyone has an equal number of turns.

STEP 1: MOVE YOUR ASSISTANT ON THE COURTHOUSE RONDEL

Choose the actions for your turn.



The first step of your turn is to move your assistant from its current location on the courthouse rondel to a new location. You must move your assistant on your turn.

Normally you can move 1 or 2 unoccupied spaces clockwise on the courthouse rondel, though you may have equipment or year bonus tiles that modify your movement. You may skip any spaces occupied by assistants belonging to other players and not count those spaces in your allowed amount of movement. You may also choose to move your assistant to a space occupied by other assistants.

The color of the space you end in and the color of the action tile on top of the stack next to the space determine the 2 colors you use for actions on your turn. Very late in the game it is possible that there are no action tiles next to the courthouse rondel space you move to. In this case you only take 1 action.

Example: Angelika can move her purple assistant to any of the four checked spaces.



STEP 2: TAKE ACTIONS

Take your two actions. Move your supervisor between sections once per action. Check for completed sections.

You can take your two actions in any order. For both of your actions, you may choose between the basic action of the chosen color or one of the alternate actions at or below the current level of the chosen color.

After each action, you check if you have completed a section. If so, score that section before completing your next action or moving to the next step of your turn.

MOVING YOUR SUPERVISOR: You may move your supervisor once per action to an adjacent section. You may do this before, during, or after each action, independent of your choice of a basic or an alternate action. Movement of your supervisor is not mandatory.

While moving, you have these options:

- Move your supervisor from one section to an adjacent section across a road of the circle grid. You cannot move directly across an intersection of roads; only across a road.
- Move from a completed large section in a quadrant to an incomplete section (and vice versa) across a road of the circle grid.
- Move from a completed large section in a quadrant to another completed large section of an adjacent quadrant.

When your supervisor is located on a completed large section in a quadrant, you may take your actions anywhere in that section without spending a move.

LIMITED AMOUNT OF COLOR CUBES: If you run out of color cubes during an action, you may either ignore the remainder of the cubes you are able to place or you may choose to take your cubes from red or blue squares in incomplete sections to complete your action. Those roads will have to be redone by players in future turns. *You spread yourself too thin and did shoddy work on the roads, so they will have to be redone.*

Basic actions

If you choose the *basic* action for the chosen color, always conduct them in the same section where your supervisor is located. You must place all cubes in this section as determined by the level of your action unless there are fewer available squares to place cubes. Using your equipment tiles and year bonus tiles is always optional. You do not need to move to another section during the action to place additional cubes if you do not want to. The same rules apply for razing and building the structures.

RED: DECONSTRUCT ROADS



Your supervisor takes care of the removal of the old circular roads of Circleville.

Place your color cubes on red squares equal to the quantity determined by the red level on your player mat. Red squares represent the work required to deconstruct existing roads.

Example: Angelika has a level 3 red action allowing her to deconstruct 3 roads. She places two purple cubes on the red

squares **A** to finish the deconstruction in section 15, moves her supervisor to section 14 **B**, and places her third cube on a red square **C**.

Angelika was not forced to move her supervisor to another section after placing cubes in the first section. She could have passed on placing the third cube.

A possible alternative for Angelika was first to move her supervisor to the adjacent section, and then place 3 cubes on the empty squares.



BLUE: CONSTRUCT ROADS



Your supervisor takes care of building the new rectangular road network of Circleville.

Place your color cubes on blue squares equal to the quantity determined by the blue level on your player mat. Blue squares represent the work required to construct new roads.

Example: Marion has a level 1 blue action allowing her to construct 2 roads. She places two yellow cubes on the blue squares in section 13 **A**. Then, she moves her supervisor to section 12 **B**.



ORANGE: RAZE STRUCTURES



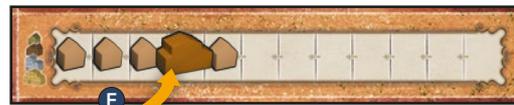
Your supervisor takes care of razing the old structures of Circleville.

Remove a number of structures as indicated by the orange level on your player mat. Place a color cube on the empty structure icons to mark your work. You may raze any color structure in a section with your supervisor.

Slide any structures on the structures queue to the left to fill any open slots and then place the structures you just razed after the rightmost structure on the queue in the order you choose.

If all 12 slots of the structures queue are occupied by structures, you cannot raze additional structures until a player builds structures and frees one or more slots on the structures queue.

Example: Nicole has a level 5 orange action, allowing her to raze 3 structures. She razes the golden structure in section 18 **A** and places a black cube on the structures icon **B**. Then, she moves her supervisor to section 15 **C**, razes both natural structures **D** and places two black cubes on the structures icons **E**. Afterward, Nicole places the structures on the structures queue. She chooses to place a natural structure first, then the golden structure, and finally the second natural structure **F**.



GREEN: BUILD STRUCTURES



Your supervisor takes care of building new structures on completed sections of Circleville.

Take a number of structures as indicated by the green level on your player mat from the left of the structures queue and place them in empty build plots on a completed large section where your supervisor is located. Place a cube next to each structure to mark your work.

Increase your marker on the matching quadrant track for each cube you place in the quadrant. If you exceed 10 on a quadrant track, flip your marker to show the "+10" symbol.

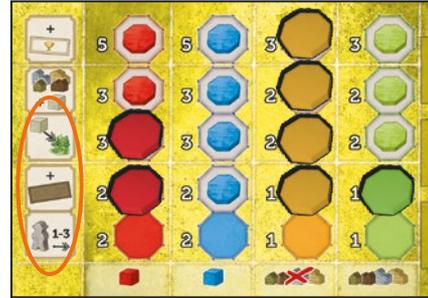
Example: Angelika has a level 2 green action allowing her to build 1 structure. She moves her supervisor to the completed large section of the third quadrant (A). Then, Angelika takes the natural structure from the structures queue (B) and builds it on the empty build plot in the large completed section (C). She places a purple cube next to the structure (D) and advances her quadrant marker on the quadrant track by 1 (E).



Alternate actions

Instead of a basic action you may conduct an alternate action that is at or below the level of the color you are using for the alternate action.

Example: Marion could use the red color to move her supervisor, take an equipment tile, or beautify a completed section.



REMEMBER: You may move your supervisor once per alternate action, too!

