



# CAMOUFLAGE

*Rusty Lumpkin*

R U L E B O O K

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## INTRODUCTION

Nature is the world's  
greatest trickster!

Be prepared for your eyes and mind  
to be tested, as you push them both to  
their limits!

Focus your effort to spot the matches  
and the best point combinations, but  
don't take too long because, just as in  
nature, a split second can mean the  
difference between life and death!

Here, it is the difference between  
victory and utter defeat!

## COMPONENTS





# General Set Up and Rules of Play

Collectively the players will choose which side of the cards they will be playing with, Animal Patterns or Gems.

Each player will pick a deck to play with. (A deck consists of six cards that have the same animal symbol in the center.)

Next, take a deck that did not get chosen by a player and work collectively as a group to find three cards in this deck that match up together.

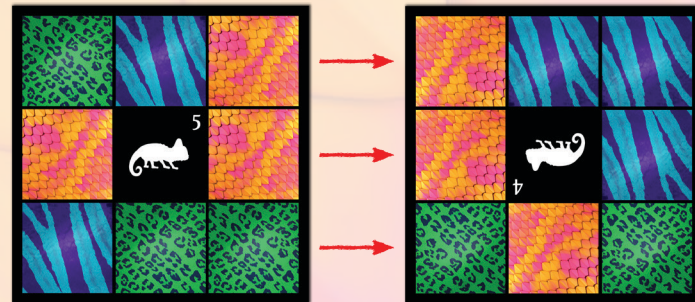
When you find where a card matches three squares on another card(s), lay the card so that the matching three squares overlap the other card(s).

After three cards have been placed on the table, place the other three unused cards from that deck back in the box.

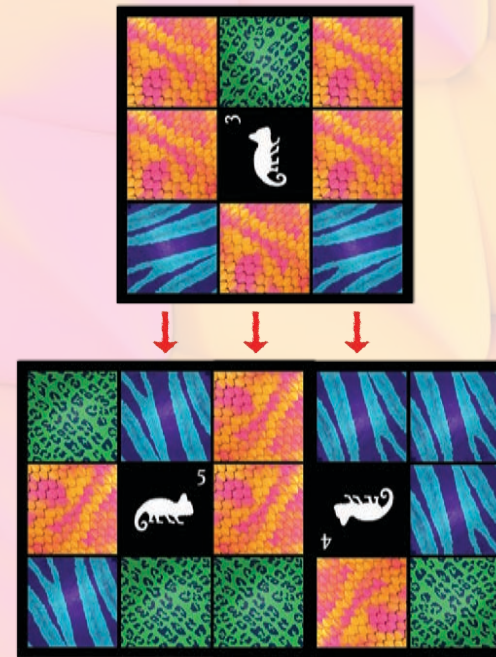
The three cards in the center of the table make up the starting board. The overall shape that the starting board makes does not matter.

Throughout the game, this starting board will grow as all players play on it.

## Step 1



## Step 2



## Step 3





Each player will then take their chosen deck of cards and shuffle it face down.

The player will then place the deck in front of them and draw three cards.

Players may not look at their hands of cards until it is agreed that the game has begun.

Throughout the game each player has a maximum hand size of three cards. The moment a player plays a card, that player draws another card.

In order to play a card from your hand, you must find somewhere on the table that it matches a minimum of three squares. The card is then laid overlapping all the matching squares.

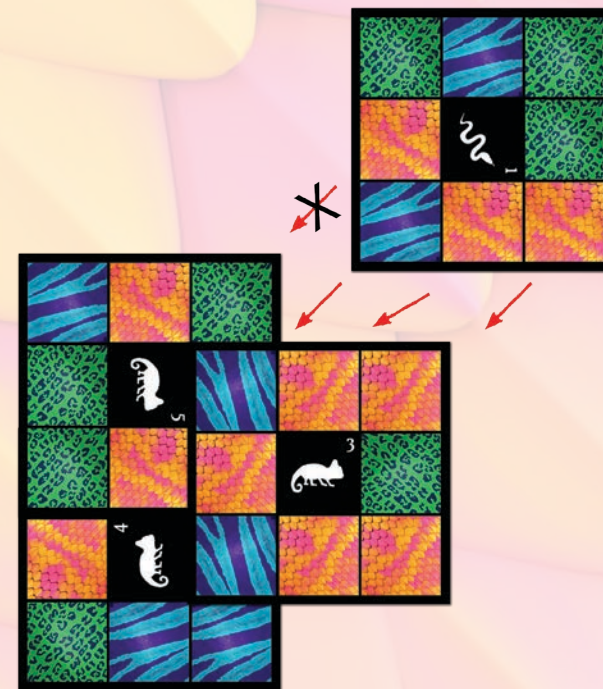
It is possible for a card to overlap more than three squares at a time, but all squares that the card covers must match perfectly. (Center squares may not be covered.)

This game is played with no turns. Players play cards as quickly or as slowly as they would like.

## Allowed Example



## Not Allowed Example







## SPEED ROUND

(Players: 2-6)

*When teaching new players, this is a recommended starting game.*

### Objective

The first player to play all of their cards wins!

