CLIP CUT

PARKS

RULEBOOK

Ages 8+   1–4 Players   30 Minutes

Components

1 Pad Of Park Sheets (100 Sheets)

30 Park Cards

12 Grand Park Cards

8 Gardener Tokens

10 Double-Sided Tokens
(Wildlife / Recycling)

1 Die

4 Scissors

The city needs your help!

The mayor has called on you to create a set of gorgeous parks to beautify the urban landscape. With a pair of scissors and a plan, use your snipping talents to clip a park full of dazzling, colorful features.

The first player to finish five parks is the winner!

Construction Guide
Colorblind friendly reference

Pavilions						Always contain **Tents**
Water elements						Always contain **Water**
Greenery						Always contain **Trees**
Play areas						Always contain **People**

Watch the video to learn to play ClipCut: Parks: **www.renegadegames.com/clipcutsgameplay**

Setup

1. Give each player a **park sheet** and **scissors**.

2. Shuffle the deck of 30 **park cards**. Each player draws
   5 **park cards**, deals 2 cards at random in front of them face up,
   and keeps the other 3 park cards as a personal facedown draw pile.
   Return the remaining cards to the box.

3. Put all of the **tokens** within reach.

4. Give the **die** to whoever visited a park most recently.

Round Summary

1. **Roll** – At the start of each round, the player with the die **rolls** it.
2. **Cut** – All players simultaneously **cut** into their own park sheet.
3. **Build** – All players simultaneously **build** any park sections they have cut out.
4. **Check** – All players **check** whether they completed any parks.
5. **Pass** – Finally, **pass** the die to the next clockwise player, and start the next round.

Continue playing rounds until a player completes their fifth park card.

ROLL

The player with the die rolls it, and then places it in front of themselves.

CUT

After the die is rolled, all the players will make cuts.

The die shows the **number of cuts** each player must make into their park sheet this round and the **length of each cut**.

Each park sheet is made up of many **park squares**, which have sides of length 1.

When cutting, you must follow these rules:

- You must **cut straight**, along the sides of the park squares.
- You must **finish each cut**. (So, if you are prompted to make a "3" cut, you must cut along three park squares—no more, no less.)
- You can cut from **any edge** of the park sheet or from **the end of any previous cut**, but...
- You **cannot combine cuts** on the same round to make a longer cut in one direction. (So, you could not add a "1" cut and a "2" cut to make a straight "3" cut. However, you could make a "1" cut and then make a "2" cut from the end of the "1" cut that goes in a different direction.)
- You **cannot cut into a separated park section** that has come free from the park sheet.

CUTTING EXAMPLES

✅ *An example of a LEGAL CUT with a roll of 1 cut, 2 cut, and 3 cut.*

❌ *This is an ILLEGAL 3 cut because it does not cut through exactly 3 sides.*

❌ *This 2 cut extends the 1 cut in the same round, making it an ILLEGAL CUT.*

BUILD

After everyone has finished cutting, everyone places the park sections they have cut out, that have come free of the park sheet, on their own park cards.

You must fit your park sections into the shapes on your face-up park cards, and park sections cannot overlap each other.

If you cannot add a park section to either of your park cards, you must **crumple** it up and keep it.

Park sections can be rotated and oriented in any way.

Some spaces on a park card have certain requirements that must be fulfilled:

Pavilions / Play Areas / Water Elements / Greenery: You must place a park square on this space that matches in color.

Walkway: The spaces connected by this walkway must be covered by the same park section; in other words, they must be on the same connected piece of paper.

Wildlife / Recycling: You must place a park square with a wildlife / recycling icon on this space. (The color of the park square does not matter.)

Blank: You may place any park square on this space.

BUILDING EXAMPLES

✅ An example of a *LEGAL PLACEMENT*

❌ In the example above, the Greenery section cannot be placed on a space with a Water Elements requirement. The 3-square section fits into the blueprint, but cannot be placed because it does not have the required Wildlife.