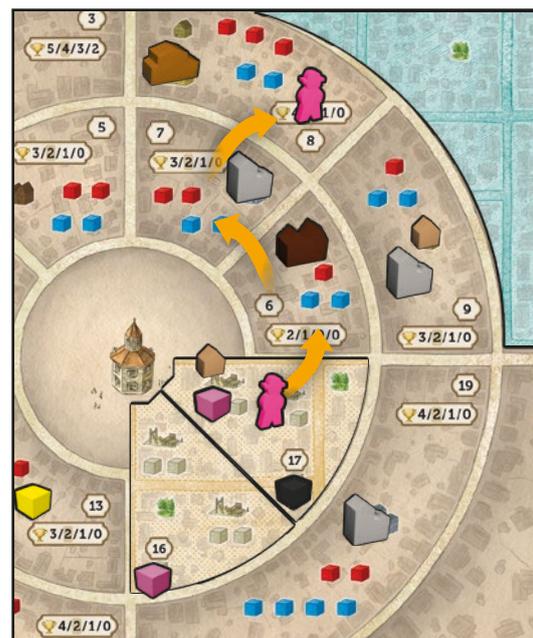


ALTERNATE LEVEL 1: MOVE YOUR SUPERVISOR

Your supervisor hurries to another part of Circleville to take care of urgent construction issues.

Move your supervisor up to 3 adjacent sections. You will never drop below level 1; therefore you may always take this action with any color.

Example: Angelika's supervisor starts in the completed section in the third quadrant. She moves them to section 6, then to section 7, and finally to section 8. Angelika could move her supervisor to a fourth section using the general "move once per action" option.





ALTERNATE LEVEL 2: TAKE AN EQUIPMENT TILE

With personalized equipment your supervisor gains crucial advantages.

Take an unclaimed equipment tile and install it into 1 of the 3 slots at the right of your player mat. If all slots are occupied with equipment tiles, you must return an equipment tile back to the other unclaimed tiles next to the game board before you may install the new one. You cannot remove installed achievement tiles from your player mat for any reason.

Each equipment tile offers an individual permanent ability for you while you possess the equipment tile. Using your equipment tiles is always optional. You may use their abilities immediately after installing them.

An overview of all equipment tiles is on page 21.

Example: Nicole already has an installed equipment tile and an installed achievement tile. She takes the equipment tile 7 and installs it on the third slot next to her player mat. Nicole also moves her supervisor to an adjacent section (not shown).

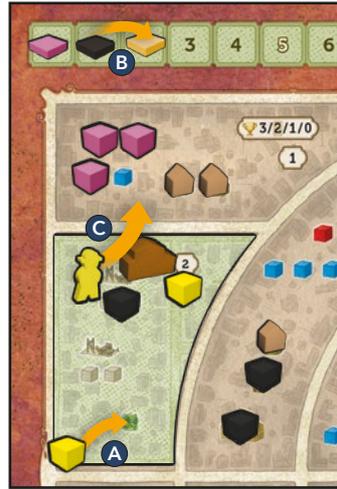
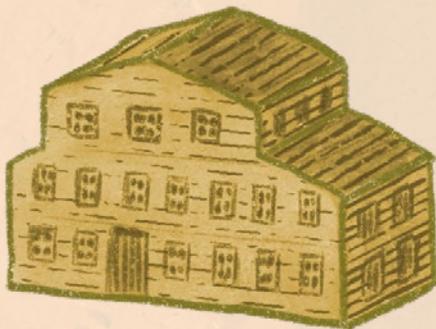
If Nicole wants to take another equipment tile in a following turn, she must return one of her installed equipment tiles, as she cannot remove the installed achievement tile.



ALTERNATE LEVEL 3: BEAUTIFY A COMPLETED SECTION

Planting new trees and bushes immediately improves the neighborhood.

Place 1 cube of your color on an empty beautify icon on a completed section where your supervisor is located. Increase your marker on the matching quadrant track for each cube you place in the quadrant. If you exceed 10 on a quadrant track, turn your marker to show the "+10" symbol.



Example:

Marion beautifies the completed section in the first quadrant by placing one of her yellow cubes on the empty beautify icon (A). She advances her quadrant marker on the quadrant track by 1 (B). Then, she moves her supervisor to section 1 (C).



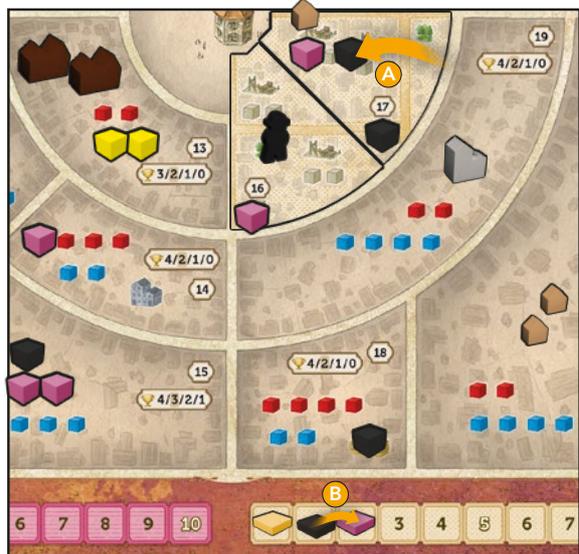
ALTERNATE LEVEL 4: IMPROVE A STRUCTURE

Adding a driveway and some fences improves each structure.

Place 1 cube of your color on the empty second square next to a structure on a completed section where your supervisor is located. Each structure may have a maximum of two cubes next to it.

Increase your marker on the matching quadrant track for each cube you place in the quadrant. If you exceed 10 on a quadrant track, turn your marker to show the "+10" symbol.

Example: Nicole improves the natural structure by placing one of her black cubes on the empty square next to that structure (A). Then, she advances her quadrant marker on the quadrant track by 1 (B).





ALTERNATE LEVEL 5: CLAIM AN ACHIEVEMENT TILE

Setting your goals to rebuild Circleville helps to focus on the important tasks.



Take an available achievement tile of your choice from the achievement table (see Step III in the next chapter

Completing a section below). If you take an achievement tile from the color row matching the color of your chosen action, immediately score 2 victory points. Thus, if you take an achievement tile from the multicolored space, you always score 2 victory points.

Install the achievement tile in one of the three slots to the right of your player mat. If all slots are occupied, you must return an equipment tile from a slot back to the unclaimed tiles next to the game board. You cannot return an achievement tile from a slot for any reason.

Score all installed achievement tiles at the end of the game.

An overview of all achievement tiles is on page 22.

Example: Nicole wants to take another achievement tile. As all her three slots are filled, she returns the equipment tile 18 to the unclaimed equipment tiles **A** and installs achievement tile 17 on the first slot next to her player mat **B**.

