

# Cuttle cheatsheet

A cheatsheet for the combat card game Cuttle, to reference during play.

## Rules

- 🏆 Be the first to accumulate 21 or more points worth of point cards.
- ✅ The first player is dealt 5 cards and the second player is dealt 6 cards.
- 🔄 On each turn you may draw a card, play a card, or pass (if the draw pile runs out).
- 🎴 The three card types are **point cards**, **oneshot effect cards**, and **permanent effect cards**.
- 🃏 Aces are worth 1 point. Number cards are worth their face value.
- ✂️ You may scuttle an opponent's point card by playing a higher card or an equal card with a higher suit.
- 🏰 The suit rank is ♣️ < ♦️ < ♥️ < ♠️.
- 🗑️ Oneshot effect cards are discarded immediately.
- 🔄 Permanent effect cards remain on the table until removed.

## Oneshot effects

Card	Effect
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|------------|---|
| <b>Ace</b> | Scrap all point cards on the table.   |
| 2          | Scrap any permanent effect card on the table <b>OR</b> block a oneshot effect card. |
| 3          | Choose any card from the scrap pile.  |
| 4          | Make your opponent discard two cards of their choice.                               |
| 5          | Draw two cards.   |
| 6          | Scrap all permanent effect cards on the table.                                      |
| 7          | Draw a card and play it immediately.  |
| 9          | Return one permanent effect card to its owner.                                      |

## Permanent effects

Card	Effect
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|--------------|---|
| 8            | Make your opponent play with their hand exposed.                |
| <b>Jack</b>  | Steal a point card.   |
| <b>Queen</b> | Protect your point cards from <b>2, 9, and Jack</b> .           |
| <b>King</b>  | Reduce the number of points you need to win to 14 / 10 / 7 / 5. |