CHECK

After everyone has placed or crumpled all the park sections they cut out this round, everyone checks if they completed any parks.

A park card is complete when all of its spaces are covered with park sections.

If you complete a park card, draw a new one from your draw pile, placing it face up in front of you. (If your draw pile is empty, skip this step). Then, set aside the completed park card and gain the bonus shown at the bottom.
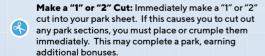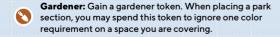

Gain this bonus.

BONUSES

Wildlife / Recycling: Gain a wildlife / recycling token. When placing a park section, you may spend this token to ignore one wildlife or recycling requirement on a space you are covering.

Make a "1" or "2" Cut: Immediately make a "1" or "2" cut into your park sheet. If this causes you to cut out any park sections, you must place or crumple them immediately. This may complete a park, earning additional bonuses.

Gardener: Gain a gardener token. When placing a park section, you may spend this token to ignore one color requirement on a space you are covering.

PASS

The player with the die passes it to their left, and a new round begins.

At the end of a round, if a player has completed their fifth park card, the game ends and that player wins the game!

If multiple players complete their fifth park card on the same round, the tied player with fewer crumpled park sections wins the game. If still tied, the player with the largest single park section on a park card wins the game. If still tied, victory is shared!
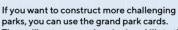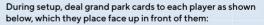

Variants

LONGER GAME

During setup, deal out 7 park cards to each player.

The game ends when a player completes their seventh park card. All the other rules stay the same.

GRAND PARKS

If you want to construct more challenging parks, you can use the grand park cards. They will put your park-snipping skills to the test!

During setup, deal grand park cards to each player as shown below, which they place face up in front of them:

- Deal 1 card to each for a charming challenge
- Deal 2 cards to each for a tricky park-trial
- Deal 3 cards to each for a supreme snip-craze

Then, deal park cards so that each player has a total of 5 park cards and grand park cards (1–3 grand park cards and 2–4 park cards). Park cards are kept as facedown draw piles. Each player draws 1 park card and places it in front of them face up. (At the end of setup, each player will have revealed 1 park and all of their grand parks.)

Play follows the normal rules.

SOLO RULES

How many parks can you finish before time runs out?

SETUP

Set up the game as normal, except that in step 2, you shuffle the deck of 30 park cards and return the top 10 cards to the game box. Then draw 2 park cards and place them face up in front of you. The remaining cards become your draw pile.

Remove 10 cards

PLAY

Your goal is to finish as many park cards as possible before your draw pile runs out. Play follows the normal rules, with the following exception:

At the start of each round, before you roll the die, discard the top card from the draw pile onto a discard pile.

GAME END

The game ends immediately if:

- You must discard a card from the draw pile, but it is empty; or

- You cannot make a cut that is required by a die

When the game ends, tally your score as follows:

> +3 points per completed park card
>
> +1 point per token you have
>
> +1 point per park square in your single largest park section on a card
>
> −1 point per crumpled park section
>
> −1 point per incomplete card

Keep track of your score, share it online, and try to beat your high score next time!

GRAND PARKS SOLO

Take on the grand parks solo and prove you're the master builder!

SETUP

Set up the solo game as normal, but also shuffle the grand parks deck separately and place it face down nearby. Then, choose your difficulty by drawing grand park cards and placing them face up in your play area:

- Draw 1 card for a fun challenge

- Draw 2 cards for a nailbiter

- Draw 3 cards for an exciting stress-fest

For each grand park drawn, remove 1 additional standard park card from the game. You should always have 20 total cards in play at the very start of the game. Return the remaining grand park cards to the game box.

PLAY

Whenever you complete a grand park card, receive the listed bonus, but do not draw a replacement. You should always have 2 standard park cards face up.

GAME END

The game is scored as normal, but you score +5 points per completed grand park (instead of the normal +3).

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Designed and tested in the Spielwerk Hamburg

For additional information or support, please visit us online:
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