

# KNITTING CIRCLE™

A CALICO GAME

RULEBOOK



# 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

Your game of Knitting Circle should include the following. If it doesn't, please visit: [alderac.com/customer-service](http://alderac.com/customer-service)

144 Yarn Tiles  
(24 each of 6 colors)



1 First Player Marker



90 Button Tokens  
(30 each of 3 types)



12 Grabby Paw Tokens



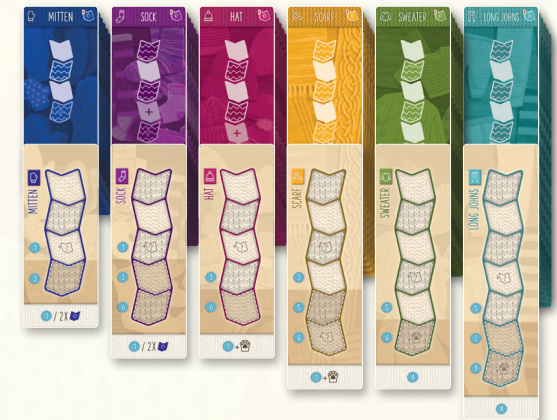
8 Knitting Needle Tokens



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



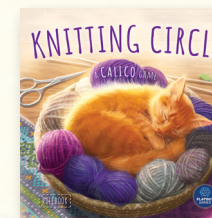
2 Unique Double-sided Central Knitting Circle Boards



18 Unique Double-sided Request Cards



1 Rulebook



# 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.
- 8 Give each player two random Yarn Tiles from the Yarn Bag. Place these in each player's Personal Yarn Bowl 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.



Purl

- 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 the Yarn Tile in that slot and discarding it to the Yarn Bag (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 two players complete the conditions in the same round, they may both take a Grabby Paw. At the end of the round, any Request Cards that have been completed are flipped over to indicate that no further Grabby Paws may be gained, but all players may still complete any number of 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.

- 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 available spaces.)*
- 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.



## 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

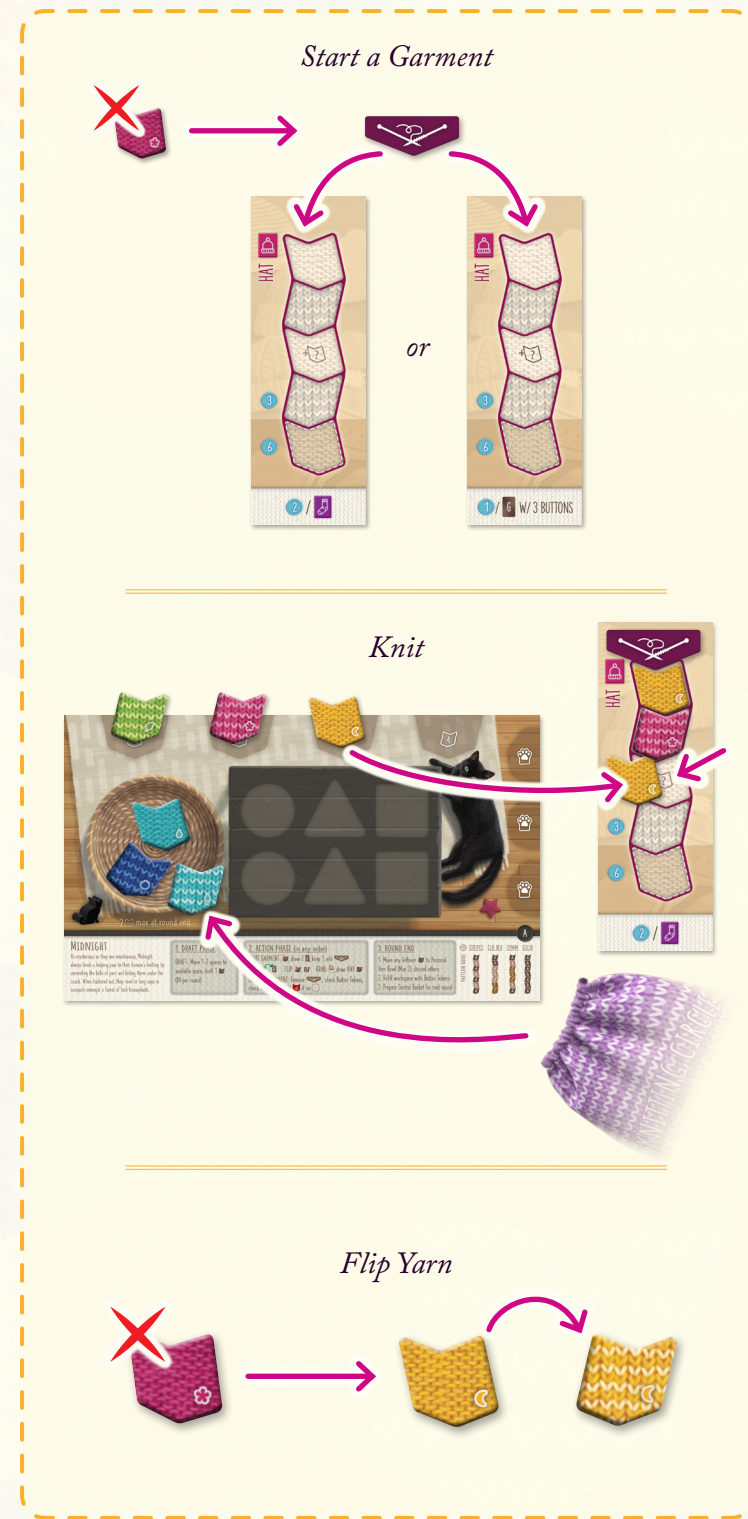
You will begin the game with 1 Garment Card, but to start a garment, you must have an available Knitting Needle Token (you must not have more than 1 Garment already in progress) and you must discard 1 Yarn Tile of the corresponding card color to the Yarn Bag (the required color for each matches the color 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 Bowl 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 Bowl 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 1 other Yarn Tile.



