

\*rulebook not final

# CALICO

1-4

30-40

8+

*A competitive quilt-making, cat-collecting, tile-laying game for 1-4 players*

## COMPONENTS



4 Dual-layer Quilt Boards



108 Patch Tiles



Cat & Button Tokens



24 Design Goal Tiles  
(4 sets of 6)



6 Double-sided Cat Scoring Tiles



6 Black & White Patch Tiles



1 Score Pad

## OVERVIEW

In Calico, players compete to sew the coziest quilt as they draft and place patch tiles of different colors and patterns onto their quilt board. Each board will include 3 design tiles that will earn points if the requirements are met. Players are also trying to create pattern groups to attract the cuddliest cats and groups of colors to sew buttons. The player who gains the most points from their design tiles, cats, and buttons wins!

*\*we recommend using the standard setup until you are familiar with the game before moving to the advanced setup*

### TABLE SETUP (standard)

- A** Place Thimble, Mittens, and Queenie Cat Scoring Tiles and their matching Cat Tokens in the center of the table. Return the other Cat Scoring Tiles and Cat Tokens to the box. They will not be used this game.
- B** Randomly assign 2 of the Black & White Patch Tiles to each Cat Scoring Tile.
- C** Shuffle all Patch Tiles and place into facedown stacks within easy reach of all players.
- D** Place the Button Tokens in the center of the table.

### PLAYER SETUP (standard)

- E** Give each player a Quilt Board and a set of 6 Design Goal Tiles in their player color. Your player color is the stitching color on your Quilt Board. The Design Goal Tiles will have a player color on the back of the tile.
- F** Find the ≠, AA-BB-CC, & AAA-BBB Design Goal Tiles and place them on your Quilt Board following the example below. Return all other Design Goal Tiles to the box. They will not be used this game.
- G** Each player draws 2 Patch Tiles from the facedown stacks into their hand.
- H** Reveal 3 Patch Tiles to form the tile market.

You are now ready to begin. The person who last pet a cat will play first.





### TABLE SETUP (advanced)

- A** Separate the **Cat Scoring Tiles** into groups by the black dot located under the point value (\*, \*\*, \*\*\*)



Randomly select 1 **Cat Scoring Tile** from each group and randomly select which side will be used and place them in the center of the table. Find the **Cat Tokens** that match the chosen **Cat Scoring Tiles** and place near the tiles. Return the other **Cat Scoring Tiles** and **Cat Tokens** to the box. They will not be used this game.

- B** Randomly assign 2 of the **Black & White Patch Tiles** to each **Cat Scoring Tile**.
- C** Shuffle all **Patch Tiles** and place into facedown stacks within easy reach of all players.
- D** Place the **Button Tokens** in the center of the table.

### GAMEPLAY OVERVIEW

Beginning with the first player and going clockwise around the table, players will take turns until each player's **Quilt Board** is completely filled with **Patch Tiles**. The players will then count points for **Design Goal Tiles**, **Cat Tokens**, and **Button Tokens** - the most points wins!



### PLAYER SETUP (advanced)

- E** Give each player a **Quilt Board** and a set of 6 **Design Goal Tiles** in their player color. Your player color is the stitching color on your **Quilt Board**. The **Design Goal Tiles** will have a player color on the back of the tile.
- F** Each player shuffles their **Design Goal Tiles** face down and reveals 4. From the 4 revealed tiles each player chooses 3 to use in this game by placing 1 onto each of the design goal tile areas on their **Quilt Board**. Return the unused **Design Goal Tiles** to the box. They will not be used this game.
- G** Each player draws 2 **Patch Tiles** from the facedown stacks into their hand.
- H** Reveal 3 **Patch Tiles** to form the tile market.

You are now ready to begin. The person who last pet a cat will play first.



### PLAYER TURN

*On your turn you must perform steps 1 & 2 in order*

1. From the 2 **Patch Tiles** in your hand, place 1 onto your **Quilt Board** into any open space. Then, check your **Quilt Board** to see if you have gained a **Cat Token** and/or **Button Token**. If so, take the appropriate piece(s) and place onto one of the tiles that scored it (see *Cat Scoring Tiles & Cat Tokens* and *Button Tokens* p.5).
2. Choose one of the 3 faceup **Patch Tiles** from the tile market and take into your hand (you may not draw from a face down stack into your hand). Reveal a **Patch Tile** from a face down stack to refill the market.