### Set Up

Use the general setup rules.

### Additional Rules

None



## NOT MY STACK!

(Players: 3-7)

*This is the designers personal favorite!*

### Objective

The player with the fewest cards played on their own individual location wins.

### Set Up

Each player picks a deck of their choosing and places one card face up in the area in front of them. Each player then shuffles the five remaining cards in their possession, face down, and draws a hand of three cards without looking. Anytime a player plays a card they may draw another so that they have a maximum hand size of three cards.

### Additional Rules

When the players say go, they will look at their cards and begin playing them on the

other players locations. (Players never play on their own locations.) When a player has played all their cards, their location now becomes frozen and other players can no longer play on it!

The first player to play all their cards picks up the number 1 token and the second player out receives the number 2 token etc. (The sand timer is not used during this game.)

The token is then placed on top of the cards that are at their location. The token is a reminder to other players that that area is frozen.

After all players have played as many cards as physically possible, the game is over.

(It is not uncommon for the very last two players to not always be able to play all of their cards due to the continued limitation of locations to play on as other players go out).

### Scoring

The player that has the fewest cards played on their location is the winner!

**Tie Breaker #1:** The first player to have played all their cards wins!

**Tie Breaker #2:** The player who played on most other player locations wins! (different locations)

If there is still a tie, the players share victory.





# DIVERSIFY

(Players: 2-6)

## Objective

The player with the highest number of points at the end of the round wins.

## Set Up

Use the general setup rules.

## Additional Rules

The first player to play all of their cards picks up the number 1 token and starts the timer. All the other players now have the allotted time to play as many of their remaining cards as possible.

Beginners- 1 minute  
Advanced- 30 seconds  
Expert- No extra time



The second player out receives the number 2 token, etc.

## Scoring

At the end of the game, players will score cards by starting with the card that is most on top and then work down the pile. Each card is worth points based on how many different cards are below its overlapping squares that it is in physical contact with. See Example Scoring.

(Clarification: "in physical contact with" does not refer to cards that are adjacent to the card being scored)

Any unplayed cards score 0 points.

**Note:** Cards found to have been placed illegally score 0 points.

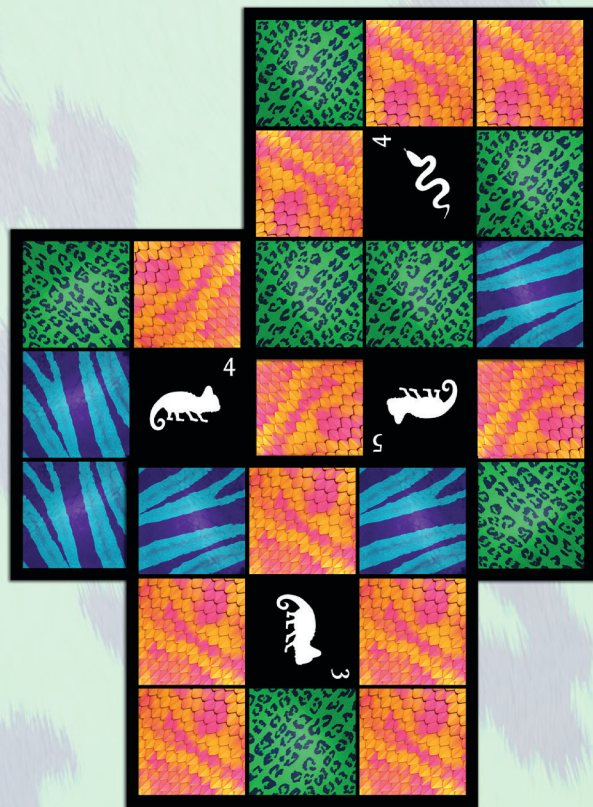
**Tie Breaker #1:** The first player to have played all their cards wins!

**Tie Breaker #2:** The player who played the most cards wins!

**Tie Breaker #3:** The player that had the highest scoring card wins!

If there's still a tie, players share the victory.

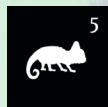
## Diversify: Scoring Example



scores 1 pt (It is above however it does not make physical contact with that card.)



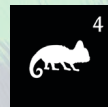
scores 2 pts



scores 1 pt



scores 0 pts (There are no cards below it.)





# COVER SOME GROUND

(Players: 2-6)

## Objective

The player with the highest number of points at the end of the round wins.


## Set Up

Use the general setup rules.

## Additional Rules

The first player to play all their cards picks up the number 1 token and starts the timer. All the other players now have the allotted time to play as many of their remaining cards as possible.

Beginners- 1 minute  
Advanced- 30 seconds  
Expert- No extra time

 The second player out receives the number 2 token, etc.

## Scoring

At the end of the game, score cards by starting with the card that is most on top and then work down the pile. Each card is worth points based on how many squares it is overlapping of the cards below it that it is in physical contact with. See Scoring Example.

*(Clarification: "in physical contact with" does not refer to cards that are adjacent to the card being scored)*

Any unplayed cards score 0 points.

