KNITTING CIRCLE

A CALICO GAME

RULEBOOK

AEG

FLATOUT GAMES

KNITTING CIRCLE™

Knitting Circle is a puzzly tile-laying game of knitting and kitties illustrated by Beth Sobel!

Created by Emily Vincent and the Flatout Games CoLab.
For 1-4 players, ages 10+

OVERVIEW

Knitting Circle is a stand-alone follow up to the hit spatial puzzle game *Calico*! In this gorgeous puzzly tile-laying game for the whole family, players are knitters competing to create the coziest, most beautiful assortment of garments. The game takes place over six rounds, and the gameplay for each round is very simple. First, collect yarn from the central basket in the yarn drafting phase, then knit it into garments in the crafting phase. As you choose yarn and knit garments, you must do your best to get the color combinations and patterns just right! Win the game by having the most victory points at the end. You can earn victory points in a variety of ways: by completing garments, matching specific garment criteria and adding buttons, and fulfilling bonus scoring conditions that each new garment adds. Along the way, your furry feline friend can help you out by reaching their grabby paws into the bag to secure you the best yarn!

COMPONENTS

144 Yarn Tiles
(24 each of 6 colors)

1 First Player Marker

90 Button Tokens
(30 each of 3 types)

Color   Pattern   Garment

8 Knitting Needle Tokens

12 Grabby Paw Tokens

1 Deluxe
Cloth Yarn Bag

84 Garment Cards
(12-16 each of 6 types)

4 Unique Deluxe Wooden Cat Tokens

4 Unique Double-sided Player Boards

12 Ugly Garment
Button Tokens

1 Full Color Scorepad

18 Unique Double-sided Request Cards

1 Rulebook

KNITTING CIRCLE

2 Unique Double-sided
Central Knitting Circle Boards

SETUP

1 Give each player a Player Board and 2 Knitting Needle Tokens.

2 Place all of the Yarn Tiles in the Yarn Bag and shuffle them thoroughly.

3 Use the appropriate Central Knitting Circle Board based on the player count, and place it in the center of the play area within easy reach of all players.

4 Place the Cat Tokens for each player on the starting spaces at random on the Central Knitting Circle Board.

5 Give the player whose Cat Token was placed on the first player space (indicated with a star) the First Player Marker.

6 Remove 6 Yarn Tiles (one of each of the 6 colors) from the Yarn Bag and place them in the center of the Central Knitting Circle Board. (This will be used to track rounds - see step 12)

7 Place 2 random Yarn Tiles from the Yarn Bag next to each space on the Central Knitting Circle Board and flip them to the appropriate orientation (knit or purl) based on the space they are adjacent to.

Knit

Purl

8 Give each player two random Yarn Tiles from the Yarn Bag. Place these in each player's Personal Yarn Basket on their Player Board.

9 Shuffle each of the Button Token types/shapes and place them in facedown piles within easy reach of all players. Give each player 2 of each type/shape. Each player flips these over and adds them to the slots in their workspace in the center of their Player Board.

10 Place the Grabby Paw tokens and Ugly Garment Button Tokens within easy reach of all players and give each player 1 Grabby Paw Token.

11 Shuffle each of the 6 decks of Garment Cards and place them in stacks within easy reach of all players. Each player chooses any single garment type and then draws 2 Garment Cards of that type and chooses one. (Note: players will likely want to choose a garment type based on the Button Tokens they received) Each player places the card they chose in their play area and places one of their Knitting Needle Tokens onto it. Players place the card they did not choose facedown on the bottom of the matching Garment Card deck.

12 The player with the First Player Marker selects one of the 6 Yarn Tiles in the center of the Central Knitting Circle Board and adds it to any yarn slot around the Central Knitting Circle Board, replacing one of the Yarn Tiles in that slot and discarding it to the Yarn Bag *(Important Note: only 5 Yarn Tiles will remain on the Central Knitting Circle Board.)*

ADVANCED SETUP

A1 Shuffle the deck of Request Cards and deal 4 of them with the Grabby Paw bonus side up (top right corner of the card) within view of all players.

When playing with the Request Cards, players gain bonus points and Grabby Paws for completing the specific requests on each of the cards. If a player is the first to complete the conditions of a Request Card, they may take a Grabby Paw Token from the supply as a bonus. If multiple players complete the conditions in the same round, they may each take a Grabby Paw. At the end of the round, any Request Cards that have been completed are flipped over to indicate that no more Grabby Paws may be gained by others, but all players may still complete any number of the Request Cards in order to score the points printed on them at the end of the game.

3-PLAYER SETUP EXAMPLE

GAMEPLAY

Knitting Circle is played over 6 rounds. Each round has two phases: the **Yarn Drafting Phase** and the **Crafting Phase.**

YARN DRAFTING PHASE

Players complete the Yarn Drafting Phase in turn order, starting with the First Player and proceeding clockwise until each player has taken 4 turns each round.