## DESIGN GOAL TILES

Each **Design Goal Tile** may score points at the end of the game based on the six **Patch Tiles** that surround it. Each **Design Goal Tile** must be completed using either the colors **OR** the patterns on the six surrounding **Patch Tiles**. You can complete a **Design Goal Tile** twice (once with colors, once with patterns) and receive the higher point value on the tile. There is no penalty for not completing a **Design Goal Tile** other than not receiving any points. Full explanation of each **Design Goal Tile** on page 8.

- A** Points earned if the **Design Goal Tile** requirement is completed with color **OR** pattern by the end of the game
- B** Points earned if the **Design Goal Tile** requirement is completed twice (once with color, once with pattern) by the end of the game
- C** **Design Goal Tile** requirement (*Ex. 3 different pairs*)
- D** Icon showing you can complete this design goal using color **OR** pattern



The examples below are how a **Design Goal Tile** may and may not be scored. With this particular goal you need three different pairs of colors **OR** three different pairs of patterns to complete the tile.

### ✓ Completed with colors



This Design Goal Tile will score 7 points. It was completed using three different pairs of colors (magenta, light blue, yellow). *Note: the pairs of colors do not need to be adjacent to each other to score.*

### ✓ Completed with patterns



This Design Goal Tile will score 7 points. It was completed using three different pairs of patterns (stripes, flowers, dots). *Note: the pairs of patterns do not need to be adjacent to each other to score.*

### ✓✓ Completed 2x with colors & patterns



This Design Goal Tile will score 11 points. It was completed twice: once using three different pairs of colors (dark blue, green, light blue) and a second time using three different pairs of patterns (vines, flowers, quatrefoil).

### ✗ Incomplete



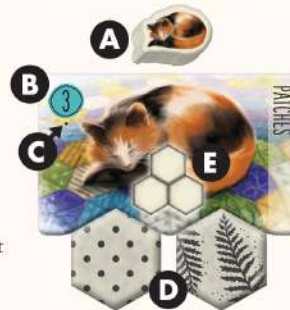
This Design Goal Tile will score 0 points. There are not three different pairs of colors, nor are there three different pairs of patterns. *Note: while there are three different pairs (purple, magenta, stripes), they are not exclusively in colors or patterns.*



## CAT SCORING TILES & CAT TOKENS

The patterns on your **Patch Tiles** can attract cats to your quilt. Each cat has two preferred patterns. Each cat also has a preferred group size or group shape they want these patterns to be in. To attract a cat you must make a group in their preferred size or shape using **one** of their preferred patterns. You may use the partial and whole edge tiles printed on your board as part of your group. When a cat is attracted, take the corresponding **Cat Token** and place it onto your quilt onto a **Patch Tile** in the group that was just formed. Full explanation of each **Cat Scoring Tile** on page 8.

- A** Cat Tokens that match the Cat Scoring Tile
- B** Points this cat is worth
- C** Dot(s) used for Advanced Setup only
- D** The two patterns this cat likes
- E** The group size or shape (*shape in this case*) that is required to attract this cat



The examples below are how you may and may not attract Patches the cat.



- ✓ Correct shape
- ✓ Preferred pattern
- ✓ Single Pattern



- ✗ Correct shape
- ✓ Preferred pattern
- ✓ Single Pattern



- ✓ Correct shape
- ✗ Preferred pattern
- ✓ Single Pattern



- ✓ Correct shape
- ✓ Preferred pattern
- ✗ Single Pattern



- ✓ Correct shape
- ✓ Preferred pattern
- ✓ Single Pattern

## BUTTON TOKENS


The colors on your **Patch Tiles** can earn you buttons to sew onto your quilt. Each button is worth 3 points. To sew a button onto your quilt you must make a group of three or more of the same color. The group may be in any shape. You may use the partial and whole edge tiles printed on your board as part of each group. When a group is formed, take a matching **Button Token** and place it onto your quilt onto a **Patch Tile** in the group that was just formed. If you expand your color group to a size of 6 or more tiles, you do not gain another button. To gain a second button of the same color, another group needs to be formed separately. If you sew at least one button of each color onto your quilt, you may take a rainbow button and sew it onto any **Patch Tile** on your quilt. The rainbow button is also worth 3 points.






