

# HOW TO PLAY



Cuttle is a 2-4 player card game. The objective is to get 21 points into play. The first player to reach 21 wins the game. Each card plays a different role in helping you achieve these points.

And all you need is a deck of cards!

Or play online for free at [WWW.CUTTLE.CARDS](http://WWW.CUTTLE.CARDS)

## GENERAL RULES

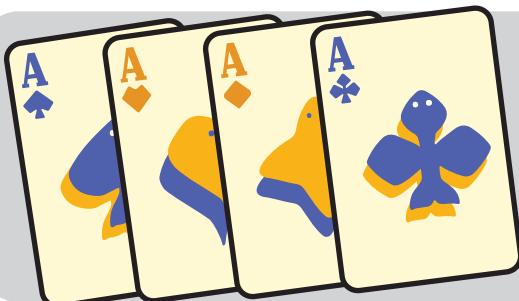
- The first player to reach **21 points** wins. Try to reach 21 while disrupting your opponent!
- To start, the dealer gets 6 cards and their opponent gets 5. The opponent goes first.
- On your turn, either **draw one card**, or play one card in any of the following ways:
- A-10 can be played to your field for **Points**. They are worth as many points as the card rank
- A-10 can alternatively **Scuttle** to scrap an opponent point card (see explanation on right)
- 8, J, Q, & K can be played on your field as **Glasses or Royals** for various benefits (see below)
- A-7 & 9 can be played as a **One-Off**, which scraps the card for a one-time effect (see below)
- If deck is exhausted, you may pass. Three consecutive passes end game in a stalemate

## SCUTTLE

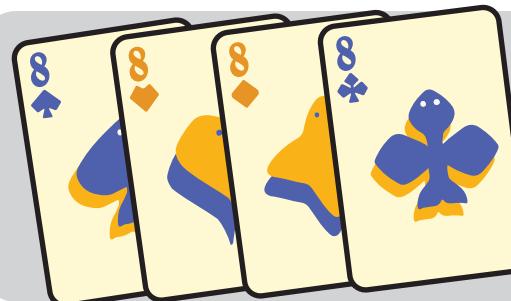


A point card (Ace -> 10) can be played as a 'scuttle' from your hand on your turn to allow the removal an opponent's point card from the table. The card played must be a higher rank than the card you wish to scuttle, or equal in rank with a higher suit. This action cannot be countered by the 2's One-Off.

The order of the suits is clubs (low) < diamonds < hearts < spades (high)



Scrap all Point Cards in play.



An 8 Played sideways become 'Glasses' (treated as a Royal) and allows one opponent to be selected, who must reveal their hand to you while the Glasses are in play.



**On Turn:** Scrap target Royal / Glasses  
**At Any Time:** Counter target One-off effect. Cannot counter Point Cards, Royals, Glasses, or Scuttling.



Return any card in play back to the current controller's hand. The player with the returned card cannot play it for their following turn.



Choose a card in the scrap pile, reveal it to your opponent, and put it in your hand.



Has no effects outside of points.



Make your opponent discard two cards of their choosing. If your opponent only has one card, you can still use a 4 on them.



Steal a Point Card or opposing Jack in play.



Draw two cards from the deck. If at hand limit, no more cards can be drawn.



Your other cards cannot be targeted or countered by 2's, returned by 9's, or stolen by Jack's / Jokers. Queens do not protect against scuttling. 2 or more Queens protect each other from the above cards.



Scrap all Royals and Glasses in play.



Reduces the amount of points you need to win.

1 King = 14 Points / 2 Kings = 10 Points  
3 Kings = 5 Points / 4 Kings = You Win



Reveal the top two cards of the deck and choose one to play. The other card is put back on top of the deck. If neither card can be played, scrap one.



Steals a Face Card in play.

\*Optional to play.