1 On each turn during the Yarn Drafting Phase, you must move your Cat Token 1 or 2 spaces in the clockwise direction around the Central Knitting Circle Board to one of the next two available spaces (skipping unavailable spaces) and select one of the available Yarn Tiles adjacent to the space you move to. (*Note: You must always move either 1 or 2 spaces to the next available space. A space is available if it does not have another Cat Token on it and has at least 1 Yarn Tile adjacent to it. Therefore, you must always skip over any occupied spaces and spaces with no remaining Yarn Tiles and select from the next 2 available spaces.*)

2 When you select a Yarn Tile, place it in the next available slot along the top of your Player Board. *(Important Note: Yarn Tiles must stay in the orientation (knit or purl) they were drafted in. They may not be flipped during the Yarn Drafting Phase.)*

Play passes to the next player in clockwise order.

Play continues until all players have drafted exactly 4 Yarn Tiles from the Central Knitting Circle Board and have filled all 4 slots along the top of their Player Board.

The Yarn Drafting Phase then ends and players proceed to the Crafting Phase.

Yarn Drafting Phase

CRAFTING PHASE

Players carry out the Crafting Phase simultaneously. There are no turns. During the Crafting Phase, you may carry out any number of the following actions, as long as you have the required resources.

START A GARMENT

You will begin the game with 1 Garment Card, to start additional garments, you must have an available Knitting Needle Token (you may only ever have 2 total Garments in progress) and you **must discard 1 Yarn Tile** of the corresponding card color to the Yarn Bag (the required color for each matches the color of the card back, and the symbol on the top righthand corner of the card back). Draw 2 cards from the corresponding Garment Card deck and choose one (*Note: Garment Cards of each type have the same requirements, but different bonuses for completion.*) Place the card you chose in your play area and place one of your Knitting Needle Tokens onto it. Place the card you did not choose facedown on the bottom of the matching Garment Card deck.

KNIT

Take any of your available Yarn Tiles and place it onto a space on one of your active Garments (Garments with a Knitting Needle Token on them and available spaces to fill). Yarn Tiles must only be placed in spaces that match their orientation - knit tiles (side with 'V' pattern) in knit spaces and purl tiles (side with solid color) in purl spaces. Spaces on Garments must always be filled from top to bottom. Yarn Tokens taken from your Personal Yarn Basket on your Player Board are flexible, and may be flipped to either their knit or purl sides. If you added a Yarn Tile to a space that provides a bonus Yarn Tile or Grabby Paw Token, take it immediately from the Yarn Bag or Grabby Paw supply and place it into your Personal Yarn Basket on your Player Board or Grabby Paw Token Slot - you may use these immediately to complete more actions!

FLIP YARN

You may discard any 1 Yarn Tile to the Yarn Bag in order to flip the orientation (from knit to purl, or purl to knit) of any number of your other Yarn Tiles.

Start a Garment

or

Knit

Flip Yarn

USE GRABBY PAW TOKEN

You may discard 1 Grabby Paw Token from your Player Board to the supply in order to search the Yarn Bag for a Yarn Tile of your choice! Place the Yarn Tile into your Personal Yarn Basket on your Player Board.

COMPLETE A GARMENT

If you have filled all of the mandatory spaces on a Garment Card, you may 'cast off' and complete the garment. The mandatory spaces on the Garment Card are the ones at the top of the card that are lighter in color - the final mandatory space on each garment is the first slot that has a number of points indicated to the left of the space. To complete a garment, remove the Knitting Needle Token from the garment. Check the bonus conditions at the bottom of the garment card. If any of them are immediate rewards, collect the reward(s) now (either Yarn Tiles from the Yarn Bag or Grabby Paw Tokens from the supply) and place them into your Personal Yarn Basket on your Player Board or Grabby Paw Token Slot. Check to see if your completed Garment meets any of the criteria of the Buttons in your workspace on your Player Board. Check to see if the Garment you completed contains all of the color(s) from one of the Color Buttons, matches the pattern of one of the Pattern Buttons, and/or is of a matching Garment Type of one of the Garment Buttons. If so, take the corresponding Button Token(s) from your workspace and place them above the Garment Card to indicate that they have been completed. Do not immediately refill your workspace with Button Tokens - this only happens at the end of each round, once the Crafting Phase has ended.

(Note: you may only have 1 of each of the 3 Button Token shapes/types adjacent to each Garment. If the criteria for 2 Buttons of the same shape/type are satisfied by your garment, choose which 1 of the 2 you will place above the garment.)

If your garment was completed without ANY pattern (does not meet the criteria for stripes, colorblock, symmetrical, or solid - see page 12 for descriptions), take an Ugly Garment Button Token from the supply and place it below the Garment Card. (At the end of the game, each Ugly Garment Button Token will be worth -3 points).