Nicole could have returned equipment tile 7 instead.



Completing a section

A section is completed when all old roads have been deconstructed, new roads have been constructed, and all structures in the section have been razed.

At the end of each action check to see if you have done the last work in a section.

If you completed a section, pause your turn to do the following steps in order:

STEP I: SCORING VICTORY POINTS



Players with cubes in the section score victory points as indicated in the scoring box for the section. The player with the most cubes scores first place victory points, the player with the second-most cubes scores second place victory points, etc. If there is a tie for the number of cubes, the tied player who has more cubes on structure icons breaks the tie. If players are still tied, the tie is broken clockwise starting with the active player.

NOTE: In a 2-player game ignore the highlighted second victory point value and score the next rank down.

STEP II: TAKE THE YEAR BONUS TILE

When you complete a section as the active player, collect the next year bonus tile on the year track and place it face up next to your player mat. You may use a year bonus tile once at any time on your turn, even on the same turn you obtain it. Using your year bonus tiles is always optional.



When you use a year bonus tile (exception: new plot tiles), flip the tile.

At the end of your turn add that tile to any column on your player mat just like an action tile you take from the courthouse rondel. The year bonus tile acts just like an action tile of the color column you place it in. Thus, it increases the action level for that column and you may return that tile when taking a bonus action. If you do not have any space on your player mat to place a used year bonus tile, discard the used tile from the game.

An overview of all year bonus tiles is on page 22-23.

STEP III: PLACE THE ACHIEVEMENT TILE ON THE ACHIEVEMENT TABLE

If there is an achievement tile next to the year bonus tile, place that achievement tile on an empty slot of your choice on the achievements table. That achievement tile is now available for all players when taking the alternate level 5 action.

STEP IV: CLEAN UP

Finally, everyone removes their cubes and supervisors from the section. The active player places the matching section tile on the town, and then returns all supervisors that were in the section onto the section tile. This section is now a completed section.

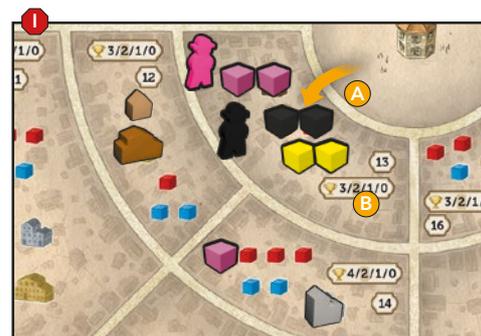
The player who has done the most work and scored the first place victory points in the section places 1 color cube on the square next to the section number and moves their marker 1 space on the matching quadrant track. If you exceed 10 on a quadrant track, turn your marker to show the "+10" symbol.

Afterward, the active player continues with their turn.

If multiple sections are completed at the end of an action, the active player chooses the order in which to resolve each section.

Example: Nicole is the active player and places her black cube on the last empty red square of section 13 **A**. She pauses her turn to follow all steps to complete this section.

1 In step 1, Angelika (purple), Marion (yellow), and Nicole (black) all have 2 cubes in the completed section. Angelika earns first place because she has the most cubes on structure

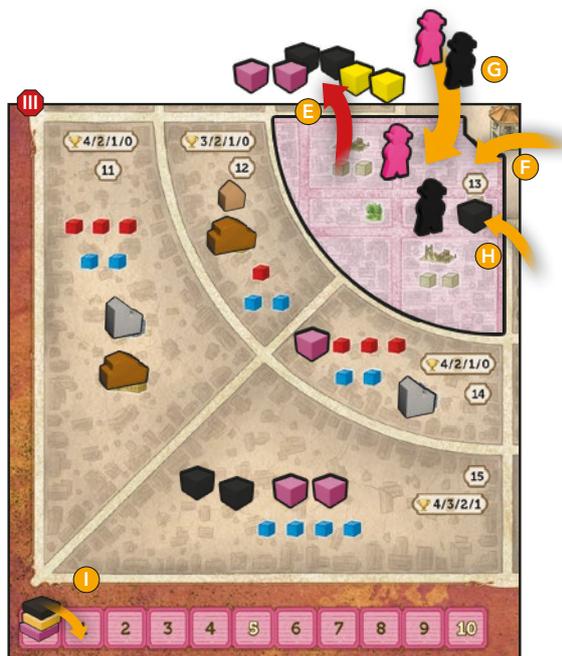


icons in the section. Marion and Nicole both have no cubes on structure icons. Nicole earns second place because she is the active player. Angelika scores 3 victory points, Nicole scores 2 victory points, and Marion scores 1 victory point **B**; they track these on the victory point track.

II During steps II & III, Nicole collects the next year bonus tile on the year track **C** and places it next to her player mat. She takes the achievement tile next to the year bonus tile and places it on the second orange space of the achievements table **D**.



III In step IV, everyone removes their cubes and supervisors from that section **E**. Nicole places the section tile 13 on the town **F** before Angelika and Nicole place back their supervisors on that section tile **G**. As Angelika earned first place, she places



a purple cube on the square next to the section number **H**. Then, she advances her quadrant marker on the quadrant track by 1 **I**.

Finally, Nicole continues with her turn.

STEP 3: (OPTIONAL) TAKE A BONUS ACTION

Working some extra hours is exhausting, but may gain you an edge over your opponents.

If you have at least one action tile of all four colors on your player mat, you may take a single bonus action in this step. Return the top four action tiles, one from each column, to the game box. Immediately take a bonus action at the new level of one of the four columns of your player mat. You may choose any basic action or an alternate action.

NOTE: Treat flipped year bonus tiles on your player mat just like an action tile of the color column you place it in.

Example: Marion returns a red, orange, and green action tile and the used year end tile from the blue column to take a bonus action **A**. She chooses to take the blue basic action to construct roads at the new level 2.



STEP 4: ADD AN ACTION TILE TO YOUR PLAYER MAT

Becoming more experienced, your supervisor works more in the same amount of time.

Take the action tile from the top of the tile stack next to your assistant's current space on the courthouse rondel and place it on the lowest open space on the corresponding column on your player mat. If your player mat does not have any free spaces of that color, return the action tile to the game box.

Adding tiles to your player mat is how you increase your experience and ability to do new alternate actions and more powerful versions of basic actions!

If you took the last action tile from the stack, move the upcoming stack to this location, then refill the *upcoming stack* with four tiles from the bag. If the bag is empty and you cannot refill the upcoming stack slot, it remains empty for the remainder of the game.

