

hey
cutie

Rulebook v0.8



WELCOME!

This is the rulebook for Hey Cutie, a light-hearted card game about dating your crushes! Your goal: go on dates with all the cuties.

Make yourself more appealing to potential romantic partners, put on outfits and accessories to go out in style, and maybe throw your opponents under the bus - all's fair in love and board games.

The person who best manages their dating life will end up the victor and maybe, just maybe, find that special someone.

COMPONENTS



Characters represent the players. All characters have a **Stat Tracker** where they track their **Stats** - CHARM , BRAINS , EDGE , and LOOKS 



Crushes are the people players are trying to date. Every crush has **Needs**, which are what that crush wants out of a romantic partner.



Flirt Cards are what players collect to show off their better qualities.

Every Flirt Card is associated with a specific **Stat** which is shown by the icon in each corner and on the back of the card. There are 4 Stat Types - CHARM , BRAINS , EDGE , and LOOKS .

Flirt Cards also have a Value, which is the number on the card.



Hearts are tokens used to track stats on the Stat Tracker and woo Crushes.



Money is what players use to buy item and power cards.



Powers are instant effects that help or impede a player.



Items are equipment players can put on to get long-term bonuses.



Types are special cards used for end-of-game scoring.

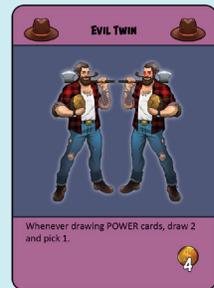
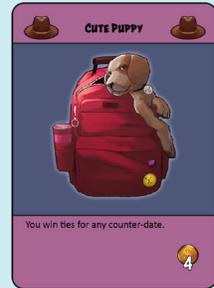
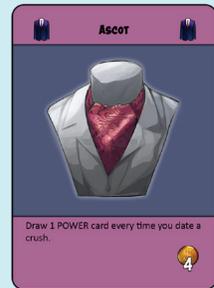
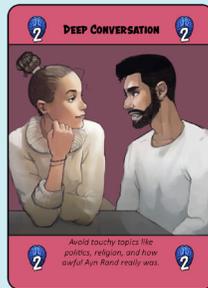
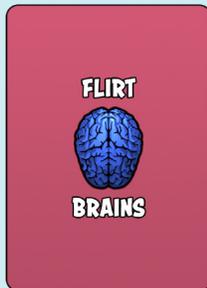
SETUP

- Each player should choose which Character they want to play as. They should take 3 Hearts and put 2 of them on any 2 different spaces of the Character's Stat Tracker, keeping 1 Heart off to the side.
- Shuffle all the Flirt and Money cards together to create one face-down Flirt Stack.
- Create separate face-down stacks for the Power, Item, and Crush cards. Shuffle them.
- Draw 6 cards from the Flirt Stack and reveal them face up to form 2 rows of 3 cards each.
- Draw 3 more cards from the Flirt Stack and place them face down to form a third row.
- These 9 cards form the Flirt Supply that players will draw cards from over the course of the game.
- Reveal the top 3 Crush cards and place them within view to form the Dating Pool. In a 5-6 player game, reveal 4 cards instead.
- Draw 3 item cards and reveal them face up.
- Shuffle the Type cards and randomly deal one to each player. Each player should keep these secret.
- Deal 2 random Power cards to each player.
- Randomly choose who will be the first player. Hand them the first player card.



Dating Pool

Flirt Stack



Flirt Supply

Items

ROUND FLOW

Starting with the first player and proceeding clockwise, each player performs the following steps:

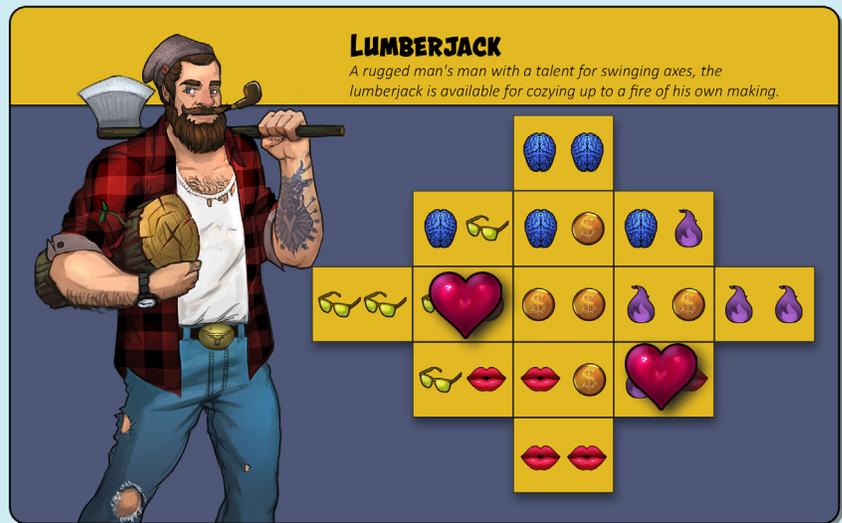
1. Move the Stat markers
2. Draw Flirt cards
3. Restock Flirt cards
4. Buy items or powers
5. Woo a crush
6. Discard down to 8 cards

After all players have taken their turn, Dates resolve. Then the First Player card is passed clockwise to the next player and a new round begins.

Moving Stat Markers

Each player has 2 **MOVEMENT** which they can use to move their Hearts to different places on their Stat Tracker.

