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.

The rulebook where comments and requests can be added is hosted here:
https://docs.google.com/document/d/1u-6IDoXLJOuS6ZVTdBs6B3K6Zatsptlj7hM6rydAEFk/edit?usp=sharing

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

Also included:
- 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, arranging **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.*
- Lastly, each Visitor will receive 3 Sprite Gems each. Seed the Visitor Cards with their starting Sprite Gems as depicted on their card.

Player Setup
- Randomly give each player a Citizen Card. A Citizen Card will depict how a player earns points.
  - ○ *Be careful to remove Camila from the deck as she is used exclusively for solo play. If you are playing solo, it is recommended you play as Camila.*
- Deal each player 3 Path Cards.

You are ready to play!

Taking a Turn
On their turn, players may do one of two actions. These actions can each be done **Quickly** or **Slowly**.
- **Advance:** Spend a Visitor's gem(s) from their Visitor Card to advance that Visitor pawn. *No more than two Visitors can ever be on one map space.*
  - ○ **Quickly:** Advancing a Visitor into a Path Card where that Visitor is displayed costs no gems.
  - ○ **Slowly:** Advancing into any other Path Card does cost the required gems.
- **Search for Gems:** Spend a Path Card to get the three gems depicted on that card and then disperse those gems to any Visitor(s). Then draw back up to 3 Path Cards.
  - ○ **Quickly:** Giving the gems solely to the Visitor depicted on the Path Card causes no negative effect.
  - ○ **Slowly:** Giving the gems to anyone other than the Visitor depicted on the Path Card, or if there is no character on the Path Card, causes Rewind to build his flood, explained below.

Rewind Cards
Rewind Cards are revealed every time a player chooses to search for gems slowly instead of quickly. Place the Rewind Cards in a row below the Visitor Cards as they are revealed.

Timed Flood
When the Rewind Cards row matches the number of Path Cards on the bottom-most unflooded row in the map, that row will flood. Remove any Visitor pawns on or below that flood row. 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 clear a row of Path Cards, play Rewind Cards directly from the deck to flood that row. If this would cause a Timed Flood, use the revealed row of Rewind Cards to flood that second row.

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. Add the three gems per surviving Visitor from the visitor's gem alignments (starting gems) 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.