Use Grabby Paw Token

any tile

Garment Card Anatomy

Garment Type

Mandatory Spaces

Optional Spaces

Completion Bonus
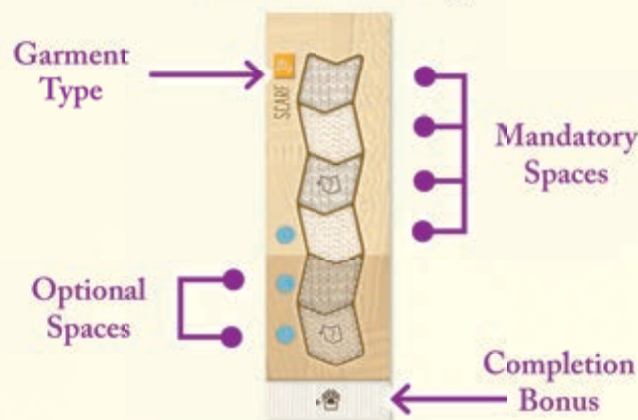
Complete a Garment

ROUND END

Once all players have completed all of the actions they would like to take, the round ends and the following is completed to set up for the next roud *(Note: at the end of the 6th round, proceed directly to Scoring and skip these steps)*:

1 Each player may transfer any unplaced Yarn Tiles from the slots along the top of their Player Board to their Personal Yarn Basket on their Player Board. However, each player may only keep 2 Yarn Tiles in their Personal Yarn Basket for the next round. If you have more than 2 Yarn Tiles, any excess must be discarded back to the Yarn Bag. (Players will generally want to make sure they have used as many of their Yarn Tiles as possible during the Crafting Phase by carrying out actions in order to minimize tiles that must be discarded in this way.)

2 Each player refills the workspace on their Player Board with new Button Tokens drawn from the appropriate stacks to fill any empty slots. **(Note: optionally, players may choose to discard any single 1 of their current Button Tokens to a discard pile near the Button Token pile before they refill to get rid of a goal they don't want.)** Players should always have 6 Button Tokens in their workspace at the beginning of each round. (If any button piles run out, shuffle discards and use again.)

3 Starting with the space containing the Cat Token of the First Player and moving clockwise, fill all open yarn spaces around the Central Knitting Circle Board by drawing tiles randomly from the Yarn Bag, filling the spaces with tiles, and flipping them to their correct orientation based on their location.

4 Pass the First Player Marker clockwise to the next player. The new first player selects one of the remaining Yarn Tiles in the center of the Central Knitting Circle Board and adds it to any yarn slot, replacing one of the Yarn Tiles in that slot and discarding it to the Yarn Bag.

GAME END

The game ends at the end of the 6th Round. The 6th round will be the round when the final Yarn Tile of the 6 Yarn Tiles in the center of the Central Knitting Circle Board is added. The game will proceed to scoring once both phases of the 6th Round have been completed.

Transfer Unplaced Tiles

Refill Workspace

Refill Central Knitting Circle Board

Pass First Player Marker and Replace Yarn Tile

SCORING

INCOMPLETE GARMENTS

Incomplete garments do not score. At the end of the game, remove any incomplete garments (including Yarn Tiles) from players' play areas and return them to the game box.

BUTTONS

Add up the total number of points printed on all Button Tokens above each of your completed garments.

GARMENTS

Add up the total number of points adjacent to the lowest filled yarn slot on each of your completed Garment Cards. *(Note: you only score the lowest number, not all numbers.)*

GARMENT BONUSES

Add up the total number of points from any bonuses at the bottoms of Garment Cards. See scoring example and clarifications section for more information on how to score each bonus.

UGLY GARMENT BUTTONS

Subtract 3 points for each Ugly Button Token you have below your garments. *(Note: Incomplete Garment Cards do not receive Ugly Button Tokens, only completed ones do.)*

REQUEST CARDS (ADVANCED ONLY)

If playing with the Advanced Setup rules and using Request Cards, add up the total points from completed Request Cards.

(Note: Multiple players may score each of the Request Cards.)

The player with the most total points wins! In the case of a tie, the tied player with the most remaining Yarn Tiles wins. If still tied, the players share the victory!

Scoring Example

Buttons Scoring

Incomplete garments do not score – return them to the game box

Scored 3 times (3 pts) for having 3 garments with all spaces filled

Scored 2 times (2 pts) for having 2 garments with 3 buttons

Scored 1 time (2 pts) for having 1 striped garment

Scored 3 times (3 pts) for having 3 garments with all spaces filled

Scored 1 time (2 pts) for having 1 garment type with 2 or more garments (Socks)

Scored 2 times (2 pts) for having 5 total green Yarn Tiles on garments

Garment and Garment Bonuses Scoring (above)

Request Cards Scoring

SAME STRIPES
2 garments with identical stripe patterns.