Your turn is complete and the next player starts their turn.

07 GAME END AND FINAL SCORING

The end of the game is triggered when you complete the *last* section in Circleville. The final round of the game is finished when all players had the same number of turns. The player to the right of the first player always has the final turn.

After the final round each player takes one final action of their choice at the current level of their player mat. Do not move at the courthouse rondel and do not collect any more action tiles. This final action could be a basic action or, most likely, an alternate action.

FINAL SCORING AND DETERMINING THE WINNER

During this final scoring, everyone scores victory points for their work completed in each of the four quadrants of the town.

SUPERVISOR BONUS: First, increase your quadrant marker one step on the quadrant track where your supervisor is located at the end of the game. If you now exceed 10 on a quadrant track, turn your marker to show the "+10" symbol.



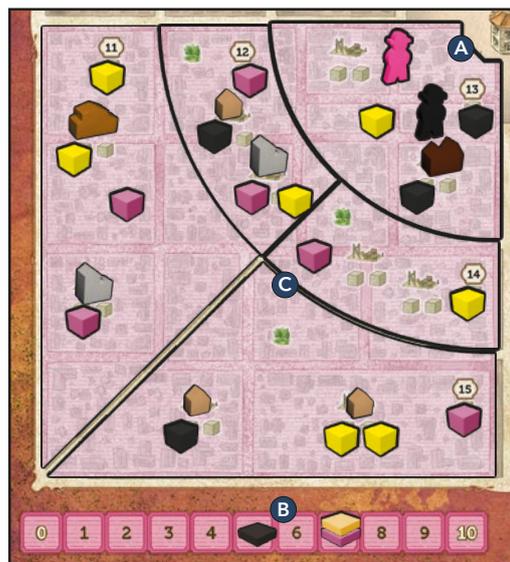
SCORING QUADRANTS: For each quadrant, compare the position of the players' quadrant markers on the

matching quadrant track: From most to least, players score victory points as indicated in the end game scoring box on the game board. If there is a tie, the tied player who beautified more sections in the quadrant breaks the tie. If there is still a tie, add up the victory points for the tied positions and divide it evenly between the tied players (if necessary, round up).

NOTE: In a 2-player game ignore the highlighted second victory point value and score the next rank down.



Example: At the end of the game, Angelika's and Nicole's supervisors are located on the fourth quadrant, so both increase their quadrant markers by 1 (A). When scoring this quadrant, Angelika and Marion are tied at 7 on the quadrant track, while Nicole is at 5 (B). Angelika has more cubes on beautify icons than Marion (3 purple cubes vs. 1 yellow cube) (C), so Angelika scores 9 victory points for first place. Marion scores 6 victory points for second place. Nicole (black) scores 3 victory points for third place.



SCORING ACHIEVEMENT TILES: Next, score achievement tiles collected during the game. An overview of all achievement tiles is on page 22.

SCORING UNUSED YEAR BONUS TILES: Finally, earn 1 victory point for each unused year bonus tile still lying next to your player mats.

The winner of *Squaring Circleville* is the player with the most victory points after final scoring! In case of a tie, the tied player with more action tiles on their player mat is the winner. If there is still a tie, the tied players share the victory.

08 SOLO MODE

You may play *Squaring Circleville* solitaire against one or more named "solo players". Each solo player acts like a human player with special rules; therefore you have to read and understand the multiplayer rules before you play the solo game.

For your first solo game you should play against a single solo player. After that you may play against one, two, or three solo players.

SET UP

Follow the set up for the multiplayer game with the following changes:

1. Select a solo player you want to play against. In later games, choose two or three solo players for a greater challenge.
2. For each solo player, take their mat and all the components of the matching color and place them within reach. Place all color cubes next to the solo player mat as their personal supply and place the scoring disc and markers on the tracks.
3. Shuffle all equipment tiles and reveal a total of 6 tiles, regardless of the number of solo players.
4. Complete any set up as explained below in the individual solo player rules.
5. You, the human player, are the first player.

SEQUENCE OF PLAY

Each solo player plays differently but they share some underlying principles. The solo players only act in steps 1, 2 and 4. They never take a bonus action in step 3.

TAKE ACTIONS

When a solo player takes an action and cannot complete the action in the designated quadrant, the solo player will attempt the action in the other quadrants in clockwise order until they are able to conduct the action. If the action cannot be done at all, the solo player will score victory points depending on the action and the specific solo player.

If a solo player runs out of cubes, the solo player cannot complete actions and will score victory points instead. If the solo player runs out of cubes during an action, the solo player places as many cubes as possible and also scores victory points as if it could not conduct the action.

The action for the final game turn for each solo player is to score 3 victory points.

When a solo player interacts with a structure, refer to the structure order at the top-right corner of the solo player mat to determine which structure the solo player selects.

NOTE: Solo players do not use year bonus tiles, achievement tiles, or equipment.

COMPLETING A SECTION

When a solo player is the active player and completes a section, the solo player returns both the year bonus tile and the achievement tile to the game box and scores victory points depending on the specific solo player.

FINAL SCORING

At the end of the game the solo players only score victory points for their rank in each quadrant.

INCREASING THE DIFFICULTY

If you find a solo player too easy, you can increase the challenge by starting the solo player higher on the quadrant tracks at the beginning of the game. Instead of starting at zero, start at 4 on each track. You can raise or lower the starting position to adjust the difficulty of the solo player.

Solo Player: Bertha

Bertha beautifies completed sections and improves newly built structures.

SET UP

- Draw an action tile out of the bag. Place Bertha's supervisor on the quadrant icon matching the color of the action tile. Place the action tile back in the bag.



- Place a white cube on the topmost space of the right extra action track.
- Place Bertha's assistant on the same starting space as your assistant.

SEQUENCE OF PLAY

STEP 1: MOVE THE ASSISTANT ON THE COURTHOUSE RONDEL

Bertha moves their assistant in clockwise direction to the next space on the courthouse rondel with an action tile on top of the stack that matches the current color next to the supervisor. If there are no matching action tiles at all, Bertha instead moves their assistant 1 space in clockwise direction.

STEP 2: TAKE 2 ACTIONS

Any time Bertha interacts with a structure, they will select structures in this order: silver, brown, natural, golden.

The quadrant Bertha does actions in is determined by the outline of the supervisor space on the solo player mat: first quadrant **A**, second quadrant **B**, third quadrant **C**, and fourth quadrant **D**. Bertha takes actions in the *highest* possible numbered section of the quadrant.



