

CUTTERLAND GAME RULES



Contents



160 Landscape cards



4 Reference sheets



Game Rules



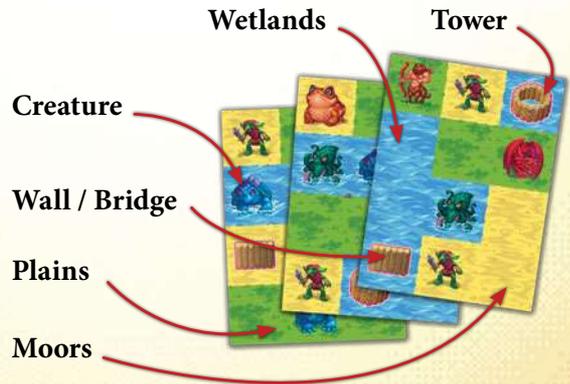
30 Bones tokens
12 Tower tokens
16 Wall / Bridge tokens



1 scorepad

Game Overview

Each player creates their own land out of cut Landscape pieces. Their lands will be filled with various creatures intended to challenge heroes that are about to enter them. All creatures score differently: some of them will eat others, other ones can't stand company, so the players will have to adjust to their needs to create harmonious lands. Whoever scores the most victory points at the end of the game wins as they have created the most attractive land!



Landscape cards

Landscape cards are the main game components. See their description below before reading about the gameplay.

Each card comes with different types of landscapes, creatures, and bonuses — towers and walls/bridges.

Each card consists of 12 squares. 7 of those squares are filled with creatures and bonuses. The color of the square stands for one of the three types of Landscapes.

Several squares of one color connected either horizontally or vertically are called an **area**. Its size and contents are important for goblins, centaurs, and dragons. Bridges can connect areas of the same type while walls can split them up. All areas make up a player's **land**.



Plains are **green**. *Centaur*s, *dragon*s, and *turtle*s live there.



Moors are **yellow**. *Goblin*s, *dragon*s, and *frog*s can be met there.



Wetlands are **blue**. *Kraken*s, *turtle*s, and *frog*s inhabit them.

Example: *There are four areas in this land: two wetlands, a moor, and a plain, with 4 monsters in them. The bonus icon stands for 1 wall / bridge token received by the player. At the end of the game they will be able to use it either as a wall (for example, to protect their goblin from the dragon) or as a bridge (say, to turn 2 wetlands into one).*



Victory Points for Creatures and Bonuses

At the end of the game all creatures in your land will score victory points individually, according to the rules for their type. Additionally, you will score VPs for all tower and wall/bridge tokens you received but did not use.

Krakens

At the end of the game krakens will devour the creatures around them.

Score **2 VPs for each creature devoured by your krakens**. See page 13 for more information on devouring.



*That is the exact moment when a horrible accident adds even more appeal to your land. Any adventurer would love to face a serious rival in your land and brag about facing a **kraken** later!*



Goblins

The more goblins you have in an area, **the more VPs** you score for it.



- 1 goblin in an area — 2 VPs**
- 2 goblins in an area — 5 VPs**
- 3 goblins in an area — 9 VPs**
- 4 goblins in an area — 14 VPs**

The 5th, 6th, etc. goblin in an area — 2 VPs each

Goblins are likely to aggregate into groups, but when there are too many of them, they start arguing.



Beginners like fighting whole packs of goblins since it's the easiest way to gain some experience. Dragons like them too, for another reason: they're scrumptious if properly smoked.

Centaur

Score **1 VP for each plains square** in a centaur's area. Each centaur's area is **scored only once**, even if there is more than 1 centaur within it.



Everyone forgets that besides the human half there is also the horse half to a **centaur**. As we all well know, the horse half enjoys galloping over wide plains as much as the human half enjoys ambushing sluggish adventurers.



For their long and slow lives, the **turtles** grow to the size of hills. They are the exact opposite of dragons; they appreciate solitude. For you, it means that there should be only one challenge for your adventurers, a big boss that they will deal with at the end.



Dragons

Score **7 VPs** for each area with **2** (no more, no less) **dragons**. If there are 1, 3 or more dragons in an area, they don't score any VPs.