PERFECTLY TAILORED
2 garments that are length 6

FAVORITE COLOR
3+ OF 1
3+ of any 1 color

GARMENT MASTER
5+ garment buttons on garments (any combination)

Completed for having 8 purple Yarn Tiles

Completed for having 5 Garment Buttons on garments

	EV	DI	JC	SS
Buttons	26	20	22	23
Garments	25	22	28	24
Garment Bonuses	14	18	12	19
Ugly Buttons	–3	0	–3	–6
Request Cards	8	8	10	7
Total	70	68	69	67

PATTERN EXPLANATIONS

As you complete Garments, you must create one of four patterns based on the arrangement of different colors, otherwise your garment will receive an Ugly Button Token! The possible patterns are:

STRIPES

Completed garment must have exactly two alternating colors. Could be A,B,A,B,A… or B,A,B,A…
Minimum length = 3.

COLORBLOCK

Completed garment must have all colors in 'blocks' (sequential groups) of 2 or more, and all tiles of each color must be within the same 'block' (no repeating the same color in different blocks). Sequence could be:
A, A, B, B, B, C, C or A, A, A, B, B, B, or A, A, B, B …etc.
Minimum length = 4.

SYMMETRICAL

Completed garment must be vertically symmetrical, meaning that it reads the same from top to bottom and bottom to top. Sequence could be: A, B, C, B, A or A, B, B, A or A, B, C, D, C, B, A or A, A, B, B, A, A …etc.
**Minimum length = 4.**

(Important Note: In order to count as a symmetrical garment, a garment must NOT also be a Stripe or a Solid, even though a striped or solid garment may also be vertically symmetrical. For example: A, B, A, B, A would be classified as a Stripes garment, NOT a Symmetrical garment and A, A, A would be classified as a Solid garment, NOT a Symmetrical garment.)

SOLID

Completed garment must have all the same color. Sequence is A, A, A…
Minimum length = 3.
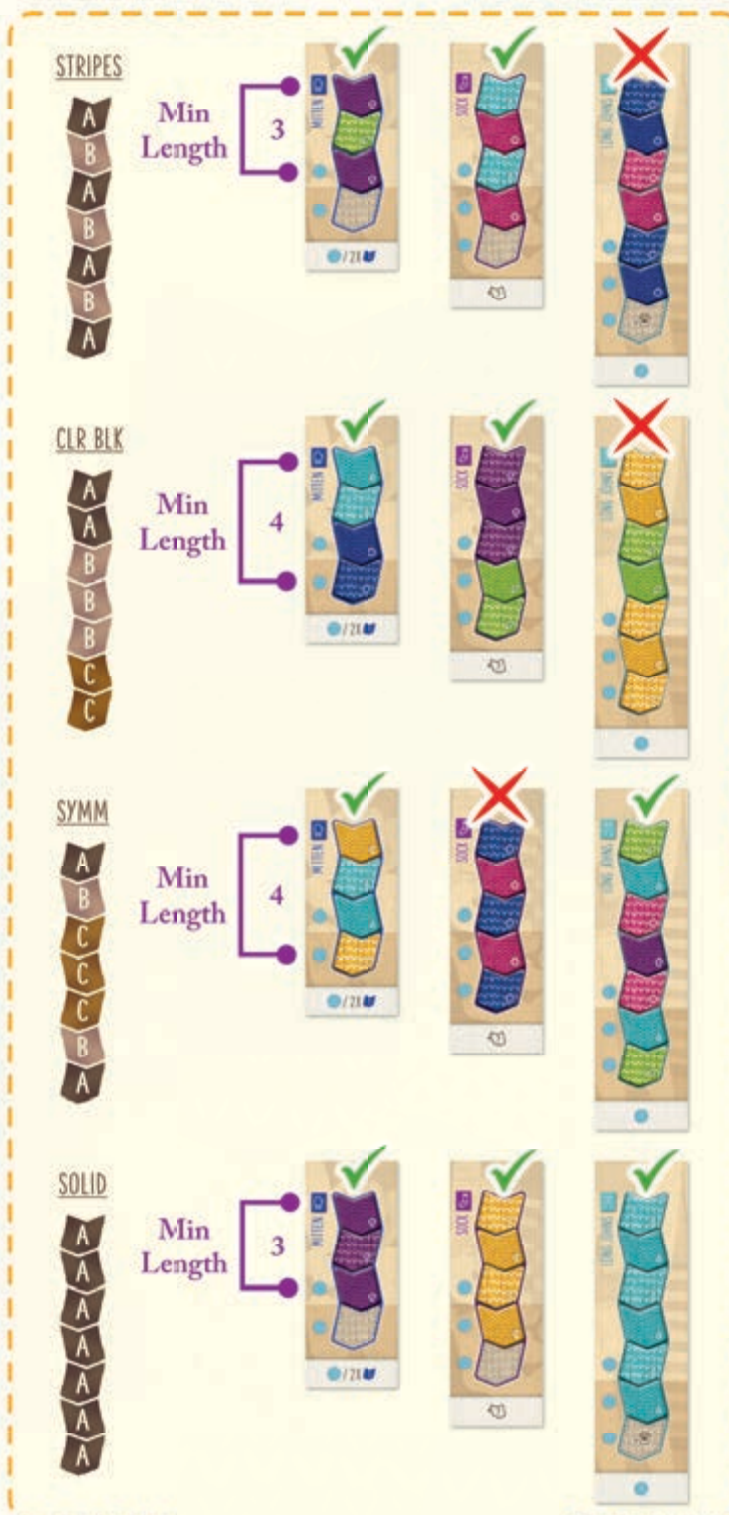
CLARIFICATIONS