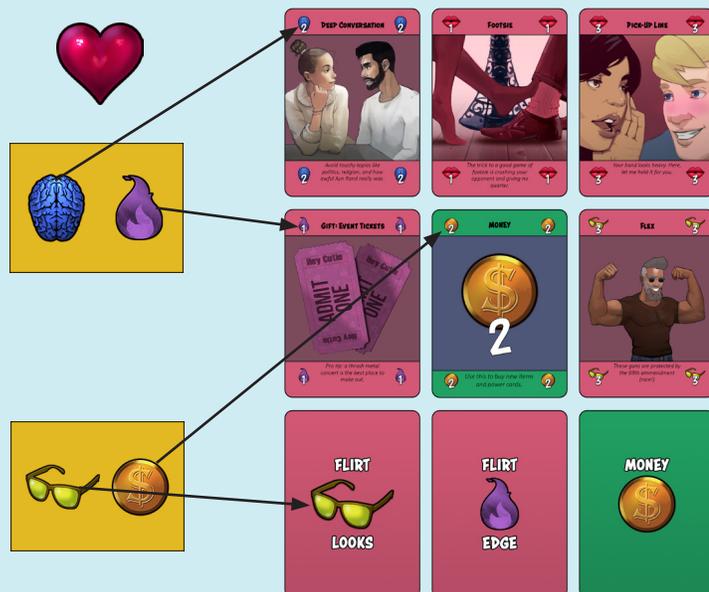
- They may move one marker two spaces or both markers one space.
- They may not move diagonally.
- They may choose not to move or to only use 1 MOVEMENT.



Draw Flirt Cards

The current player draws up to 4 Flirt or Money cards with symbols that match the symbols on the Stat Tracker where the player has Hearts. The player draws 1 card of their choice per Stat Symbol on their tracker. They can draw a card regardless of its value - only the symbol must match.

- If there are no cards that match a symbol, the player doesn't draw anything for that symbol.
- The player can choose to draw either face up or face down cards.
- Any Stat Symbol can be used to draw a face up Wild card.



If the player had their Hearts on the two spaces shown on the left, they pick up the cards from the Supply whose symbols match.

ROUND FLOW

Restock Flirt Cards

Cards that were drawn should be replaced by drawing cards from the Flirt Stack. When replacing the bottom row cards, the new cards should also be placed face down.

Buy Items or Powers

A player may spend money  from their hand to buy items in the supply or powers. The costs are listed on the card. Spent money is discarded.

When buying powers, the player draws one randomly and adds it to their hand.

When buying items, the player chooses which they want and must equip it immediately. Place equipped items next to your character card.

Items come in two varieties: Outfits  and Accessories . A player can only have 1 of each on their character at any time. They may discard an item already equipped if necessary.

Purchased items are immediately replaced with another item drawn from the Item stack.

Woo a Crush

If a player wants to date a Crush, they must signal their intent. The player places their extra Heart on the Crush they want to date. A player can place a Heart on a crush that already has a Heart on it to try and steal a date from someone else. Dating resolves after all players have had their turn.

Discard Down to 8 Cards

A player can't end the turn with more than 8 cards in their hand and must discard cards if they're over the limit. Equipped Items and Type cards do not count toward this limit.

Empty Decks

If a player ever needs to draw from a deck that's empty, shuffle the respective discarded cards to form a new deck.



The player spends 2  cards with a total value of 4 to purchase the Cute Puppy, which has a cost of 4. The Cute Puppy is an Accessory  - if the player already has an Accessory  equipped, they must discard it at this time.

Playing Power Cards

Powers are instant effects. They can be played at any time - during a player's turn or otherwise. Powers can not undo something that has already resolved. I.e: If a crush has already been wooed, a card that says "target crush cannot be wooed this round" would not remove or undo the woo.



The current player wants to date Vash, so they place their Heart on Vash's card.

DATING & COUNTER-DATING

After all players have gone, dating resolves for each Crush with a Heart on it, from left to right.

When dating resolves, the player who placed the Heart must play the Flirt cards from their hand that have a total value meeting or exceeding the Crush's needs in each respective stat type (counting any items/powers the player has used). Wild cards can be played as any single stat type.

If the player meets or exceeds every Crush need, the date is successful and the player takes the Crush card.

If multiple people are dating the same Crush, then they are Counter-Dating. Each player chooses the Flirt cards they will use from their hand and places them face down. When all competing players have placed their cards down, the cards are revealed. The player who meets the Crush's needs who ALSO has the highest total value (by counting up the values on all their played Flirt cards plus any bonuses from Items or Powers) wins the date and takes the Crush card.

- Stats the Crush doesn't want at all do not count toward the total. That is, if a crush has 0 desire for Looks, Flirt cards and items that contribute Looks have no value.
- In the event of a tie, nobody wins.
- Players who lose a Counter-Date but still meet the Crush's needs draw a Power card.

All used Flirt cards are discarded, and all Hearts are returned to the players. Replace all taken Crush cards by drawing from the stack.

End of Game and Scoring

The game ends at the end of the round where a player dated their 5th Crush (in a 5-6 player game, 4th) or when all Crushes have been dated.

Every date is worth 2 points.

Then apply Type cards. These give points for dating Crushes in certain stats. For each Type



Lady Dracula wants 1 Looks, 2 Witty, 1 Flirt, and 2 Wild. In this example, the player covers the Flirt requirement with a WILD card and the other 3 requirements with basic FLIRT cards. They use 2 Witty cards whose value adds up to 2 to meet that particular requirement.



Luna only wants Witty. The player on the left plays Witty cards with a total value of 9. The player on the right has a total of 10 including their Wild, so they win the date.

bonus, count up the total of all the given Stat Type among all dated Crushes, and apply the stated reward (ie: for every 3 Edge, gain 1 point).

The player with the most points wins! In a tie, the player with the most Crush cards wins. In a tie there, the player with the most cards in their hand wins. In the event of a tie there.... Love wins.