## USE GRABBY PAW TOKEN

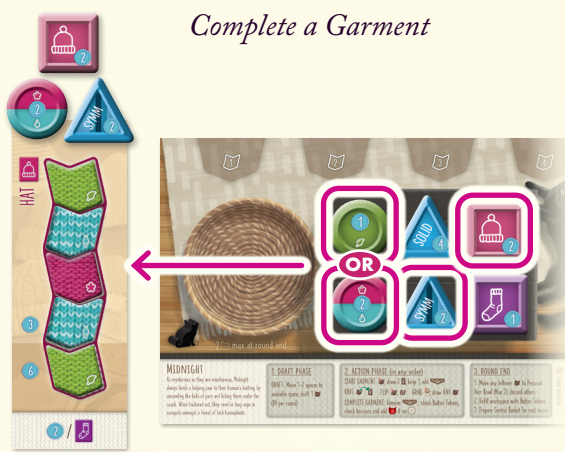
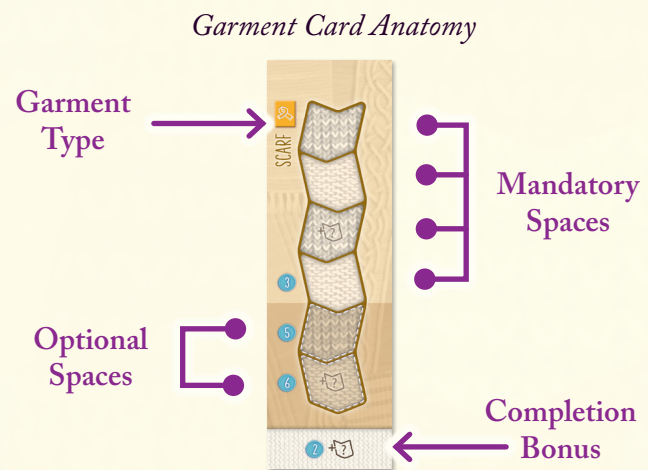
You may discard 1 Grabby Paw Token from your Player Board to the supply in order to search the Yarn Bag for a Yarn Tile of your choice! Place the Yarn Tile into your Personal Yarn Bowl on your Player Board.

## 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 Bowl 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 Action 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).



## ROUND END

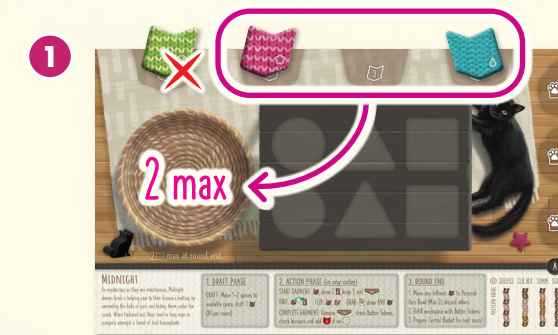
Once all players have completed all of the actions they would like to take, the round ends and the following is completed to set up for the next round *(Note: at the end of the 6th round, proceed directly to Scoring and skip these steps):*

- 1 Each player may transfer any unplaced Yarn Tiles from the slots along the top of their Player Board to their Personal Yarn Bowl on their Player Board. However, each player may only keep 2 Yarn Tiles in their Personal Yarn Bowl 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. Players should always have 6 Button Tokens in their workspace at the beginning of each round.
- 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 the Yarn Tile 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.