REQUEST CARDS

Request Cards require specific conditions to be met to complete them. The conditions are listed on each card and the following are additional clarifications:

1 - Complete all 4 pattern types (stripes, colorblock, symmetrical, and solid) across all of your garments. They do not need to be accompanied by buttons. **2** - Complete 4 garments that are only completed to their minimum length. **3** - Complete 4 garments that are completed to their full length (no remaining spaces left). **4** - Identical means they must have the same combination of 2 colors. They do not need to be the same length and they may start with opposite colors, but the two colors of the stripes must be the same. **5** - Complete 4 garments that all contain any number of Yarn Tiles of one chosen color. **6** - Complete 2 socks that have the same length, but have a different pattern type. The colors may be different or identical. Socks with Ugly Garment Buttons do not count as having a pattern. **7** - Complete 5 or more garments that achieve a color button. **8** - Complete 5 or more garments that achieve a pattern button. **9** - Complete 5 or more garments that achieve a garment button. **10** - Have 7 or more of any 1 color on all of your completed garments. **11** - Complete 2 sweaters that have different pattern types, and do not share any common colors between them. Sweaters with Ugly Garment Buttons do not count as having a pattern. **12** - Complete 2 mittens that use the same combination of colors, are the same length, and have the same pattern. They must have the same exact configuration of Yarn Tiles. **13** - Complete any 2 garments containing any 3 common colors. **14** - Complete any 3 garments containing any 2 common colors. **15** - Have 3 or more of all 6 colors on all of your completed garments. **16** - Complete 4 or more of the same pattern type. They do not need to be accompanied by pattern buttons. **17** - Complete a mitten and a hat that use the same combination of colors, are the same length, and have the same pattern. They must have the same exact configuration of Yarn Tiles. **18** - Complete 1 or more of each garment type. They do not need to be accompanied by buttons.

GARMENT BONUSES

Garment Card Bonuses are listed on the bottoms of each Garment Card. Many of the bonuses simply reward a number of points, or additional Yarn Tiles or Grabby Paw tokens, but the following are additional clarifications for end game scoring conditions:

Scores 1 point for every 2 Yarn Tiles of a specific color (rounded down) across all of your completed garments.

1 / 2X 🔲

Scores 1 point per garment that is completed to its full length (no remaining spaces left).

1 / FULL G

Scores 1 point per garment type represented across all of your garments (maximum of 6).

1 / G TYPE

Scores a number of points per completed garment of this type (various numbers of points for various types of garments).

2 / 🧦

Scores 1 point per garment with exactly 2 buttons (note that Ugly Garment Buttons are not considered 'buttons' in this case).

1 / G W/ 2 BUTTONS

Scores 1 point per garment with exactly 3 buttons (note that Ugly Garment Buttons are not considered 'buttons' in this case).

1 / G W/ 3 BUTTONS

Scores 2 points per garment type of which you have completed 2 or more garments.

2 / G TYPE W/ 2+

Scores 2 points per garment with this specific pattern type (various pattern types). They do not need to be accompanied by pattern buttons.
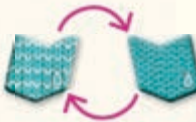
2 / STRIPES G

FAMILY MODE

The Knitting Circle Family Mode has streamlined rules that reduce the complexity so that those who want a simpler experience can still enjoy the game. Family Mode is also great for introducing younger or less experienced gamers to the game!

Follow the standard game setup rules, except:

1. Set aside the Ugly Garment Button Tokens, they will not be used.

2. In Step 7 of setup, there is no need to flip Yarn Tiles to the appropriate knit/purl side adjacent to each space around the Central Knitting Circle Board, as Yarn Tiles will be freely flippable in Family Mode.

3. In Step 11 of setup, there is no need to draw 2 Garment Cards and choose one, because the Garment Card bonuses will be ignored in Family Mode, so all Garment Cards of a particular garment type function exactly the same as one another.

4. It is possible to play with Request Cards in Family Mode, if desired, but we recommend only adding them once players are familiar with the game.