Frogs

You **lose 2 VPs** for each frog in your land.



Sometimes I think that **dragons** are the last monogamous creatures... It's hard to keep an eye on them though: they are voracious and impossible to control.



These ugly **frogs** cause nothing but irritation, and unfortunately they always show up in your land by a mysterious mistake (especially in the middle of a moor)! Do your best to get rid of them — oh, feed them to your kraken!



Turtles

The number of VPs scored for turtles depends on their number in the whole land. If you have **only one turtle** in your land, it scores **10 VPs**. If there are **two turtles**, you score 5 VPs instead. If there are 3 or more turtles in your land, you score nothing for them.



Bonuses

Each of the received but **unused Bonus pieces** scores **1 VP** (see page 10 for more information on using the pieces).

Setup (3–4 players)

Note: You will need scissors to play “Cutterland”, this box doesn’t contain them.

Place the Bones, Tower and Wall / Bridge tokens in the middle of the table so everyone can reach them. Each player receives a Reference sheet and **three random Landscape cards**, face down. Whoever navigated with a map most recently becomes the Active player and takes the scissors to go first. You’re ready to start the game.

Note: See page 15 for the rules of a 2-player game.

Gameplay

The game consists of four consecutive phases:

- ◆ **Building Lands (the main phase)**
- ◆ **Resolving Bonuses**
- ◆ **Hunting**
- ◆ **Grand Opening (scoring and determining the winner)**

Building Lands

In this phase the players take turns, starting from the first Active player and going clockwise, until they are out of cards. During their turn, the Active player cuts one of their Landscape

cards into several pieces, then all players choose 1 piece each, attach it to their lands and receive its bonuses.

The Active player’s turn consists of four steps:

1. Cutting a card
2. Choosing pieces
3. Receiving bonuses
4. Expanding lands

Then, the Active player passes the scissors to the player on their left, and they become the new Active player.

Repeat steps 1–4 for each player’s turn until all of them run out of their Landscape cards. The game then enters the “Resolving bonuses” phase (see page 10).

1. Cutting a card

During their turn, the Active player chooses one Landscape card from their hand and cuts it into **a number of pieces equal to the number of players**.

The cards can be cut only by the borders of the squares, thus, all pieces must consist of whole squares. You may not cut the squares diagonally. You may have different-sized pieces (even single-squared ones) and there can be any combination of landscapes, bonuses, and creatures in each piece.

If by mistake the Active player divides their card into more pieces than needed, the player to their right must choose which extra pieces are to be removed from the game. For example, if during a game for three players the card was divided into five pieces, two of them must be removed from the game.

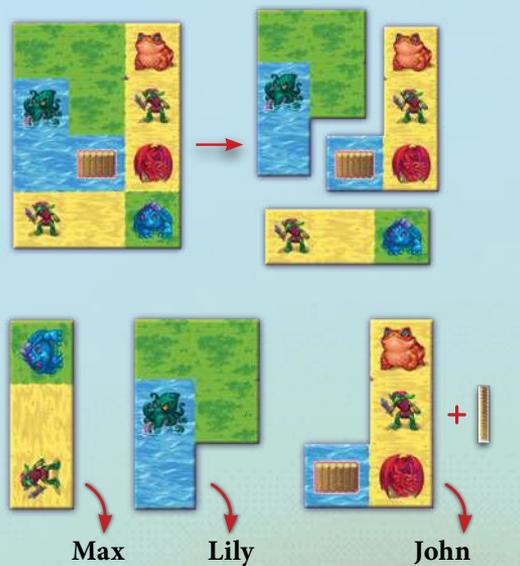
If a player misuses this rule and intentionally cuts their card into more pieces than needed, we recommend to subtract 3 VPs from that player's final score for each such card at the end of the game.

2. Choosing pieces

All players, **starting from the player to the left of the Active player** and going clockwise, choose one piece of the recently cut card. Thus, the Active player takes the last piece. All players place their chosen pieces next to their lands.

