

# Cuttle Rules

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## Players and Cards

Cuttle is a 2-player card game, played with a standard 52 card deck, without jokers.

## Goal

The goal is to be the first player to have 21 **or more** points. When a player has 21 or more points, they win immediately and the game is over.

## Setting Up

Each player starts on one side of the game board and is dealt a hand from the deck, one player is dealt six cards, the other is dealt 5, and goes first. A **scrap pile** area is designated for destroyed cards.

## Playing

On your turn, you must make exactly one of the following **legal moves** below.

## Legal Moves

### 1) Draw

You may draw one card from the deck and put it in your hand. If the deck is empty, you may pass. If three consecutive turns end with a pass, the game is a draw.

### 2) Points

You may play any number card, Ace-Ten, for number of points as on the card (Aces are One). The first player to have 21, **or more** points wins.

To play a card for points, drag it to your POINTS area, on the left.

### 3) Scuttling

Scuttling is when you play a number card on a lower valued point card that your opponent has out, destroying both cards. You may also scuttle a card of the same rank, but a lower suit. The suit order is: Clubs (weakest) < Diamonds < Hearts < Spades.

To scuttle an opponent's point card, drag a higher point card from your hand on top of it.

### 4) Runes

Face Cards and Eights can be played as Runes. While on your board, runes provide magical benefits. An explanation of the different Runes can be found below.

To play a Rune, drag a card from your hand into the RUNES area on your right.

## 5) **One-Offs**

Ace-Nine can be played as one-offs. Playing a card for a one-off discards the card in exchange for an effect, based on the rank of the card. A list of all the effects can be found below.

To play a card as a one-off, drag it to the SCRAP PILE, or onto a valid TARGET, if required.

## **One-Offs**

**Ace:** Destroy all Point cards.

**Two:** One of two effects:

1) Destroy target Rune.

2) Counter target one-off (play this when an opponent plays a one-off effect to negate that effect).

**Three:** Choose one card from the SCRAP PILE, and put it in your hand.

**Four:** Your opponent discards two cards of their choice.

**Five:** Draw two cards from the DECK.

**Six:** Destroy all Runes.

**Seven:** Reveal the top two cards from the DECK, and choose one of them to play immediately. The other is placed back on top of the deck.

**Nine:** Return an opponent's card on the board to their hand. It can't be played next turn.

## **Runes**

**Eight:** While you control an Eight as a Rune (called a "Glasses" Eight), your opponent plays with her hand revealed to you.

**Jack:** Play a Jack on top of a point card to move it to your side of the board. You keep control of the point card, if you control the top jack.

**Queen:** While you control a Queen, your **other** cards cannot be targeted by your opponent's cards.

**King:** While you have a King(s), the minimum points needed to win reduces with each King: 14 points (1 King), 10 points (2 Kings), 7 points (3 Kings), and with all 4 Kings, you win immediately!

## **FAQ**

### **Can I play a two to counter a point card? What about a scuttle?**

Nope! Twos can only counter one-offs.

### **Do Queens protect against countering with a two?**

Yes! Queens protect against targeting, when a card applies a unique effect to one specific card. This means twos (both one-off effects), nines, and jacks.

### **Can I counter a two with a two?**

Heck yeah! Playing a two to counter is a one-off, which can be countered with a two. Stacked counters make for exciting plays.