Bertha takes 1 action at level 3 for each color. They do the rondel action first, then the tile action. Bertha has to partially complete actions if that is all that is possible. Only if an action cannot be done at all, Bertha scores 3 victory points instead.

Near the end of the game it may be possible that there is no action tile next to the courthouse rondel space. In that case Bertha scores 5 victory points for the missed action.

COMPLETING A SECTION: When Bertha is the active player and returns the year bonus tile and achievement tile to the game box, they score 1 victory point for the year bonus tile and 2 victory points for the achievement tile.

STEP 4: ADD AN ACTION TILE AND TAKE A SPECIAL ACTION

Bertha takes the action tile from the stack on the courthouse rondel and places it on the action space next to their supervisor. They return any previous action tile from that space to the game box.

Then, Bertha moves the supervisor to the next space. If the supervisor leaves the fourth space at the end of the track, Bertha immediately does two bonus actions in the quadrant matching the action tile to the left of the white extra action marker.

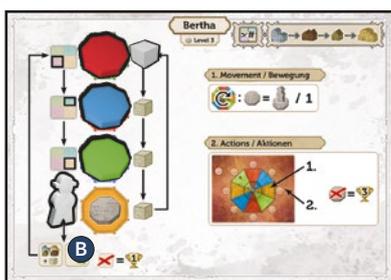
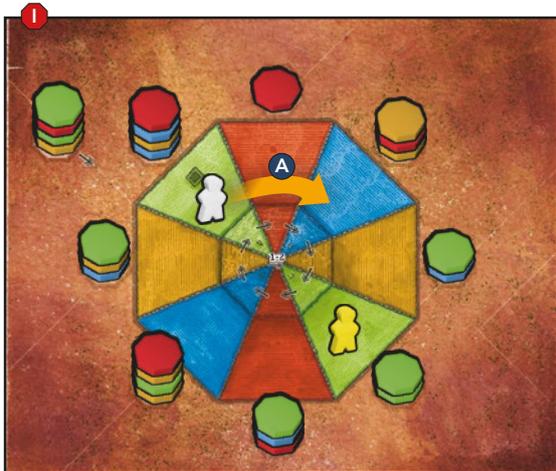


Example: **I** In step 1, Bertha moves their assistant to the courthouse rondel space with an orange action tile on top of the stack **A** matching the action tile next to their supervisor **B**, giving Bertha 2 actions: 1 blue action and 1 orange action.

II In step 2, Bertha takes their actions in the first quadrant as shown by their supervisor. First, Bertha takes the blue level 3 Construct roads action and places 2 white cubes on the blue squares in section 5 **C** and 1 white cube on one of the blue squares in section 4 **D**. Then, Bertha takes the level 3 Raze structures action, razes the 2 brown structures from section 5 **E** and section 4 **F** and places them on the structures queue, and places their white cubes on the structure icons.

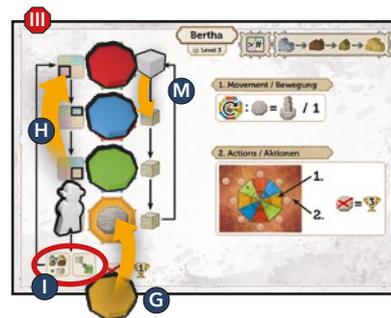
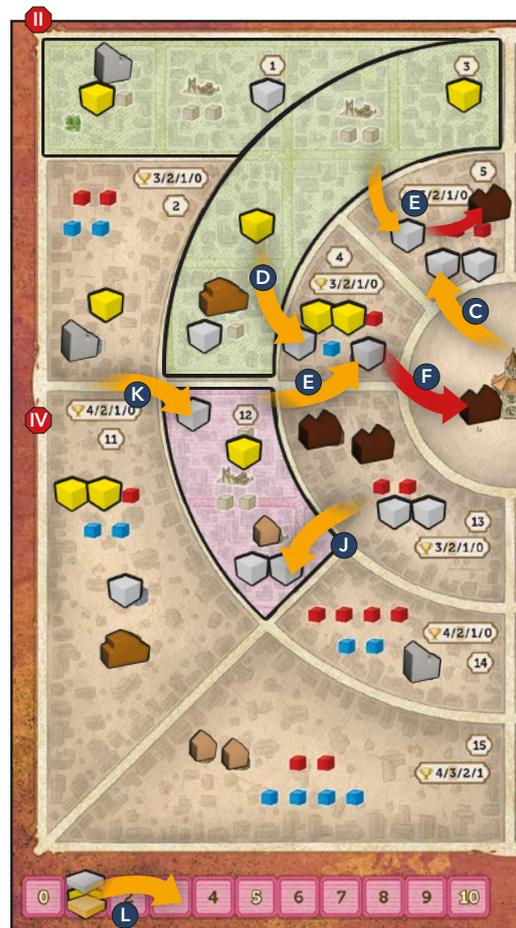
III In step 4, Bertha takes the orange action tile from the stack on the courthouse rondel and places it next to their supervisor **G**. Bertha moves their supervisor from the fourth space **H**, so the supervisor passes the icons for the 2 extra actions **I**.

IV Bertha immediately conducts the alternate Improve a structure action **J** and the Beautify a complete section action in the fourth quadrant, as marked by their extra action marker **K**. Bertha places their white cubes on the matching icons and advances their quadrant marker on the quadrant track by 2 **L**.



Bertha does a bonus alternate level 4 action *Improve a structure* and a bonus alternate level 3 action *Beautify a completed section*. For each action that cannot be done at all, Bertha scores 1 victory point instead.

Finally, Bertha moves the extra action marker to the next space. Afterward, Bertha restarts the supervisor at the start of the track.



Finally, she moves the extra action marker on their solo player mat down to the next space **M** and moves the supervisor to the top space of the matching track.

Solo Player: Carsten

Carsten collects equipment tiles, even if they do not use them.

SET UP

- Draw an action tile out of the bag. Place Carsten's supervisor on the quadrant icon matching the color of the action tile. Place the action tile back in the bag.



- Place Carsten's assistant on the same starting space as your assistant.

SEQUENCE OF PLAY

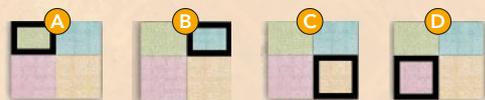
STEP 1: MOVE THE ASSISTANT ON THE COURTHOUSE RONDEL

Carsten moves their assistant 1 space in clockwise direction on the courthouse rondel.

STEP 2: TAKE UP TO 3 ACTIONS

Any time Carsten interacts with a structure, they will select structures in this order: golden, silver, brown, natural.