Play proceeds as normal, with the following exceptions:

• Garment Cards have no cost. If you wish to start a new garment, simply draw a Garment Card of any type and add one of your Knitting Needles Token to it (you may still have a maximum of 2 total garments in progress at any time).

• Garment Card bonuses at the bottoms of Garment Cards are ignored. This means that all Garment Cards of a particular garment type function exactly the same as one another in Family Mode.

• Players may freely choose the side of each Yarn Tile that they use when knitting garments. There is no cost to flip Yarn Tiles between their knit side and their purl side.

• There is no penalty for completing a garment that does not follow one of the 4 pattern types (stripes, colorblock, symmetrical, solid) and Ugly Garment Button Tokens are not used. (Though, it will still be valuable to complete garments with patterns in order to score Buttons!)

Scoring proceeds as normal, only without any score for Garment Card bonuses or Ugly Garment penalties.

QUILTING CIRCLE

CALICO MINI-EXPANSION RULES

If you have a copy of *Calico*, the previous game in this series, you can use components from *Knitting Circle* to play a brand new mini-expansion that modifies the drafting in *Calico*!

In order to play the *Quilting Circle* mini-expansion for *Calico* all you'll need is the appropriate Central Knitting Circle Board based on the player count, and one Cat Token for each player.

SETUP

Follow the standard Calico setup, with the following exceptions:

1. Rather than Revealing 3 Patch Tiles in Step H of the Calico setup, use the appropriate Central Knitting Circle Board based on the player count, and place it in the center of the play area within easy reach of all players.

2. Each player selects a Cat Token they wish to play with and the Cat Tokens are placed randomly on the Central Knitting Circle Board, just as they would be in Knitting Circle.

3. Place 2 random Patch Tiles from the Tile Bag adjacent to each of the spaces around the Central Knitting Circle Board (just as you would with Yarn Tiles in Knitting Circle).

GAMEPLAY

Follow the standard Calico gameplay rules with the following exceptions:

1. In step 2 of the Player Turn, instead of choosing from the 3 faceup Patch Tiles in the tile market, move your Cat Token 1 or 2 spaces around the Central Knitting Circle Board (just as you would in Knitting Circle - see page 6, Yarn Drafting Phase) and select any of the Patch Tiles in the space that you move to.

2. Once you have taken your turn and drafted a Patch Tile, check to see if the space that you drafted from is now empty of Patch Tiles. If it is, immediately refill it with 2 random Patch Tiles from the Tile Bag.

That's all there is to it! The rest of the gameplay and scoring is the same as the standard *Calico* rules. This variant provides you with an alternative way to draft Patch Tiles in *Calico*, giving you a greater ability to plan ahead to which Patch Tiles you may want to draft on future turns!

SOLO MODE

Knitting Circle can be played solo! Follow the multiplayer gameplay and setup rules for 2 players, with the following exceptions:

When placing Cat Tokens, place your chosen Cat Token on the first player space of the Central Knitting Circle Board and place another Cat Token of your choice to be the solo opponent cat on the other starting space.

In Solo mode, throughout the game, you will always be the 'First Player'. This means that at the beginning of the game, and the end of rounds, you will always be the one to choose a Yarn Tile from center of the Central Knitting Circle Board and add it to any yarn slot, removing the Yarn Tile in that slot and discarding it to the Yarn Bag. You will also always be the first to draft in the Yarn Drafting Phase.

YARN DRAFTING PHASE

You play the Yarn Drafting Phase in the solo mode the exact same way that you play in the multiplayer mode, however, there are specific rules for how to control your solo opponent. The solo opponent alternates taking tiles with their Cat Token based on the results of a coin flip until both you and the opponent player have taken 4 Yarn Tiles each.

The Yarn Drafting Phase begins with you taking the first turn moving and selecting a Yarn Tile (per the standard multiplayer rules). Then, you will use the First Player Token as a solo mode coin to determine where the opponent player will move. Flip the First Player Token as you would a coin, and the side that lands faceup will dictate the next slot that the solo opponent will move their Cat Token to. If the result is 'knit', they will move to the next available 'knit' space. If the result is 'purl', they will move to the next available 'purl' space. When the solo opponent moves to a space, remove the Yarn Tile *nearest* to the Central Knitting Circle Board and place it to the side of the play area, removing it from the game and acting as a turn counter for the solo opponent.

Play continues until both you and the solo opponent have drafted exactly 4 Yarn Tiles from the Central Knitting Circle Board.

CRAFTING PHASE

The Crafting Phase proceeds as described in the multiplayer mode with no exceptions.

Request Cards work the same as in multiplayer mode, with the following exception: if you complete a Request Card in rounds 1-4, you gain a Grabby Paw Token. If you complete a Request Card in rounds 5-6, you *do not* gain a Grabby Paw Token.

ROUND END

The Crafting Phase proceeds as described in the multiplayer mode with one exception. Before refilling the Central Knitting Circle Board, slide any remaining Yarn Tiles from spaces further from the board to the spaces nearest to the board, before refilling any open spaces.