Note: Some players would like to see how different pieces would work for their lands. You may either allow trying pieces before choosing them or not, but decide on this together at the beginning of the game.

Example of dividing a card, choosing pieces and receiving bonuses: *John, Max, and Lily are playing a game of "Cutterland". John is the first player. He chooses one of his cards and divides it into three pieces since there are three players. Max is sitting to the left of John, so he is the first to choose his piece. He chooses the piece with a turtle because he doesn't have one yet and it can score him 10 VPs at the end. Lily is next and she decides to take the large piece with a kraken. John ends up with the piece with a goblin, a frog, a dragon, and a wall/bridge. He takes one wall/bridge token from the supply and places it next to his land.*



3. Receiving bonuses

All players simultaneously receive their bonuses from their chosen pieces: towers and walls / bridges. They take the corresponding tokens from the supply and place them next to their lands. If you run out of pieces in the supply, use a substitute to replace them.

All bonuses are resolved during the “Resolving bonuses” phase, after cutting all of the players’ cards.

Important: Walls and bridges are marked with the same symbol. If you got a wall / bridge token after choosing a piece during the main phase, you may decide whether it’s a wall or a bridge at the end of the game, during the “Resolving bonuses” phase (see page 10).

Wood is a perfect material! Dig a standing log in the ground — you’ll have a solid wall, no goblin will pass, no sir! Tie a few of them together and hang them over the river — save a day on the way!



4. Expanding Lands

Now, each player must attach their chosen piece to the already assembled pieces of their land according to the connection rules.

- ◆ The piece you’re about to attach (except for the first one) must touch at least one full side of a square of an earlier attached piece — the two squares must be attached along a vertical or horizontal edge. Your land can’t be expanded by attaching the pieces diagonally so only their corners touch, and neither can they be attached in such a way that the sides of the squares touch one another partially.
- ◆ The squares of the pieces within your land may not cover one another (there can be empty slots surrounded by squares within your land though).
- ◆ You may rotate the chosen piece and attach it to your land in any orientation.
- ◆ The pieces can’t be rotated, moved or rearranged within your land, or removed from it once assembled.
- ◆ You may not additionally cut the piece you’re about to attach or any of the assembled pieces.

Example of expanding lands: John attaches a new piece to his land. He places it in such a way that his goblins would be in the same area (the more of them you have within an area, the more VPs you score) and a kraken would eat his frog (gaining 2 VPs while also avoiding losing 2 VPs). Now John has 3 bonus tokens (2 towers and 1 wall / bridge).



Example: This piece can't be attached like this: none of its squares are connected to the assembled pieces along a vertical or horizontal edge.



Example: This piece can't be attached like this: it covers one of the squares of the assembled pieces.



Resolving bonuses

When all cards are cut and all pieces are attached to the players' lands, the players may resolve their bonuses. If you have a Wall / Bridge token, now is the time **you choose whether** it's going to be **a bridge or a wall**. You are not obliged to use all of your Bonus pieces in your land. **Each unused Bonus piece scores 1 VP** at the end of the game.



Towers defend creatures from being devoured. Place your Tower token on your creature and no predator will devour it (see page 13 for more information about it). You can place a tower on a square with a bridge or a wall token.

Example: Lily places her Tower token on her turtle to protect it from the kraken.



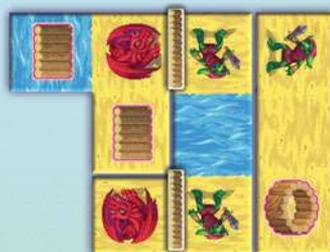
Walls divide areas. A wall can be placed only on a border between two squares and it must cover the full border without touching any other squares. **Two squares divided with a wall are not considered connected.**

The area is considered divided into two areas if there are no connected squares of the same color between them after building a wall (or walls).

Walls help you control the population and migration of your creatures. Otherwise, they will either eat or fight one another.



Example: John wants to divide his moor into two so his dragons won't eat his goblins. In order to do that, he will need two walls.





