

# CALICO

## SET-UP

1. Randomly select a **Scoring Cat** from each of •, ••, and •••. (*Beginner setup: Millie, Tibbit & Coconut*)
  - i. Place a supply of matching **Cat Tokens** by each scoring tile.
  - ii. Randomly assign 2 of the **Black & White Patch Tiles** to Each Scoring Tile
2. Place the **Button Scoring Tile** and **Button Tokens**
3. Place all **Patch Tiles** in the bag.
  - *2p variant: remove one of each colour/pattern combination. (36 Tiles)*
4. Each player: takes a **Quilt Board** and a matching set of **Design Goal Tiles**.
  - i. Selects 4 at random, then chooses 3 to place on their board's Goal hexes. Return the rest to the box.
    - *Beginner: Place ≠, AA-BB-CC and AAA-BBB tiles.*
    - *Family Variant: place Design Goal Tiles facedown, don't score them.*
  - ii. Draws 2 **Patch Tiles** into your hand.
5. Draw 3 **Patch Tiles** to form the market.
6. **First player** is the player who most recently pet a cat.

## **TURN**

**1. Place a Patch Tile** in your Hand onto an empty space on your Quilt Board.

- Check if you can place a **Cat** or **Button Token**.

**2. Add one of the tiles in the market to your hand,** then replace the tile from the bag.

**Game ends** when each player has filled their Quilt Board.

**Winner** is the player with the most points,  
*if tied, tied player with the most buttons wins.*

# CALICO SCORING

**CAT TOKEN:** If you make:

- A group of tiles
  - of one of a cats preferred patterns
  - in the required shape or size,
- place that cat's token on a tile in the group.

**BUTTON TOKEN:** If you make:

- A group of 3 tiles
  - of one colour,
- place that colour's button on a tile in the group.

If you have buttons of all 6 colours on your quilt:

- place a Rainbow Token on any tile.

**DESIGN GOAL SCORING:** To score a Goal Tile, the 6 hexes surrounding the tile must satisfy the requirement with either **colours**, **patterns**, or **both**.

**CLARIFICATIONS:**

- To place another token of a colour/pattern you've already placed, the new group must not touch the previous group.
- Partial hexes printed on the Quilt Board border count as part of groups.

# END GAME SCORING

## 1. CATS:

Score the points indicated on the Cat Scoring Tile for each Cat Token on your Quilt

## 2. BUTTONS:

Score 3 points for each Button.

## 3. GOALS:

If completed in colours or patterns, but not both, score the blue value.

If completed in both, score the yellow value