

CUTTERLAND



GAME OVERVIEW

Cutterland is an innovative tableau-building drafting game where you get to cut the cards — literally cut them into pieces and compete on creating your own fabulous lands. You will cut the cards into pieces, distribute them between the players, and score victory points for the creatures inhabiting your land. Whoever has the most attractive land at the end of the game, wins.



GAMEPLAY

As an Active player you will get to cut a card. You may cut it whichever way you wish, but keep in mind that other players will draft pieces in clockwise order and **you will take the last piece.**

There are **3 types of landscape** (plains, moors, and wetlands) and **6 kinds of Monsters** (dragons, krakens, turtles, goblins, centaurs, and frogs).

The players attach the drafted pieces to their lands keeping in mind that they'll score VPs at the end as follows:



The more **goblins** you have in an area, the more points you score.



Centaurs like space. They score VPs for the size of the area they are in.

Turtles like to be the only one of a kind in the whole land. Two of them will score less VPs, three — nothing at all.



Nobody likes **frogs**! Each frog in your land is -2 VPs unless it's devoured by your predators!



At the end of the game, you'll decide whether it'll be a wall protecting your centaur or a bridge helping the kraken devour the second frog.



Krakens don't mind eating frogs. They will eat everyone around them unless their target is in a tower or behind a wall.



This bridge connects the moors!

0 VP
Too many turtles!

7 VPs
for the pair of dragons

END OF THE GAME

Each player gets to cut a card three times and after (3 × the number of players) rounds the game is over and the player with the most VPs wins.

Dragons score points only for being in a pair within an area. Dragons will also hunt in their area. One of the dragons will eat your goblin at the end unless you save him later!



KEY SELLING POINTS

- ▶ A breakthrough concept of actually cutting the game components
- ▶ A tableau-building game full of tactically difficult choices deep enough for hardcore gamers
- ▶ Fantastic throwback 8-bit artwork for the classic gamer
- ▶ A great fit for tournaments

PRACTICAL INFO

CONTENTS

160 Landscape cards, 4 Reference sheets, 30 Bones tokens, 12 Tower pieces, 16 wall/bridge pieces, scorepad, rules of play

Language independent

MOQ: 1000

MSRP: €19.90 / \$22.50

RELEASE:

Nuremberg Toy Fair 2020

BOX

Size: 204×204×47 mm

RIGHTS except