Bridges connect several areas and turn them into one. A bridge is placed over a square, either horizontally or vertically, so its ends touch two sides of the square. **Two squares with a bridge between them are considered connected.** Two areas with the same type of landscape are turned into one if they have at least one pair of connected squares after placing a bridge. A bridge may connect different types of Landscapes.

A bridge can also be placed not over a square of a piece, but over an empty slot with at least two squares beside it. A bridge can't be placed in such a way that it would touch a wall. A bridge can be in the same square with a tower.

Sometimes you will need to keep your creatures from different areas together. For example, let your pair of dragons devour the ugly frogs and then build a cozy family nest, out of bones and gold, of course.



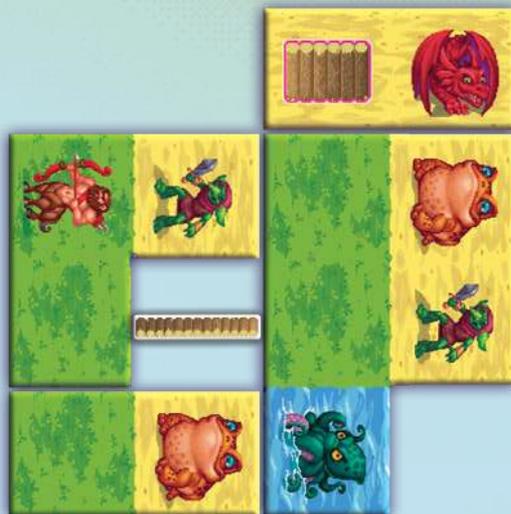
Restriction No. 1: *The length of a bridge cannot exceed one square.*



Restriction No. 2: *There can't be two crisscrossed bridges.*



Example: John wants to score more VPs for his centaur — he needs a larger plain for that. John connects two plains with his bridge. He may choose either of the two positions (in the picture to the right, it's placed over the slot with no square, but it can also be placed over the slot with the goblin). Or, instead, John can choose to connect two moors by placing the bridge over the plain square to score more VPs for his goblins.



Example: Two bridges won't become a single bridge, but you may have several parallel chains of areas connected with one bridge at a time. For example, John connects three plains and two wetlands. As a result, his kraken will eat the frog and the centaur will score more VPs for the enlarged plain.



Hunting

Now the players **must** let **all** of their predators go hunting. During this phase, you will place Bones tokens on top of your devoured creatures. The squares with the devoured creatures are considered empty.

In the base game of Cutterland, there are two kinds of predators: **dragons** and **krakens**.

Krakens are the first to go hunting. Each kraken devours **all creatures around itself (in both connected and diagonal squares)** except for other krakens and creatures in towers.



◆ Two squares with a bridge between them are considered connected. So if the kraken's square is connected to a square with a creature they can devour, the kraken will devour it. One kraken can devour up to 12 creatures around itself.

◆ **Walls disconnect connected squares, so you can protect a creature from being devoured by a kraken with them.** However, if a creature is in a diagonal square from the kraken, it can't be protected by placing a wall.

Dragons are the second to go hunting. Each dragon devours **one creature in its area**, except for other dragons and creatures in towers. If there are fewer dragons than other creatures that can be devoured, the player decides which of them are to be devoured. If there are more dragons than other creatures that can be devoured, all of them are devoured by the dragons.



Predators, if placed wisely, can help you get rid of unnecessary creatures in your land.



Important:

- ◆ A predator can stay hungry — it will stay in the player's land and score VPs as usual.
- ◆ The only way to get rid of a creature is feeding it to your predators. Turtles and frogs can reduce the player's VPs, so if some of them are devoured by predators, the player will benefit from that.
- ◆ Each creature can be devoured only once.



Example: *Krakens hunt first. The kraken to the left devours the frog, while the centaur and the goblin are protected with two towers. The second kraken can't devour the turtle since it is now behind a wall, but it will devour the dragon by following the bridge. Dragons hunt next. There are two dragons left in the moors (the third dragon was devoured by the kraken). Each dragon must devour one creature in its area, but one of the frogs was already devoured by the kraken. Fortunately, the bridge allows connecting two moors and dragons devour one frog each instead of goblins.*



Grand Opening

When all predators are fed, it's time to check which of your lands is the best for heroic adventurers! Now, the VPs are scored and the winner is determined. Refer to pages 4–5 of the game rules or your Reference sheets to score VPs for your land. **Remember: devoured creatures are not counted during the scoring!**

Use the special scorepad to note your VPs: name the columns with the players' initials and fill them with their results. If you run out of sheets in the scorepad, download the template from hobbyworldint.ru and print more.

