

Coupon Clipper

by Chris Lawrence

A 15-minute print-and-play game for 2-5 players

The holidays are coming, and it's time to save dat money! Through canny coupon clipping, convert clever cuts into cash! The player who saved the most bucks by the end of the game is the winner.

Setup: Each player takes:

- 1 coupon sheet at random (print 1 page per player – the first 2 pages for a 2-player game, the first 3 for a 3-player game, etc. For a 5-player game, print the last sheet twice.)
- 1 pair of scissors
- 1 pen
- 3 tokens of any kind

Then, each player cuts along the thick line of dots on the bottom of their sheet and keeps the lower strip. This is your reference strip, explaining how the different coupons in the game save you money.

Gameplay: Each turn, every player must make 2 cuts, following these rules:

- A cut must start at either the edge of the coupon sheet or at any point that has been cut.
- You may only cut along dotted lines
- A cut may stop at any intersection but is not required to. You may continue cutting until you hit either the edge of the sheet or when you intersect with another cut.
- You must keep each coupon that has been completely cut out and is no longer connected to any other coupon.

In the example on the right, the thick red lines are already cut. You could start at 1 and continue cutting all the way up, going past the cut line. However, if you started at 2, you would have to stop at the cut line.

After your 2 cuts, you may spend any number of tokens to make one additional cut per token spent, following the rules above.

Players should not look at what other players are cutting/collecting on their turn. Once you're done, place all your collected coupons face-up in front of you, and pass everything else (including your scissors) to the player to your left.

As the game continues, the sheet will often be separated into 2 or more pieces: **all** unseparated coupons are passed to the next player. Some sheets will be finished before others; continue passing just the scissors (with no attached coupons) until there are no more unseparated coupons to pass.

End of game:

The game ends once every coupon has been cut and collected. Record your savings on your reference strip and add them up; the player with the highest total wins! In the case of a tie, all tied players win.



SCORING:

Doublers: Some spaces double or triple a coupon. Treat it as though you have 2 or 3 full copies of that coupon, including all icons and money saved.

Chips and Dip: Each chips coupon saves the money shown. For each dip coupon, save \$1 for each chip coupon you have collected.

Fireworks: Each firework coupon saves the money shown. At the end of the game, whoever collected the most firework icons (**not** coupons) saves \$3 for each player in the game.

Whoever collected the second-most fireworks icons saves \$1 for each player in the game.

In the case of a tie for most, each player who collected the most fireworks icons saves \$3 for each player in the game. Do not score 2nd place. In the case of a tie for second-most, each player who tied saves \$1 for each player in the game.

	Most fireworks icons	Second-most fireworks icons
2 players	\$6	\$2
3 players	\$9	\$3
4 players	\$12	\$4
5 players	\$15	\$5

Grill: Each grill saves you \$5. At the moment you collect it, you must either discard it (no longer scoring anything for it) or another non-negative coupon you've collected, on this or a previous turn.

Hotdogs and Buns: At the end of the game, count up your hotdogs and buns. For each hotdog and bun, save \$3. Then, subtract \$1 for the difference between your hotdog and bun total.

e.g. If you had 5 hotdogs and 3 buns, you would save \$9 for the 3 sets of hotdogs + buns, then subtract \$2 for having 2 more hotdogs than buns, for a total of \$7. You would save the same if you'd had 3 hotdogs and 5 buns. 5 hotdogs and no buns, you would subtract \$5 from your total savings.

Watermelon: Each watermelon coupon saves the money shown. For every 5 watermelon coupons you have, save an additional \$10.

Burgers (roll, lettuce, cheese, patty): Burgers save money in sets of different components. For each set of 1, save \$1. For each set of 2, save \$5. For each set of 3, save \$9, and for each set of 4, save \$14. Each burger coupon may only be counted towards a single set.

For example, if you ended the game with 3 rolls, 2 patties, 1 piece of lettuce, and 2 slices of cheese, you would arrange them into sets of different cookies as follows:

Roll, patty, lettuce, cheese –\$ 14

Roll, patty, cheese –\$ 9

Roll – \$1

Your total savings from burgers would be \$24. If you'd collected 1 more patty or slice of cheese, it would've been part of the last set and increased its savings to \$4, for a new total of \$27.

Coleslaw: Each coleslaw coupon collected loses you \$2. Coleslaw is gross.