

# CUT the ROPE®



## GAME RULES

Om Nom is hungry again, and he's got a hankering for some candy. Help him satisfy his sweet tooth!

## Game Contents

160 cards:

14 sets of 10 cards (with numbers 1-10)

20 «scissors» cards

Game Rules

## Setting Up

Shuffle all the cards into one deck. Deal the same number of cards to each player (the number of cards depends on the number of players).

2-3 players:	20 cards
4-5 players:	16 cards
6-7 players:	12 cards
8 players:	10 cards

These cards will be the players' **personal decks**. Each player places their personal deck face down in front of them, turns over the top card,

## FOR TWO PLAYERS



and places it above their personal deck in place a visible to all players. The object of the game is to get rid of your personal deck.

Now deal **six cards** to each player from the shared deck. These are their **hands**. Players can look at their own hands, but they cannot show them to the other players.

During the first turn the player who most recently played the mobile version of Cut the Rope goes first.

## Game Zones

Next to each player's personal decks are **three supply rows** (each player has their own). At the end of their turn each player must play one card from their hand to one of their own supply rows. In the middle of the table next to the shared deck are **three level rows** (shared by all players). Each player can play cards to the level rows from their hands, their supply cards, or the top of their personal deck.



## Rows of cards

When you play a card to any row, place it on top of the other cards in the same row in such a way that the edge of the card underneath remains visible.



## Card Order in the Rows

The first card in a **level row** must be either a one, a ten, or scissors. Cards must be played to **level rows** in a strict order: **from lowest to highest** (if the first card in the row is a one) or **from highest to lowest** (if the first card in the row is a ten).

Cards can be played to the **supply rows** in any order (the first card in a row can be anything). You can only play the top card from your supply row to the level row. You will see which cards are underneath it and can play the next card when it is on top.

## Turn Rules

1) During your turn you can play as many cards as you want to **any level rows**. You can play cards from the top of your personal deck, from your hand, or from your supply rows. Place the card you decide to play on top of the other cards in the row. Cards in a level row must follow a strict order (either from lowest to highest or vice versa). If there are already a one and a two in a row, the next card must be a three. And if there

is a ten and a nine, you can only play an eight. If there are no cards in a level row you can play the first level card, i.e. a one, a ten, or scissors. If there are already cards in all three level rows you can't start a fourth row!

How to play cards:

- **From your hand:** Place a card from your hand in a level row.
- **From your supply cards:** Take the top card from any supply row and place it in a level row.
- **From the top of your personal deck.** Take the top face-up card from your personal deck and place it in a level row. After this, turn over the next card in your personal deck and place it on top of the deck. You can also play this card right away (if there is a level row where the card could be placed).



If a level row has a full set of ten cards, this level is considered to be complete! Discard all the cards from it and continue your turn.

2) At the end of your turn you must play one card from your hand (if you still have cards in your hand) to **any of your supply rows** on top of the other cards in that row. If there are no cards in the supply row you can start a row with any card. If there are already cards in all three of your supply rows you can't start a fourth one!

After this, your turn is complete — you cannot play any more cards to level rows.

3) Take cards from the shared deck and add them to your hand until you have a total of six cards. The next player to your left then takes a turn.

### Scissors



The scissors card can replace any other card in a level row. For example, in the sequence «ten, nine, eight, scissors,» the scissors card is considered a seven.

If the first level card is scissors, the next card played will be the one to determine the sequence for this level row (from lowest to highest or vice versa). The same thing happens if the first two cards are scissors, etc.



## Winning the Game

**The object of the game is to get rid of your personal deck by playing cards from it to the level rows.**

The first player to play the last card from their personal deck is the winner. This is the player who did the most to help On Nom fill his tummy!

## Rule Variations:

### Short Version of the Game

If you want to speed the game up you can deal fewer cards to the players' personal decks at the beginning of the game (you could also do the opposite and deal more cards if you want the game to last longer).

You can also use the following rules: When playing cards to level rows a player can play a card with the same number as the top card in the row. For example, if a row already has a one, a two, a three, and a four, you can play either a four or a five.

If a scissors card is played to a deck you can wait until the next card is played to determine the value of the scissors card. For example, if a row already has a one, a two, a three, and scissors, the next card could be a three, a four, a five, or scissors again (the value of the scissors card will be three, four, or five respectively).

If the scissors card bookends a row after nine or two, the level is considered to be complete and the cards from that row are returned to the discard pile.

*Cut the Rope: The Card Game* features rules from the traditional card game called *Cat and Mouse*.



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