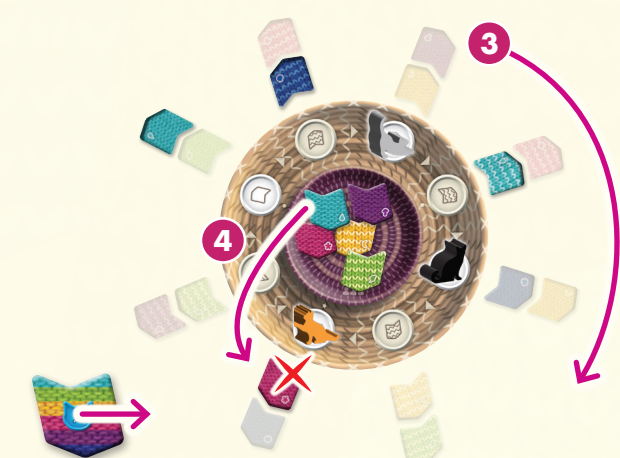
### Transfer Unplaced Tiles



### 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.



## 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!

## 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.



## Scoring Example

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

Scored 3 times for having 3 garments with all spaces filled

Scored 2 times for having 2 garments with 3 buttons

Scored 1 time for having 1 striped garment

Scored 3 times for having 3 garments with all spaces filled

Scored 1 time for having 1 garment type with 1 or more garments (socks)



Completed for having 8 purple Yarn Tiles

Completed for having 5 Garment Buttons on garments

	EV	DI	JC	SS
Buttons .....	29	20	22	23
Garments .....	25	24	28	24
Garment Bonuses .....	14	18	12	19
Ugly Buttons .....	-3	0	0	-6
Request Cards .....	8	8	10	7
<b>Total</b> .....	<b>Σ 73</b>	<b>70</b>	<b>72</b>	<b>67</b>

## 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.**

The diagram illustrates four garment patterns with their respective minimum lengths and examples:

- STRIPES:** Minimum length 3. Examples include alternating colors (A, B, A, B, A) for Mitten, Sock, and Long Johns. Invalid examples show non-alternating sequences.
- CLR BLK:** Minimum length 4. Examples show blocks of 2 or more of the same color (A, A, B, B, B, C, C). Invalid examples show repeating colors across different blocks.
- SYMM:** Minimum length 4. Examples show vertically symmetrical sequences (A, B, C, B, A). Invalid examples show non-symmetrical sequences.
- SOLID:** Minimum length 3. Examples show all tiles of the same color (A, A, A). Invalid examples show mixed colors.

## 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 - PLACEHOLDER  
 2 - PLACEHOLDER

### GARMENT BONUSES

Garment Card Bonuses are listed on the bottoms of each Garment Card and the following are additional clarifications:  
 1 - PLACEHOLDER  
 2 - PLACEHOLDER