The quadrant Carsten does actions in is determined by the outline of the supervisor space on the solo player mat: first quadrant **A**, second quadrant **B**, third quadrant **C**, and fourth quadrant **D**. Carsten takes actions in the lowest possible numbered section of the quadrant.



Carsten takes up to 3 actions depending on the color of the courthouse rondel space their assistant ends in, the color of the action tile on top of the stack next to the courthouse rondel space, and the color of the action space next to their supervisor on Carsten's solo player mat:

- If 3 different colors, Carsten completes 3 different level 1 actions of those colors in this order: first, printed rondel color, second, action tile next to rondel, third, color/action tile on the solo player mat. If an action cannot be done at all, Carsten scores 1 victory point instead.
- If 2 matching colors and 1 different color, first Carsten does the single color action as a level 1 action. Then:
 - If 2 red colors, Carsten takes the alternate level 2 action *Take an equipment tile*. Carsten takes the lowest numbered unclaimed equipment tile, places it in an empty slot to the right of their solo player mat, and scores 3 victory points. If Carsten already has 3 equipment tiles, they do not take another equipment tile and just score 3 victory points.
 - If 2 blue colors, Carsten takes the alternate level 4 action *Improve a structure*. If that action cannot be done at all, Carsten scores 2 victory points instead.
 - If 2 orange colors, Carsten takes the alternate level 3 action *Beautify a completed section*. If that action cannot be done at all, Carsten scores 2 victory points instead.

- If 2 green colors, Carsten moves their supervisor 1 space forward on their solo player action rondel and scores 3 victory points.
- If 3 matching colors, Carsten takes the lowest numbered achievement tile from the achievements table that matches the color and returns it to the game box. If there are no achievement tiles of the matching color, Carsten scores 10 victory points instead.

Near the end of the game it may be possible that there is no action tile next to the courthouse rondel space. In that case Carsten scores 5 victory points for the missed action.

COMPLETING A SECTION: When Carsten is the active player and returns the year bonus tile and achievement tile to the game box, they score 1 victory point for the year bonus tile and 2 victory points for the achievement tile.

STEP 4: ADD AN ACTION TILE

Carsten takes the action tile from the stack on the courthouse rondel and places it on the action space next to their supervisor. They return any previous action tile from that space to the game box. Then, Carsten moves the supervisor to the next space in clockwise direction.

Example: **I** In step 1, Carsten moves their assistant to the next space of the courthouse rondel **A**, giving Carsten 2 actions: 1 red action and 1 double blue action.



II In step 2, Carsten takes their actions in the fourth quadrant as shown by their supervisor **B**. **III** First, Carsten takes the red level 1 *Deconstruct roads* action in section 11 and places



2 black cubes on the red squares **C**. Then, Carsten takes the alternate level 4 Improve a structure action for the 2 blue colors, places a black cube on the right icon of the built structure on the completed section **D** and advances their quadrant marker on the quadrant track by 1 **E**.



IV In step 4, Carsten takes the red action tile from the stack on the courthouse rondel and places it next to their supervisor **F** by returning the blue action tile back to the game box. Finally, Carsten moves the supervisor clockwise to the next space on their solo player mat **G**.



Solo Player: Denzel

Denzel completes sections ahead of schedule.

SET UP

- Place Denzel's assistant on the same starting space as your assistant.
- Place Denzel's supervisor next to the solo player mat.

SEQUENCE OF PLAY

STEP 1: MOVE THE ASSISTANT ON THE COURTHOUSE RONDEL

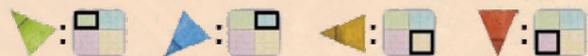
Denzel moves their assistant in clockwise direction to the next space on the courthouse rondel with an action tile on top of the stack that matches the fewest tiles of that color currently on the solo player mat. In case of a tie, go to the first tied color in clockwise direction on the rondel. If no tiles of the fewest color are on top of a stack, instead move 1 space on the rondel.

Example: As Denzel's board starts empty, in the first turn of the game Denzel will move their assistant 1 space in clockwise direction on the courthouse rondel. All colors are tied, as Denzel starts without any action tiles on their solo player mat, so the action tile on the first stack is the first tied color in clockwise direction.

STEP 2: TAKE 3 ACTIONS

Any time Denzel interacts with a structure, they will select structures in this order: brown, natural, golden, silver.

The quadrant Denzel does actions in is determined by the printed color of the rondel space with their assistant. Denzel takes actions in the lowest numbered section possible. You can use Denzel's supervisor to mark the section where work is performed.



Denzel takes 3 actions at level 1. First, Denzel takes 2 rondel space actions, then 1 tile action. If an action cannot be done at all, Denzel scores 3 victory points instead.

Near the end of the game it may be possible that there is no action tile next to the courthouse rondel space. In that case Denzel scores 5 victory points for the missed action.

COMPLETING A SECTION: When Denzel is the active player and returns the year bonus tile and achievement tile to the game box, they score 1 victory point for the year bonus tile and 2 victory points for the achievement tile.

STEP 4: ADD AN ACTION TILE AND TAKE A SPECIAL ACTION

Denzel takes the action tile from the stack and places it on an empty space of the column for that color on their solo player mat. If this is the third tile of that color, Denzel conducts the following actions:

Denzel immediately completes the section in which they last placed cubes (the section containing their supervisor). Denzel

always scores *double* first place victory points no matter how many cubes they have in the section. Everyone else, you and other solo players, score as normal, but starting with second place victory points. As the active player Denzel returns the year bonus tile and the achievement tile on the year track to the game box, scoring another 1 and 2 victory points. Afterward, Denzel cleans up the section and places the section tile on the town. As Denzel always scores first place for this special action, they place 1 black cube on the square next to the section number and move their marker 1 space on the matching quadrant track. If Denzel exceeds 10 on a quadrant track, they turn their marker to show the "+10" symbol.

If the section where Denzel last placed cubes is already completed, find the next *highest* numbered section not yet completed in the same quadrant and complete that section immediately. If there are no higher numbered sections in the same quadrant, Denzel scores 8 victory points. If Denzel did no actions on their turn (only scored victory points), Denzel scores 8 victory points.

