

# WHEN CUTIE MET PATOOTIE

**THIS IS A COLLABORATIVELY BUILT RULEBOOK. THE FINAL PRINTING OF THE RULES WILL BE A BEAUTIFUL, STRING-BOUND, LINEN-FINISH RULEBOOK, AND WILL INCLUDE CHARACTER PROFILES FOR THE WORLD OF WHEN CUTIE MET PATOOTIE.**

## **Components**

- 150 Acrylic Gems (30 of each color)
- 90 Path Cards
- 39 Rewind Cards
- 11 Citizen Cards
- 10 Visitor Cards
- 10 Visitor Pawns
- 1 Winner Patootie Card

*Also included in first printing:*

- 11-Card Citizens of Kodiak Harbor Promo Pack

## **Objective**

The objective of When Cutie Met Patootie is to guide the Visitor Pawns through the forest map, gathering and spending **Sprite Gems** as they go. Doing so will allow Patootie to have a clearer way to arrive safely on Earth. Extra gems carried by those Visitors who make it to the top will be counted as points. But beware, Rewind is causing a flood which will spell certain doom for our Visitors! It's a race against the tide to ensure our heroes' safety!

## **Setup the Map**

*The full 10-Visitor map measures roughly 2x3 ft when fully assembled. Plan your tablespace accordingly.*

- Randomly arrange the 6-10 Visitor Cards face up in a row.
  - Solo Play - 10 Visitors
  - 2 Players - 8 Visitors
  - 3-4 Players - 6 Visitors

- Shuffle the Path Cards and randomly create the pyramid map, building inward from the row of Visitor Cards. *If the bottom row is 10 Visitors, the row above will have nine cards, the row above that will have eight cards, and so on.*
- Below the Visitor row, place a row of Rewind Cards faced down equal in count to the first path row of the map.
  - Solo Play - 9 Rewind Cards
  - 2 Players - 7 Rewind Cards
  - 3-4 Players - 5 Rewind Cards
- Place the Visitors' matching pawns on their Visitor Cards.
- Lastly, give each Visitor the 3 Sprite Gems indicated on their Visitor Cards.

### Player Setup

- Ensure the only Citizen Cards in play match with the Visitor Cards in play. Deal each player a secret Citizen Card. A Citizen Card will depict how a player earns points.
  - *If you are playing solo, it is recommended you play as Camila "Cutie" Garcia.*
- Deal each player 3 Path Cards.

You are ready to play! The person who almost never goes first goes first!

### Taking a Turn

On their turn, players may do one of two actions.

- **Advance:** Select one Visitor and spend that Visitor's gem(s) from their Visitor Card to advance their pawn one space. Visitors must always start and end their travel in a clearing ahead. The gems they spend must match the gems along their path. You may spend any two gems in place of the one you need. You must spend the most efficient way you can to advance. Visitors may only advance and not move backward. No more than two Visitor Pawns can ever be on the same map space.
  - **Quick Advance:** If the chosen Visitor appears on the Path Card you want to move into, then the gem cost to move to that Path Card is zero.
- **Search for Gems:** Spend a Path Card to get the three gems depicted on that card and then disperse those gems to Visitor(s) based on if you did it slowly or quickly. Then draw back up to 3 Path Cards. Visitors can only hold a maximum of 6 gems at a time.
  - **Search Quickly:** Give the gems solely to the Visitor depicted on the Path Card. This causes no negative effect.
  - **Search Slowly:** Give the gems to anyone other than the Visitor depicted on the Path Card, or if there is no character on the Path Card. This causes Rewind to build his flood, explained below.

### Rewind Cards

One Rewind Card is flipped every time a player chooses to search for gems slowly instead of quickly.

### Timed Flood

When all of the Rewind Cards are flipped, the lowest Path Card row will flood. Remove any Visitor pawns on or below that row and remove the Row's cards from the map. Flip down the Rewind Cards and remove one. The timer is speeding up! Additionally, remove those Visitors' collected gems and flip the Visitor Card(s) over. Play continues with the remaining Visitors.

#### *Automatic Floods*

Whenever the remaining Visitors all advance past a row of Path Cards, remove the Path Cards from that row and remove one Rewind Card from the Timer Row.

\*After an Automatic Flood, it is possible that the next unflooded row matches the number of flipped Rewind Cards in the Timer Row. If that is the case, remove the next row as well.

#### **Game End and Scoring**

The game ends when Rewind Cards have covered all but the top 2 rows of Path Cards (Or top 3 rows of Path Cards during solo play). Collect the gems from the Visitor Cards and arrange them in separate piles by color. Add the three starting gems per surviving Visitor to the respective gem piles.

Each gem matching the players' Citizen Card alignment is worth the designated points as depicted on the Citizen Card.

Ties are broken by the player who is closest in turn order to the player who triggered the end of the game.