## 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.

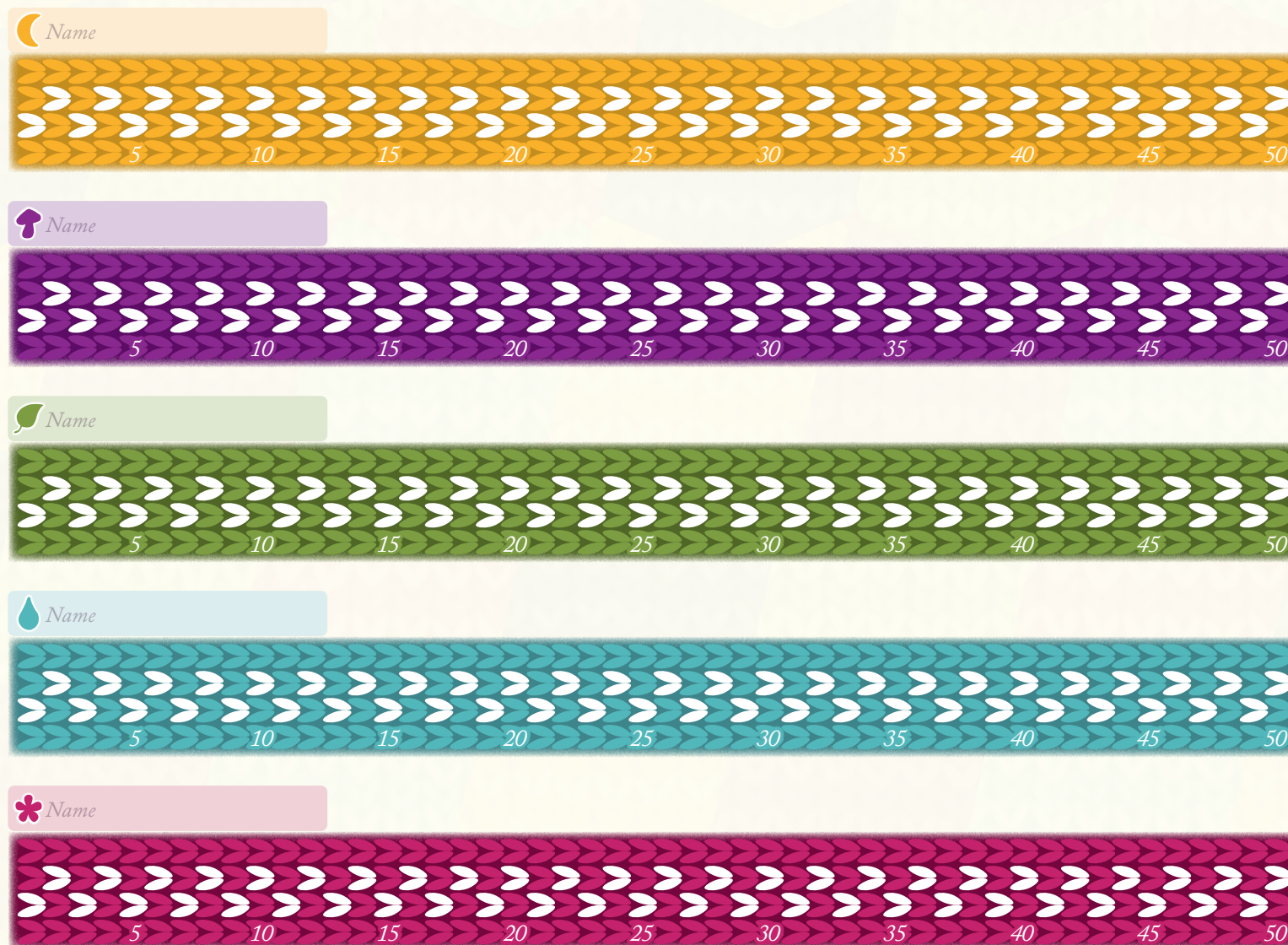
### SCORING

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 16 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 6 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 XX-XX), **Normal Game** (page XX), or **Rule Modifications** (page XX). 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.





# SCENARIOS AND ACHIEVEMENTS

Number	Request Cards	Min. Score	Objectives	Completed
1		60+		    
2		60+		    
3		60+		    
4		60+	• Placeholder	    
5		60+	• Placeholder	    
6		60+	• Placeholder	    
7		60+	• Placeholder	    
8		60+	• Placeholder • Placeholder	    
9		60+	• Placeholder • Placeholder	    
10		60+	• Placeholder • Placeholder	    
11		60+	• Placeholder • Placeholder	    
12		60+	• Placeholder • Placeholder	    
13		60+	• Placeholder • Placeholder	    
14		60+	• Placeholder • Placeholder	    

# SCENARIOS AND ACHIEVEMENTS







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, logistics

**Emily Vincent** - design, development, writing, editing

**Illustration** - Beth Sobel

**Solo Mode Design** - Shawn Stankewich

**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 who have helped make Knitting Circle the amazing game that it is today:

Monique Brooks, Nicolas Bongiu, Haley Shae Brown, Brian Chandler, Randy Flynn, Kevin Grote, Patrick Hayden, Anuj Khattar, Charlotte Kyle, Aaron Russin, Josh Williams, Kyndra Williams, Samantha Vellucci, and John Zinser.

Playtest Northwest, Blue Highway Games, Arcane Comics, Seattle Area Tabletop Designers, and Zephyr Workshop.

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