



the itty bitty
RULEBOOK

Welcome to the itty bitty card game

A fast paced marketplace card game for 2-4 players. The game is played in a continuous clockwise motion, with the goal of collecting ittybits for their unique traits, and then selling them to collectors in exchange for punk coins.

Setup:

Separate and then shuffle the ITTYBITS deck and the COLLECTORS deck of cards. Deal 3 ittybits to each player. Deal 2 collector cards to each player, selecting 1 and discarding the other. This is your starting hand. Place the remaining card decks face down on the table to form a supply. Flip 4 ittybits face up next to the supply to form the marketplace. Set the pile of punk coins within reach of everyone or designate someone to run the bank.

supply ——— marketplace ——— discard



Gameplay:

Pick a player to go first (maybe someone who is wearing a punk trait). On your turn you must choose between 3 actions. You can only take 1 action per turn. You cannot skip your turn. If the supply decks of ittybits or collectors runs out before end of game, shuffle the discard pile and restock the deck. There are no hand size limits.

- 👉 Take 1 punk from the available marketplace, or from the top of the deck
- 👉 Take 2 collector cards from the top of the deck, choose 1 to keep and add it to your hand. Discard the other card.
- 👉 Complete a collector card. paying the required ittybits, and taking the corresponding punk coins.

Collector Cards:

Each collector card has between 1-4 trait grails that a specific collector is looking to find. Your goal is to help fill that order. On each card there will be an image of the trait(s) they are looking for, a quantity of those traits needed to successfully complete the reward, and a punk coin reward. At the end of the game, unfinished collector cards cost 1 coin each, paid back to the bank.



Ittybit Cards:

Each ittybit card features a unique punk, each with their own unique set of traits. The top of the card shows the punk and their unique number. The bottom of each card shows all the traits applicable to that punk that collectors are looking for.



How to complete A Collector Card:

On your turn, when using the action 'complete a collector card', select the collector card from your hand you want to complete. Then select the corresponding ittybits from your hand that can complete 1 or more of the trait grail requirements. Take the quantity of punk coins from the bank that the collector is willing to pay. Discard your all the ittybits used. Flip the collector card face down in front of you. You may only complete one collector card per turn, but you may complete as many trait grails as a collector is looking for.



End of Game:

The game ends when the first player completes 10 collector cards. Each other player, except the one who signaled the end of the game, gets one more turn to complete any collector cards. Every player must then pay 1 punk coin back to the bank for every uncompleted collector.

Scoring:

The player with the highest total punk coins wins. If there is a tie, the player with the most ittybits still in hand wins.



Visit AaAaStudios.com
for more information about our games

Learn more about the ittybits project
at ittybits.xyz

"ittybits...the mutants to punks"
-COZOMO

the itty bitty team
chris + stephen + riley

Welcome to the itty bitty card game

A fast paced marketplace card game for 2-4 players. The game is played in a continuous clockwise motion, with the goal of collecting ittybits for their unique traits, and then selling them to collectors in exchange for punk coins.

Setup:

Separate and then shuffle the ITTYBITS deck and the COLLECTORS deck of cards. Deal 3 ittybits to each player. Deal 2 collector cards to each player, selecting 1 and discarding the other. This is your starting hand. Place the remaining card decks face down on the table to form a supply. Flip 4 ittybits face up next to the supply to form the marketplace. Set the pile of punk coins within reach of everyone or designate someone to run the bank.

supply — marketplace — discard



Gameplay:

Pick a player to go first (maybe someone who is wearing a punk trait). On your turn you must choose between 3 actions. You can only take 1 action per turn. You cannot skip your turn. If the supply decks of ittybits or collectors runs out before end of game, shuffle the discard pile and restock the deck. There are no hand size limits.

- 👉 Take 1 punk from the available marketplace, or from the top of the deck
- 👉 Take 2 collector cards from the top of the deck, choose 1 to keep and add it to your hand. Discard the other card.
- 👉 Complete a collector card. paying the required ittybits, and taking the corresponding punk coins.

Collector Cards:

Each collector card has between 1-4 trait grails that a specific collector is looking to find. Your goal is to help fill that order. On each card there will be an image of the trait(s) they are looking for, a quantity of those traits needed to successfully complete the reward, and a punk coin reward. At the end of the game, unfinished collector cards cost 1 coin each, paid back to the bank.



Ittybit Cards:

Each ittybit card features a unique punk, each with their own unique set of traits. The top of the card shows the punk and their unique number. The bottom of each card shows all the traits applicable to that punk that collectors are looking for.



How to complete A Collector Card:

On your turn, when using the action 'complete a collector card', select the collector card from your hand you want to complete. Then select the corresponding ittybits from your hand that can complete 1 or more of the trait grail requirements. Take the quantity of punk coins from the bank that the collector is willing to pay. Discard your all the ittybits used. Flip the collector card face down in front of you. You may only complete one collector card per turn, but you may complete as many trait grails as a collector is looking for.