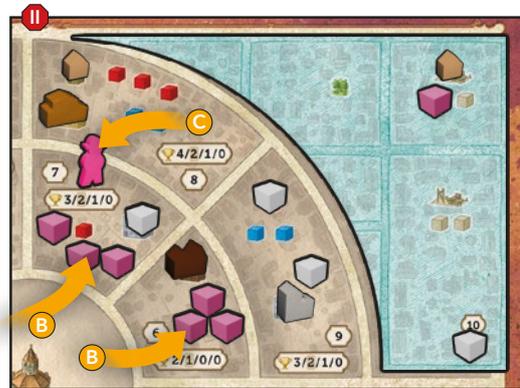
In the rare instance that Denzel completes a section with structures and there is no room on the structures queue, those structures are immediately built in the now completed section. Denzel places their purple cubes next to each structure and advances their quadrant marker on the matching quadrant track accordingly. If some but not all of the structures can be placed on the structures queue, Denzel will place structures according to their structures order and immediately build the remainder in the now completed section.

Finally, Denzel returns the 3 action tiles of the color from the solo player mat to the game box.

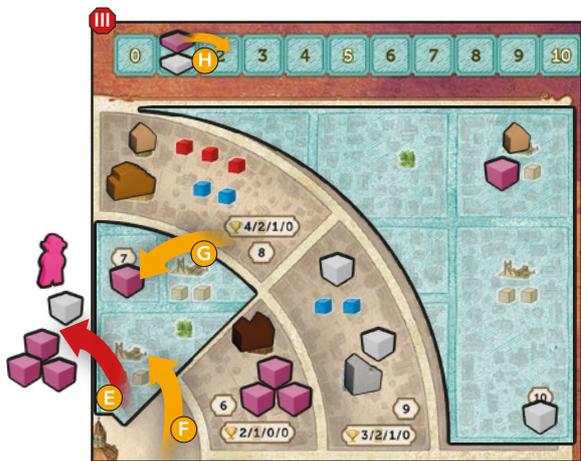
Example: I In step 1, Denzel's assistant should move to a rondel space with a blue action tile on top of the stack, as that is the color with the fewest action tiles on their solo player mat. As there is no blue action tile, Denzel moves the assistant 1 space forward A.



II In step 2, Denzel takes their actions in the second quadrant as shown by their assistant on the courthouse rondel. First, Denzel takes 2 blue level 1 Construct roads actions and places a total of 4 purple cubes in sections 6 and 7, then they take 1 red level 1 Deconstruct roads action and place 2 purple cubes again in sections 6 and 7 B. As a reminder, Denzel places their supervisor in section 7 C.



III In step 4, Denzel places the red action tile on their solo player mat D. As it is the third red tile, Denzel immediately completes section 7. Denzel scores 6 victory points, while their human opponent only scores 1 victory point. Denzel cleans up the completed section E and scores a total of 3 victory points for the year bonus tiles and achievement tiles returned to the game box. Then, Denzel places the section tile on the town F, places a purple cube on the square next to the section number G and advances their quadrant marker on the quadrant track by 1 H. Finally, Denzel removes the three red action tiles from their solo player mat I.



Solo Player: Katherine

Katherine switches between being somewhat lazy and very active.

SET UP



- Place Katherine's supervisor on the quadrant icon marked with the supervisor symbol.
- Place Katherine's assistant on the same starting space as your assistant.

SEQUENCE OF PLAY

STEP 1: MOVE THE ASSISTANT ON THE COURTHOUSE RONDEL

Katherine moves their assistant 2 spaces in clockwise direction on the courthouse rondel.

STEP 2: TAKE 2 OR 4 ACTIONS

Any time Katherine interacts with a structure, they will select structures in this order: natural, golden, silver, brown.

The quadrant Katherine does actions in is determined by the outline of the supervisor space on the solo player mat: first quadrant **A**, second quadrant **B**, third quadrant **C**, and fourth quadrant **D**. Katherine takes actions in the highest number section possible.



Katherine ignores the courthouse rondel colors! Their assistant only determines the action tile that Katherine takes in step 4. Instead, Katherine takes 2 or 4 actions at level 1 for each color in the row or column on the solo player mat next to the supervisor. Katherine takes the actions in order from closest to furthest away from the supervisor. If an action cannot be done at all, Katherine scores 3 victory points instead.

COMPLETING A SECTION: When Katherine is the active player and returns the year bonus tile and achievement tile to the game box, they score 1 victory point for the year bonus tile and 4 victory points for the achievement tile.

STEP 4: ADD AN ACTION TILE AND TAKE A SPECIAL ACTION

Katherine takes the action tile from the stack on the courthouse rondel and places it on the action space next to the supervisor. They return any previous action tile from that space to the game box. Then, Katherine moves the supervisor to the next space.



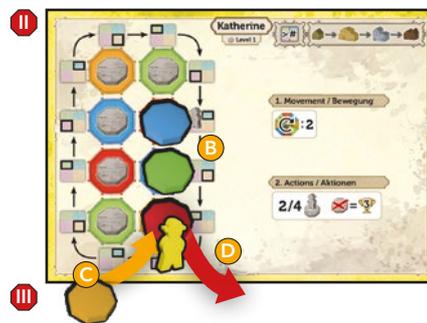
If the supervisor reaches the quadrant icon marked with the supervisor symbol, Katherine immediately removes 2 achievement tiles from the achievements table and returns them back to the game box.

Katherine chooses the lowest numbered achievement tiles from slots that match the color tiles in the column or row on the solo player mat. If there is no achievement tile on the achievement table for a color, Katherine scores 5 victory points instead.

Example: **I** In step 1, Katherine moves their assistant 2 spaces forward **A**.

II In step 2, Katherine conducts 4 level 1 actions in the lowest numbered section of the fourth quadrant **B**: Starting with the space closest to their supervisor to the space furthest away they take a red Deconstruct roads action, a green Build structures action, a blue Construct roads action, and finally another green Build structures action.

III In step 4, Katherine takes the orange action tile from the stack on the courthouse rondel and places it next to their supervisor **C** by returning the former red action tile back to the game box **D**. Finally, Katherine moves the supervisor clockwise to the next space of track on their solo player mat.



09 GLOSSARY

The various tiles are explained in more detail in this section.

THE EQUIPMENT TILES

Place equipment tiles to the right of your player mat. You are limited to 3 equipment (and achievement) tiles at a time. Using your equipment tiles is always optional.



1: BEAUTIFY A COMPLETED SECTION AGAIN. Each completed section may be beautified twice at most. Place your cube next to the first cube to indicate the section has been beautified a second time and move your quadrant marker 1 space on the matching quadrant track. If you exceed 10 on a quadrant track, turn your marker to show the "+10" symbol.



2: FLIP THE ACTION TILE STACK at your courthouse rondel space before taking your actions.