SCORING

Scoring is conducted the same as in a multiplayer game. The solo opponent does not score. You may play solo mode to compete against yourself, or challenge your friends to see who can achieve the highest scores! Use the chart below to see how well you did! You can also challenge yourself to the scenarios on page 17 which provide specific game setups and goals that you must achieve to complete each scenario!

40+	Great Start!
50+	You're Getting It!
60+	Very Good!
70+	Excellent!
80+	Crafty!
90+	Knitting Pro!
100+	Knitting Master!

SCENARIOS AND ACHIEVEMENTS

Work your way up the Achievements chart to become a Knitting Circle Knitting Master! Knitting Circle Achievement points can be earned and tracked as you play the game. Below is the Achievements progress chart where up to 5 different players can keep track of their overall Achievements. You may begin gaining Achievement points at any time. To do so, write your name above any of the color rows below. Each time you play, you may choose one of the three Achievement modes: **Scenarios** *(page 18)*, **Standard Game** *(page 19)*, or **Rule Modifications** *(page 19)*. In the Scenarios, play with the designated Request Cards. We recommend starting with Scenario #1 and attempting the next Scenario once you have completed the previous one! From now on, whenever you gain an Achievement point (🍃 🍄 🌙 ✳ 💧) from any of the Achievement modes, fill in the symbol of your color and then come back to this page and fill in the next stitch on your row from left to right!

🌙 *Name*

| 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |

🍄 *Name*

| 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |

🍃 *Name*

| 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |

💧 *Name*

| 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |

✳ *Name*

| 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |

SCENARIOS

Number	Request Cards				Min. Score	Objectives	Completed
1	10	5	11	2	55+		🍃 👕 🌙 ❁ 💧
2	16	9	3	17	60+		🍃 👕 🌙 ❁ 💧
3	12	6	8	15	65+		🍃 👕 🌙 ❁ 💧
4	7	18	13	4	70+		🍃 👕 🌙 ❁ 💧
5	1	14	3	11	65+	• Score 25+ from Garments	🍃 👕 🌙 ❁ 💧
6	7	18	6	5	70+	• Score 15+ from Buttons	🍃 👕 🌙 ❁ 💧
7	9	1	13	14	75+	• Score 15+ from Garment Bonuses	🍃 👕 🌙 ❁ 💧
8	2	15	17	8	75+	• Score 10+ from Request Cards	🍃 👕 🌙 ❁ 💧
9	4	10	12	16	75+	• Don't knit any Yellow	🍃 👕 🌙 ❁ 💧
10	18	11	3	6	80+	• Don't have any Ugly Garment Buttons	🍃 👕 🌙 ❁ 💧
11	10	14	12	1	70+	• Don't use the flip Yarn Tiles action • All garments must be min length	🍃 👕 🌙 ❁ 💧
12	5	16	18	4	70+	• Max 1 yarn in personal basket between rounds • 7+ of 2 different colors	🍃 👕 🌙 ❁ 💧
13	9	17	15	8	70+	• Complete 2+ Long Johns • All garments must be max length	🍃 👕 🌙 ❁ 💧
14	7	4	3	11	75+	• Finish game with 2+ Grabby Paws • Must make 5+ garment types	🍃 👕 🌙 ❁ 💧
15	14	13	2	6	75+	• Score 20+ from Garment Bonuses • Don't use Grabby Paws	🍃 👕 🌙 ❁ 💧
16	3	9	12	10	75+	• No yarn in personal basket between rounds • Make each of the 4 pattern types	🍃 👕 🌙 ❁ 💧
17	15	2	8	17	80+	• Have at least 1 Button on each Garment • Make 8+ Garments	🍃 👕 🌙 ❁ 💧
18	16	5	12	10	80+	• Make a max of 3 garment types • Only knit a max of 4 colors • Complete 3+ Request Cards	🍃 👕 🌙 ❁ 💧
19	1	4	14	11	80+	• Make 3+ pairs of garments • Make 2+ solid garments • Score 25+ from Buttons	🍃 👕 🌙 ❁ 💧
20	13	6	7	18	85+	• Make 2+ of 3 pattern types • Score 30+ from Buttons • Don't knit any Indigo	🍃 👕 🌙 ❁ 💧

ACHIEVEMENTS

Play using the standard game rules and setup.