## GAME END + FINAL SCORING

The game ends after each player has completely filled their **Quilt Board** with **Patch Tiles**. Use the **Score Pad** to record points for each player's **Design Goal Tiles**, **Cat Tokens**, and **Button Tokens**. The player with the most points is the winner. In case of a tie, the player with the most cats is the winner. If still tied, the player who went later in turn order is the winner.

 **DESIGN GOAL TILES**  
 (≠) completed with colors **10VP**  
 (AA-BB-CC) completed twice **11VP**  
 (AAA-BBB) completed with patterns **8VP**

 **CATS**  
 2 Thimbles **6VP**  
 2 Mittens **10VP**  
 1 Queenie **7VP**

 **BUTTONS**  
 1 of each color + rainbow button **21VP**

	Ari				
	29				
	23				
	21				
$\Sigma$	73				



*End game scoring for Ari's quilt*

## VARIANTS

### Family Variant

The family variant is for players who want a more casual game. Follow the standard setup but before you play, flip your 3 **Design Goal Tiles** face down. In the family variant you will be focusing on attracting cats to your quilt and collecting buttons. If playing with 2 players you may also apply the 2-player variant.

### Solo Variant

Remove the Gertrude/Zig-Zag **Cat Scoring Tile**. When setting up for the solo variant you may use the standard or advanced setup. Follow a player turn as normal. After you choose your tile from the market, discard the tile furthest from the tile supply stack. Slide the tile still in the market away from the supply stack (conveyor belt style). Refill market one tile at a time placing each tile one spot closer to the supply stack. You may also apply the 2-player variant. \*scenarios to play through involving overall quilt design goals and point thresholds are being developed

### 2-Player Lower Variance Variant

For players who want less randomness in their game. Before following the standard or advanced setup, find and remove one set of 36 **Patch Tiles**. A set is each color-pattern combination represented one time.

*A, B, C, & D must all be different from each other*



All different colors  
OR  
All different patterns



A 4-of-a-color & a pair of colors  
OR  
A 4-of-a-pattern & a pair of patterns



Three different pairs of colors  
OR  
Three different pairs of patterns



Two different 3-of-a-color  
OR  
Two different 3-of-a-pattern



A 3-of-a-color, a pair of colors, & a single color  
OR  
A 3-of-a-pattern, a pair of patterns, & a single pattern



Two different pairs of colors & two different single colors  
OR  
Two different pairs of patterns & two different single patterns



**Thimble**  
A group of 3 or more of the same pattern



**Patches**  
A group of the same pattern in this shape



**Mittens**  
A group of 4 or more of the same pattern



**Rumi**  
A group of the same pattern in this shape



**Queenie**  
A group of 5 or more of the same pattern



**Fray**  
A group of the same pattern in this shape



**Carlton**  
A group of 6 or more of the same pattern



**Beatrice**  
A group of the same pattern in this shape



**Wrinkle**  
A group of 7 or more of the same pattern



**Thurman**  
A group of the same pattern in this shape



## KS PROMO CATS



### Zig-Zag

When you have the longest or tie for the longest path (*minimum 3*), take the highest value cat on this tile. A path is a single line and cannot double back. If both cats are taken, take it from the player you tied with. If tied with multiple players, take the higher value cat. If the higher value cat gets stolen from you, take the lower value cat from this tile or from the player who has it.



### Gertrude

When you have the largest or tie for the largest group (*minimum 3*), take the highest value cat on this tile. If both cats are taken, take it from the player you tied with. If tied with multiple players, take the higher value cat. If the higher value cat gets stolen from you, take the lower value cat from this tile or from the player who has it.

## CALICO TEAM

Molly Johnson - owner, promotions, assistant task master  
David Lezzi - development, logistics, promotion  
Dylan Mangini - graphic design, development, promotion  
Robert Melvin - development, data, logistics  
Kevin Russ - design, graphic design, development, promotion  
Beth Sobel - illustration  
Shawn Stankewich - development, production, marketing, fearless leader