



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 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



Crushes are the people players are trying to date. Crushes have Needs - things they want from their romantic partner in terms of the Stat Types    .



Flirt Cards are cards played to go on dates. They have an associated Stat Type     and a Value listed on each corner of the card.



Item and Power Cards provide players bonuses. Items provide long-term bonuses whereas Powers provide instant effects.

SETUP

1. Shuffle the Flirt and Item cards together to form a face down Flirt Deck.
2. Draw a card from the Flirt Deck and place it face up to create a discard pile.
3. Draw a 2nd card from the Flirt Deck and place it face up to create a second discard pile.
4. Shuffle the Crush cards together to form a face down Crush Deck.
5. Shuffle the Power cards together to form a face down Power Deck.
6. Deal each player two cards from the Crush Deck. Players should look at the cards and choose one to be a Secret Crush and one to be a Public Crush.
7. Players should put their Secret Crush in front of them face down and their Public Crush in front of them face up.
8. Deal each player two cards from the Flirt Deck and one card from the Power Deck. This forms the player's initial hand.
9. Randomly determine who will be the first player.

GAME FLOW

During your turn, do the following in order:

1. Draw a card from either the face down Flirt Deck or one of the discard piles.
2. Choose whether to keep the card or discard it to either discard pile.
3. If you keep the card, draw a 2nd card from the Flirt Deck and immediately discard it. Otherwise, draw a 2nd card from either the Flirt Deck or one of the discard piles and keep it.
4. Change Items (see Items & Powers)
5. Go on Dates (see Dating)

Play then progresses to the next player going clockwise.

Example 1

The player draws a card from the Flirt Deck. They like it, so they choose to keep it.

The player draws a second card from the Flirt Deck. Since they kept the first card, they immediately discard this one.

Example 2

The player draws a card from the Flirt Deck. They don't like it, so they discard it.

The player draws a second card from one of the face up discard piles. Since they discarded their first card, they keep this second card.

ITEMS & POWERS

Items provide permanent boosts. During the “Change Items” step, you can equip items in your hand by placing them in front of you. You may also discard items you have equipped to one of the discard piles.

Items stay equipped and provide their stated bonuses until they are discarded.



Example

Equipping Mustache Wax gives +1 🕶️ and +1 💧 which will be applied to any dates you try to go on. This may help date some Crushes.

Powers are instant effects. Powers can be played at any time - during the your turn or otherwise.

When played, powers immediately apply the effect stated on the card and are discarded. Power cards are discarded to their own discard pile that players may never draw from.



Example

You may play Identity Theft during another player's turn to steal their hand when they least expect it.

DATING

You may date any Public Crush card on the table or your own Secret Crush.

To date, play Flirt cards from your hand. The goal is to match the values the Crush is looking for in each Stat Type *exactly* by totaling played Flirt Cards of the same Stat Types, adding in any boosts provided from items or powers.

If you match everything the Crush is looking for, the Date is successful. You keep the Crush card, setting it off to the side:

- If it was one of your Crushes, set it off to the side face up.
- If it was another player's Crush, it is a Stolen Crush. Set it off to the side face down and draw a Power card as a reward for your deviousness.

All played Flirt Cards are discarded to a single discard pile of your choosing, in whatever order you want.

The player whose Crush was dated draws a new Crush from the Crush Stack. They may then look at both of their Crushes and decide which one is Public and Secret. A Crush which was previously Secret may be made Public in this way.

DATING EXAMPLES



HORATIO

 3
  1
  1
  1






LIKES:

- Board games with complicated manuals

DISLIKES:

- Cyberbullying
- Costa-Rica



Horatio wants 3 , 1 , 1 , and 1 . The player satisfies this by playing 2  cards whose values total 3. The player satisfies the other Stat Types by playing individual cards with values of 1 each.



VASH

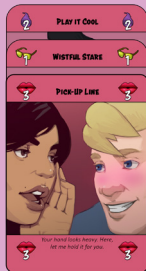
 3
  0
  2
  1



LIKES:

- Oversized coats
- Old-timey gramophones

DISLIKES:

- Talking about Breaking Bad a gagillion times



The played Flirt Cards match up with what Vash wants, but there's a problem here - the player's Mustache Wax gives them more total  and  than Vash wants. The player either needs to use different Flirt Cards or discard that item.

END OF GAME & FINAL SCORING

In a 2-3 player game, the game ends when the Flirt Deck has run out of cards.

In a 4-5 player game, when the Flirt Deck runs out of cards, shuffle all the discarded cards together to create a new Flirt Deck and immediately create 2 new discard piles by flipping the top two cards from the Flirt Deck face up. The game will end when the Flirt Deck has run out of cards a second time.

To determine final scoring:

- Every Stolen Crush is worth 3 points.
- Every other Crush is worth 5 points.

The player with the highest score wins. If there is a tie there, ties are broken by the player with the most cards in their hand. If there is a tie there, love wins.