1. 🌿🍄🌙🌸💧 Score 50+ Points
2. 🌿🍄🌙🌸💧 Score 60+ Points
3. 🌿🍄🌙🌸💧 Score 70+ Points
4. 🌿🍄🌙🌸💧 Score 80+ Points
5. 🌿🍄🌙🌸💧 Score 90+ Points
6. 🌿🍄🌙🌸💧 Score 100+ Points
7. 🌿🍄🌙🌸💧 Score 20+ from Buttons
8. 🌿🍄🌙🌸💧 Score 25+ from Buttons
9. 🌿🍄🌙🌸💧 Score 30+ from Buttons
10. 🌿🍄🌙🌸💧 Score 30+ from Garments
11. 🌿🍄🌙🌸💧 Score 35+ from Garments
12. 🌿🍄🌙🌸💧 Score 40+ from Garments
13. 🌿🍄🌙🌸💧 Score 15+ from Garment Bonuses
14. 🌿🍄🌙🌸💧 Score 20+ from Garment Bonuses
15. 🌿🍄🌙🌸💧 Score 25+ from Garment Bonuses
16. 🌿🍄🌙🌸💧 Score 2+ Request Cards
17. 🌿🍄🌙🌸💧 Score 3+ Request Cards
18. 🌿🍄🌙🌸💧 Score all 4 Request Cards
19. 🌿🍄🌙🌸💧 Complete 5+ Garments
20. 🌿🍄🌙🌸💧 Complete 7+ Garments
21. 🌿🍄🌙🌸💧 Complete 9+ Garments
22. 🌿🍄🌙🌸💧 Complete 10+ Buttons
23. 🌿🍄🌙🌸💧 Complete 12+ Buttons
24. 🌿🍄🌙🌸💧 Complete 15+ Buttons
25. 🌿🍄🌙🌸💧 Complete 4+ of any garment type
26. 🌿🍄🌙🌸💧 Have All Full Length Garments
27. 🌿🍄🌙🌸💧 Have 3 Grabby Paws at Game End
28. 🌿🍄🌙🌸💧 Finish Game with only 4 colors knit in All Garments
29. 🌿🍄🌙🌸💧 Knit 10+ of the same color
30. 🌿🍄🌙🌸💧 Finish game with no leftover Yarn Tiles

Play using these modified game rules and/or setups.

1. 🌿🍄🌙🌸💧 Drafting: Move to any available spot as long as it is the opposite type (knit/purl) of the one you just left
2. 🌿🍄🌙🌸💧 Play with only 1 Knitting Needle
3. 🌿🍄🌙🌸💧 Only take the top Garment card (no choice of 2) when you get a new Garment
4. 🌿🍄🌙🌸💧 Only 1 Yarn Tile may be kept between rounds in your personal yarn basket
5. 🌿🍄🌙🌸💧 Players must not make a duplicate garment type – only 1 of each
6. 🌿🍄🌙🌸💧 Players must only make minimum length garments
7. 🌿🍄🌙🌸💧 Players must only make full length garments
8. 🌿🍄🌙🌸💧 Players must not flip Yarn Tiles (neither in personal basket or by spending Yarn Tiles), pull Yarn Tiles out of bag randomly
9. 🌿🍄🌙🌸💧 Deal out 1 of each Garment Card type and 1 additional sock and mitten to each player – players may complete these cards in any order, but may not get additional Garment Cards
10. 🌿🍄🌙🌸💧 Deal out 2 Request Cards to each player (personal), and only 2 (shared) to the center. Personal Request Cards – only that player can complete them, and they gain a grabby paw as usual

FLATOUT GAMES COLAB

CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Knitting Circle is a passion project for everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

The Flatout Games CoLab for Knitting Circle is:

Joseph Z. Chen - development, editing, marketing
David Iezzi - development
Molly Johnson - development, art direction, administration, marketing, editing
Dylan Mangini - graphic design, development
Robert Melvin - development, logistics
Shawn Stankewich - development, project management, art direction, graphic design, writing, editing, production, marketing, crowdfunding, logisitics
Emily Vincent - design, development, marketing, writing, editing

Illustration - Beth Sobel
Solo Mode Design - Shawn Stankewich
Calico Mini-expansion Design - Molly Johnson
Scenarios and Achievements - Molly Johnson, Robert Melvin, Shawn Stankewich, Emily Vincent

AEG Credits:
David Lepore - production
Adelheid Zimmerman - director of projects

We would like to say thank you to people (and cats!) who have helped make Knitting Circle the amazing game that it is today:

Autumn, Monique Brooks, Nicolas Bongiu, Haley Shae Brown, Brian Chandler, Cubby, Randy Flynn, Kevin Grote, Patrick Hayden, Tami Hurlburt, Anuj Khattar, Charlotte Kyle, Eric Nelson, Nox, Aaron Russin, Cody Thompson, Josh Williams, Kyndra Williams, Samantha Vellucci, and John Zinser.

Emily would like to thank her amazing family of Vincents and Nelsons with huge hugs to Maura, Kara, and Eric.

Playtest Northwest, Blue Highway Games, Arcane Comics, Omar's World of Comics, Seattle Area Tabletop Designers, Building the Game, The Unpub, Protospiel Online, Boston Game Makers Guild, and Zephyr Workshop.

LOVE Knitting Circle?
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