Example: *According to the picture above, the krakens devoured one creature each and scored 4 VPs (2 VPs for each devoured monster). Six goblins in one area score 18 VPs (14 VPs for the first 4 goblins and 2 additional points for the 5th and the 6th ones each). The centaur scores 4 VPs (1 VP for each square in its area). Two dragons in one area score 7 VPs. There is only one turtle in the land and it scores 10 VPs. All frogs are devoured and don't score any negative points. One unused Bonus piece scores 1 VP. The total is 44 VPs.*

The player with the most points wins. In case of a tie, the player with the most non-devoured creatures wins. If there is still a tie, all tied players share victory.

Game Variants

2-Player Game

With 2 players, the following changes to the rules apply:

- ◆ During the setup, each player receives 4 Landscape cards instead of 3.
- ◆ Each card is cut into 4 pieces. The players take turns choosing one piece at a time, starting from the player who didn't cut the card during this turn. Thus, each player will get two pieces per turn.

Tournament Rules

While playing in a tournament, show the cards you're about to deal to everyone. If the players know the exact number of creatures, they will be able to plan their actions more effectively.

If a player cuts their card into more pieces than needed, they lose 3 VPs for each such card at the end of the game.

During the tournament, the turn order can be very important. We recommend playing 2 games during one session: during the first game, the turn is passed clockwise, during the second, it's passed counterclockwise. The winner is determined according to the sum of VPs scored. In case of a tie, the winner is the one who has the most surviving creatures in the second game. If there is still a tie, the tied player sitting farthest from the first player wins.

Pieces from the bag

You can keep all of the pieces you had left from the previous games in a non-transparent bag. Instead of dealing Landscape cards and dividing them into pieces, you may draw a number of pieces equal to the number of players (3 for a 3-player game, 4 for a 2-player and 4-player game), and the players will choose them according to the usual rules. The total number of pieces taken by each player stays the same: 12 in a 4-player game, 9 in a 3-player game and 16 in a 2-player game.

Important! It's likely that the pieces you'll be drawing from the bag won't be balanced. We recommend playing this game variant only if you don't want to throw the pieces away.

Additional Sets

You're out of cards? Don't worry, you can fill the box again. For now, there are 2 available cartridge packs.

Important: Landscape cards from different packs **cannot be shuffled** together!

“Classics”: this pack contains 80 Landscape cards. The base game contains 2 of these decks.



“Mashroom”: this pack contains 80 Landscape cards with a new creature — mashroom! You'll find the additional rules for it in the pack.



Credits

Game Designer: Nikolay Zolotarev

Game Development: Pavel Iliin

Artwork for the cover: uildrim

Artwork for the creatures: Karina Dekhtyar

Design and Layout: Ksenia Targulyan

Game Producer: Alexander Kiselev

English Translation: Julia Klokova

Playtesters: Olga Zolotareva, Ian Egorov, Denis Varshavsky, Mikhail Rozanov, Denis Klimov, Ilya Drozdov, Julia Kolesnikova and many others

Reprinting and publication of the game's rules, contents, and illustrations without the copyright holder's permission is strictly prohibited.

Publisher: Hobby World

General Manager: Mikhail Akulov

Production Manager: Ivan Popov

Editor-in-Chief: Alexander Kiselev

Editor: Valentin Matyusha

Business Development: Sergey Tyagunov

Creative Director: Nikolay Pegasov

International Team: Pavel Safonov and Julia Klokova

The editorial team thanks James Higgins for proofreading the rules.

Special thanks to Ilya Karpinsky.

© 2020 Hobby World

All rights reserved.

international@hobbyworld.ru

hobbyworldint.ru

@HobbyWorldInt

Rules version 1.0