**Note:** Cards found to have been placed illegally score 0 points.

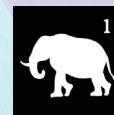
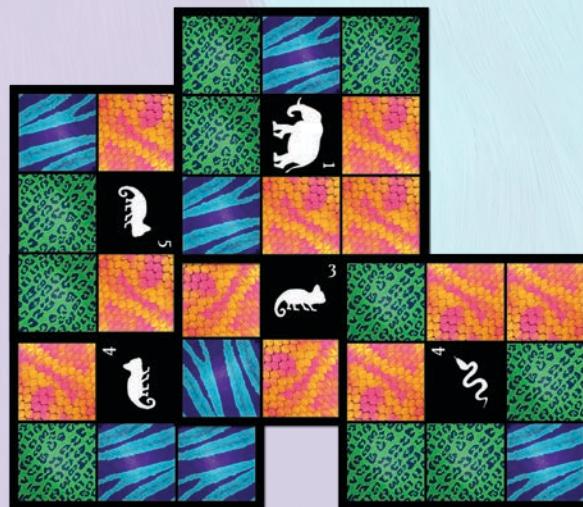
**Tie Breaker #1:** The first player to have played all their cards wins!

**Tie Breaker #2:** The player who played the most cards wins!

**Tie Breaker #3:** The player that had the highest scoring card wins!

If there is still a tie, players share the victory.

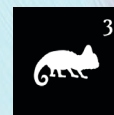
## Cover Some Ground: Example Scoring



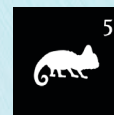
scores 4 pts



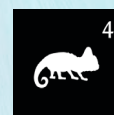
scores 2 pts



scores 3 pts



scores 3 pts



scores 0 pts (There are no squares below it)





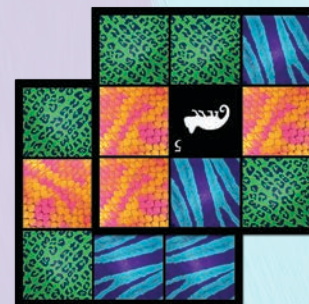
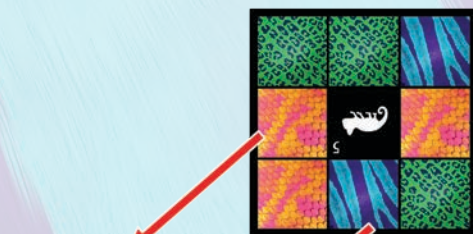
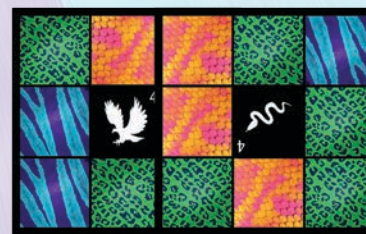
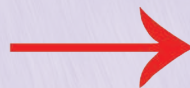
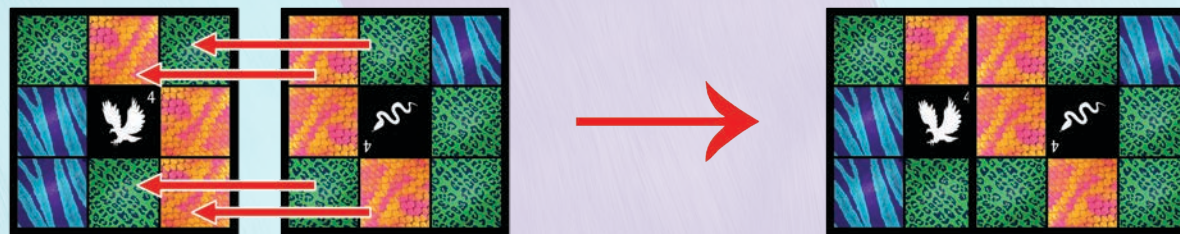
## VARIANT: CENTERS WILD

All 4 multiplayer games may be played with the Centers Wild Variant.

Card Centers can be played as a wild square, and, therefore, may have any square pattern placed below it or above it.

This can drastically change scoring potentials.

## Centers Wild: Examples




## SOLO/CO-OP PUZZLE MODE

**Objective:** To solve the puzzle pattern by placing the given cards in a manner so that it replicates the puzzle outline.

**Rules:** Pick a puzzle card to solve. On the puzzle card there is the difficulty rating along with a list of cards needed for the puzzle. Collect the needed cards. Then attempt to place them on the table so that the cards form the same pattern as the puzzle. Remember that any overlapping squares must match.

**Note:** Puzzle cards do not always follow the default minimum of 3 matching squares per card.

**Tip:** the black squares on the puzzle card represent the location of the card centers.

Some cards have a  symbol. This means that one or more card centers will be played as a wild



square and therefore may have any square pattern placed below it or above it.

See example in **Variant: Centers Wild**.

**Answers:** If you believe that you have solved the puzzle, you can check it with the answer. The answer is found on the back of the puzzle card.

**Note:** It is possible for there to be more than one correct answer for each puzzle.

## Credits

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