3: MOVE YOUR SUPERVISOR ONCE more each turn. This allows you to move the supervisor either two sections at once, or to split up both movements to move the supervisor twice before, during or after the chosen basic or alternate action.



4: When you are the active player and complete a section, **EXCHANGE THE CURRENT YEAR BONUS** tile with another tile further down the track (other than the 3 victory points tile) before taking a tile.



5-8: Treat the specified action column as if you **HAVE AN ADDITIONAL ACTION TILE** in that column. You cannot exceed level 5.



9-10: **PLACE 2 ADDITIONAL CUBES** when taking the specified red *deconstruct roads* or blue *construct roads* action.



11-12: **PLACE 1 ADDITIONAL CUBE** when taking the specified orange *raze structures* or green *build structures* action. A structure

may have a maximum of 2 cubes. If a plot already has a cube you may only add 1 more cube.



13: MOVE YOUR ASSISTANT UP TO 3 UNOCCUPIED SPACES on the courthouse rondel. Follow all rules for the normal movement.



14: When taking a bonus action, **DISCARD 3 ACTION TILES OF DIFFERENT COLORS** instead of 4 different tiles. You decide which color you do not discard.



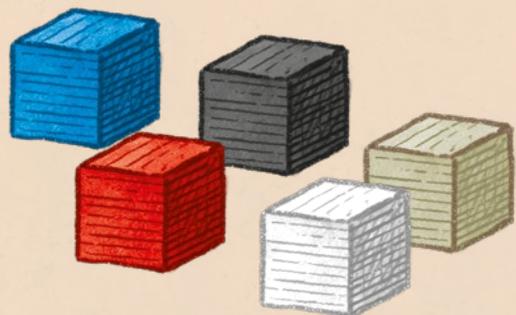
17: After moving your assistant but before taking actions for your turn, **EXCHANGE THE STACK OF TILES AT YOUR SPACE WITH THE UPCOMING TILE STACK.** Do not add any tiles to the stack you move to the upcoming tile stack space if there are fewer than four tiles.



18: EXCHANGE ANY TILE ON YOUR PLAYER MAT WITH THE TOP TILE ON ANY STACK next to a courthouse space. You cannot exchange with the upcoming tile stack space.



19: Once per turn, **EXCHANGE THE PLACES OF ANY 2 STRUCTURES** on the structures queue.



THE ACHIEVEMENT TILES

Place achievement tiles to the right of your player mat. You are limited to 3 achievement (and equipment) tiles at a time. Score victory points for your claimed achievement tiles at the end of the game.



1-4: Score 1 victory point for each natural structure located in the specific quadrant of the town. It does not matter which player built the structure in the quadrant.



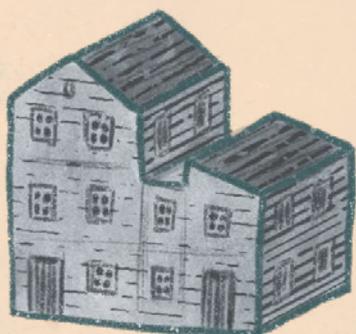
5-8: Score 2 victory points for each brown structure located in the specific quadrant of the town. It does not matter which player built the structure in the quadrant.



9-12: Score 2 victory points for each silver structure located in the specific quadrant of the town. It does not matter which player built the structure in the quadrant.



13-16: Score 2 victory points for each golden structure located in the specific quadrant of the town. It does not matter which player built the structure in the quadrant.

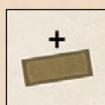


THE YEAR BONUS TILES

When a section is completed, the active player takes the next year bonus tile from the year track. Using your year bonus tiles is always optional.



NEW PLOT: PLACE THE NEW PLOT TILE IN ANY COMPLETED SECTION. Place a cube of your color on the marked right square and move your quadrant marker 1 space on the matching quadrant track. If you exceed 10 on a quadrant track, turn your marker to show the "+10" symbol. Any structure built on the empty plot can only have at most one more cube added to it.



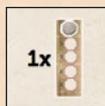
NEW EQUIPMENT: TAKE AN UNCLAIMED EQUIPMENT TILE and install it in a slot at the right side of your player mat. If all slots are occupied with equipment tiles, return another equipment tile back to the unclaimed equipment tiles.



FLEXIBLE SUPERVISOR: MOVE YOUR SUPERVISOR TO ANY SECTION of the town.



FLEXIBLE ASSISTANT: In step 1 of your turn, **MOVE YOUR ASSISTANT TO ANY SPACE** on the courthouse rondel, including the space you currently occupy.



INCREASE TO LEVEL 5: TREAT ONE OF YOUR ACTIONS as level 5 (as if your column is filled at level 5). This tile only modifies a single action; if you are taking two actions of the same color only one action is modified.



RAZE A STRUCTURE: REMOVE ANY STRUCTURE FROM ANY INCOMPLETE SECTION and add it to the end of the structures queue. Place your cube as normal. This is not considered to be an action; you can do this additionally to your actions chosen on the rondel.



BUILD A STRUCTURE: BUILD ANY STRUCTURE IN THE STRUCTURES QUEUE ON ANY AVAILABLE PLOT in any completed section on the board. Place your cube on the left square next to the structure and move your quadrant marker 1 space on the matching quadrant track. If you exceed 10 on a quadrant track, turn your marker to show the "+10" symbol. This is not considered to be an action; you can do this additionally to your actions chosen on the rondel.



3 VICTORY POINTS: Immediately **SCORE 3 VICTORY POINTS AND TRIGGER THE END OF THE GAME.**

10 NOTES ON THE THEME

Squaring Circleville is based on real historical events!

The board is largely based on historic maps of the town during this time. Some modifications were made to the locations of specific structures and roads to provide better gameplay. The octagonal courthouse really did exist during this time! In fact, Circleville had several octagon-shaped structures in its history and one still stands in the town (though it has been moved from its original location).

Though in the game all structures must be razed before a section can be completed, in reality some structures were not razed during this process and the new road grid was created around them. One

structure still stands to this day and you can see how the structure comes to a point in the back due to originally being near the center of the circle.

The destruction of the Circleville earthworks was a tragedy. There is not much evidence that the townsfolk considered the preservation of the earthworks as part of the squaring of the circle, only that they were focused on creating a street system that worked better for them.

While this game models a real historical event, the designer and publisher do not condone the destruction of the earthworks.

Should players want to visit existing Hopewell earthworks, the designer recommends visiting the Hopewell Culture National Historical Park in Chillicothe, OH, USA.



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