



QUILTS AND CATS OF CALICO

GENRE:

Puzzle, Strategy

GAME MODES:

Singleplayer, Multiplayer

PLATFORMS:

PC, Nintendo Switch

DEVELOPER:

Monster Couch

RELEASE DATE:

TBA

ABOUT THE GAME

Quilts & Cats of Calico is a cozy board game in which the player's main task is to make a quilt from patterned fabric scraps. **By smartly combining the colors and patterns of the scraps**, the player can not only score points for the completed design but also sew on buttons and attract adorable cats, who have their own preferences for bedding patterns.

Stepping beyond adaptation

In **Quilts & Cats of Calico**, based on the board game **Calico**, you will be immersed in a warm, cozy world full of cuddly cats. Here the quilt bends under the weight of their paws and loud purring can be heard. It's a world full of patterns and designs awaiting the master quilt maker.

We also have a few surprises for the **Calico** fans like variations of the rules and mechanics in the campaign play. In addition to the well-known gameplay scenarios, new ones await to be discovered.

Quilt solo, with friends, or with strangers

Whether you want to quilt solo or prefer to compete with other players, **Quilts & Cats of Calico** will provide you with the corresponding gameplay mode. You will have cross-platform multiplayer at your disposal, during which you can invite friends or play ranked matches against random players. Online gameplay will include weekly challenges and player rankings. The more peaceful solo mode allows you to face AI of varying difficulty levels and is the perfect tool to hone your skills in a relaxed atmosphere.

Sew your adventures in the city of cat worshippers

In the game, you can also enjoy the story mode campaign. An extraordinary world inspired by the works of Studio Ghibli awaits you. Here cats have great power and influence over people's lives. Take on the role of an itinerant quilter who decides to succeed in a city of cat-worshippers. Climb to the top of the city hierarchy and face the opponent who wants to dominate the world of humans and cats. Create quilts, perfect your craft, and help those you meet on your journey. Don't worry, you won't be alone - along the way, you'll meet friends and, most importantly, cats whose help can prove invaluable...

Spend quality time with your cats

In **Quilts & Cats of Calico**, cats are active during your games. Sometimes minding their own business, and other times coming to you and your quilt. They will lazily observe the board, romp and run around, and sometimes fall into a blissful nap. They are cats, you never know. You can interact with them during the game, pet them, and shoo them away when they get in the way.

Extended customization options

The game is full of cats, but there could always be more! In **Quilts & Cats of Calico**, you can create your own, making your game even more wholesome! You can give it a name, choose the color of its fur, and put on different outfits. If you wish, it will appear on the board during your gameplay. It will also be possible to choose a different player's portrait and background for the game. Pick what you like best!

Beautiful, relaxing music

We asked Pawel Górnjak, the composer responsible for the soundtrack to the digital version of **Wingspan**, to create the music for **Quilts & Cats of Calico**. Thanks to it, you will not only be able to deeply feel the atmosphere of the game but let yourself be carried away by blissful relaxation.



HOW TO PLAY

Quilts and Cats of Calico is a puzzly game about creating a quilt with hexagonal tiles - fabric scraps. Your task is to sew the quilt in such a way that it attracts the attention of as many cats as possible. Each block that makes the quilt has a specific pattern and color. Every cat has its favorite patterns. Cats will come to you and you'll be granted with their patches when you create a group of tiles they like. In addition to patterns, hexagons are available in 6 colors. When you arrange 3 or more tiles groups of the same color, you will receive a button of a given color. When you get buttons of all colors, you will get a bonus rainbow button.

During the game, you can play with the cats - pet them, scratch them, and chase them with the raised tile. The last way to score points in the game is by realizing Design Goal Tiles. You can complete them in terms of colors, patterns or both colors and patterns at the same time. If you choose only one criterion you'll get less points for the goal. If both of them - you'll gain the most points.

IMPORTANT TIPS

- While realizing Design Goal Tiles, fabric tiles around the Design Goal do not have to be adjacent to each other to meet goal requirements. They all only have to touch Design Goal Tile.
- If you wish to attract another cat of the same type, you must create a new separate pattern area that does not touch a previously scored one. However, if you create a different pattern for the same cat, this limitation does not apply.
- Some cats requires to arrange their favorite pattern in certain shape. The shape can be rotated on the board.
- As with attracting cats, to gain a second button of the same color, you need to form a separate group of tiles.





STRATEGY

Generally, Quilts & Cats of Calico is a game of diminishing opportunities. It's a push-your-luck game in that you want to make the moves that keep your options as open as possible for all possible scoring opportunities. The first thing that we typically do when starting a game is to study the cats being used, their pattern requirements, sizes and/or shapes, and the outside edges of the board and how they might facilitate better scoring of cats.

For instance, for the cat that wants 4 of one type of tile in a line, you should identify where on the board this is possible, and then compute how that might work with the design goals in those locations. In some ways this is a complex algorithm that you do in your head to try to map out where you might want to play certain patterns, even before you start to play the game.

You would typically then build an initial strategy based on the tiles that you have been given at random at the start of the game, and which ones are available to select on your first turn. Generally, you would go after a large pattern or color set if you can get multiples of the same pattern or color. You also might make choices based on what other players appear to be collecting.

In general, it is best to try to maximize your button scoring by always trying to play colors in groups of three. When we play, we generally try to map out which PATTERNS we will play where, and then hope that we can make colors work as well as possible. So, the focus is usually on patterns because cats are worth more points than buttons and it is important to try to get as many high scoring cats as you can while also completing all three goal tiles.

Double-scoring a goal tile is not usually worth it if it means sacrificing something else, so sometimes it is best to try to only single-score each goal tile while gaining better cat and button scoring.

As the game progresses, you will have to make choices that cut off certain goals in favor of keeping other goals alive. It's always best to leave yourself with the most flexibility possible. Ideally, you would keep a lot of your spaces that are not connected to a design goal tile for the end of the game. It may be tempting, however, to use them early because of the board edge giving you direction. We typically do maximize button, cat, and design goal scoring over leaving those spaces empty, however, so if the opportunity to place tiles there comes along, it still makes sense to take it.





ABOUT THE DEVELOPER

Monster Couch is a studio with ambitions to create the best digital adaptations of board games in the world. We focus on making digital board games to deliver special features and high quality, which makes them relaxing and engaging on many levels.

We want to bring together not only physical board game fans but also players who are involved in virtual games. We wish to connect these two worlds and create games that keep friends and strangers together and help them create communities wherever they are.

Since the studio was founded in 2016, we have also been involved in porting games from talented developers to other platforms. We believe that small but ambitious projects are worth supporting and making them available to the widest possible audience.

