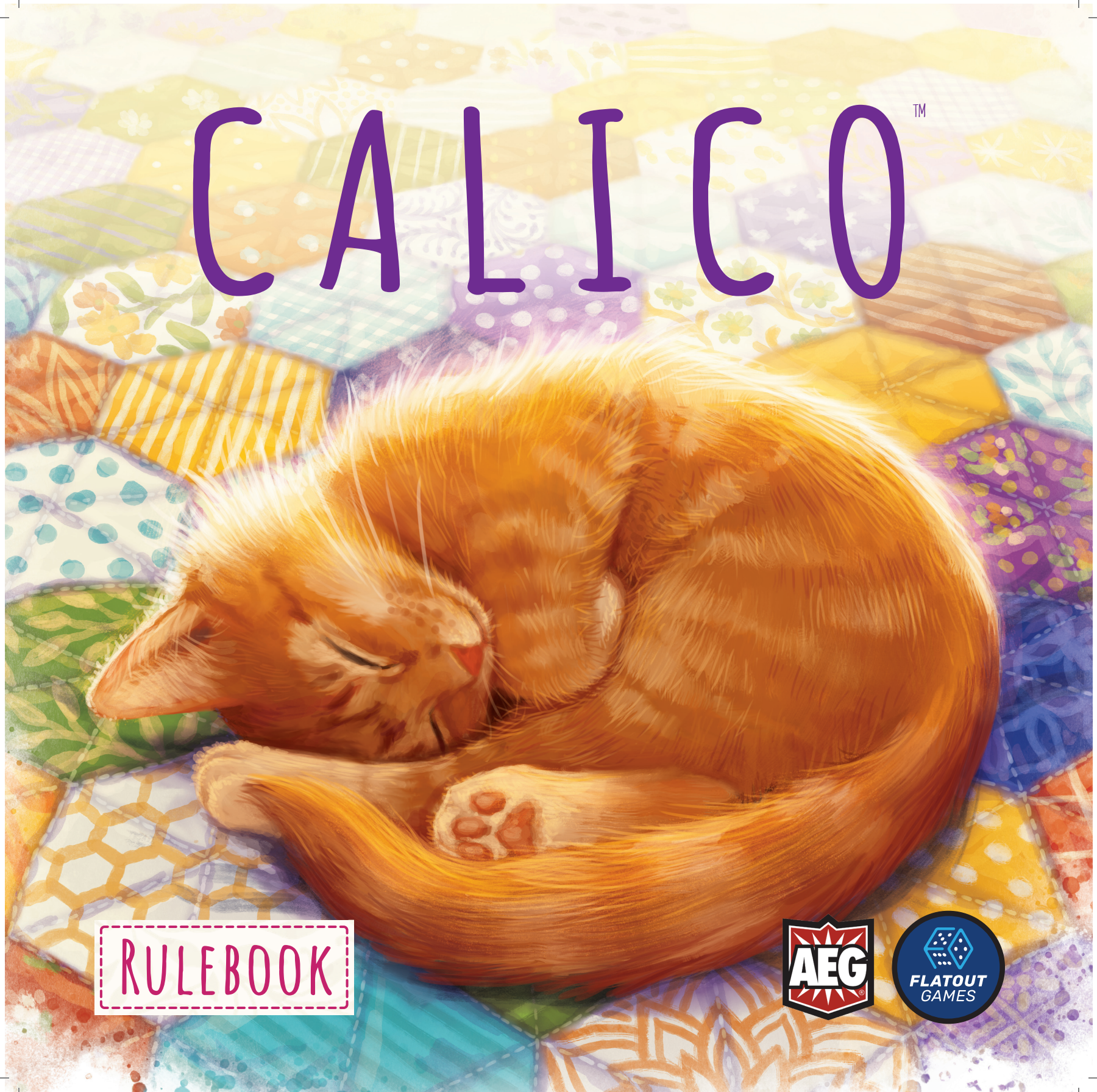
CALICO™



RULEBOOK

AEG

FLATOUT GAMES

CALICO™

A competitive quilt-making, cat-collecting, tile-laying game
by Kevin Russ, for 1-4 players, ages 14+

In *Calico™*, players compete to sew the coziest quilt as they draft and place patch tiles of different colors and patterns onto their quilt board. Each board will include 3 design goal tiles that will earn points if their requirements are met. Players are also trying to create pattern groups to attract the cuddliest cats and groups of colors on which to sew buttons. The player who gains the most points from their design goal tiles, cats, and buttons wins!

COMPONENTS

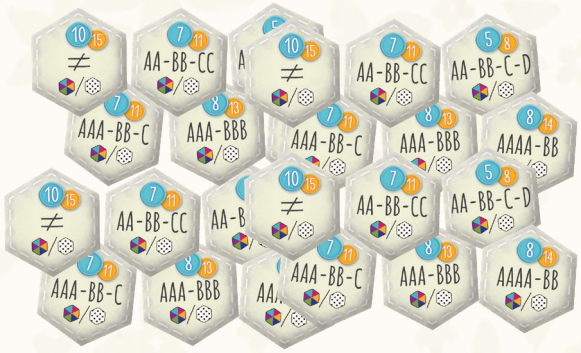
Your game of Calico™ should include the following. If it doesn't, please email customerservice@alderac.com



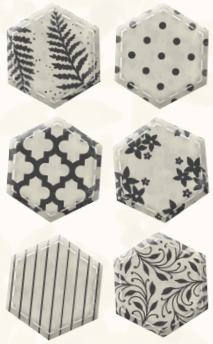
4 Dual-layer Quilt Boards



108 Patch Tiles
(6 sets of 18)



24 Design Goal Tiles
(4 sets of 6 in 4 player colors shown on tile back)



6 Black + White Patch Tiles



5 Double-sided Cat Scoring Tiles



80 Cat Tokens



1 Cloth Tile Bag



1 Score Pad



52 Button Tokens
(8 of each color + 4 rainbow)



1 Button Scoring Tile



1 Master Quilter Tile

BEGINNER SETUP

We recommend using the beginner setup until you are familiar with the game, before moving to the standard setup.

A Place the *Millie*, *Tibbit*, and *Coconut* **Cat Scoring Tiles** and their matching **Cat Tokens** in the center of the table. Return the other **Cat Scoring Tiles** and **Cat Tokens** to the box. They will not be used in the beginner game.

B Randomly assign 2 of the **Black + White Patch Tiles** to each **Cat Scoring Tile**.

C Shuffle all **Patch Tiles** and place them into facedown stacks within easy reach of all players OR put them in the **Bag**.

D Place the **Button Scoring Tile** and **Button Tokens** in the center of the table.

E Give each player a **Quilt Board** and their matching set of 6 **Design Goal Tiles** in their player color (your player color is the stitching color on your **Quilt Board**). The **Design Goal Tiles** will have a player color on the back of each tile.

F Have each player place the ≠, AA-BB-CC, and AAA-BBB **Design Goal Tiles** on their **Quilt Board** following the example below. Return all other **Design Goal Tiles** to the box. They will not be used this game.

G Each player draws 2 **Patch Tiles** from the facedown stacks (or **Bag**, if using) into their hand.

H Reveal 3 **Patch Tiles** to form the tile market in the center of the table.

You are now ready to begin. The person who most recently pet a cat will be the first player.



STANDARD SETUP

A Separate the **Cat Scoring Tiles** into groups by the number of dots in the corner (•, ••, •••)



Randomly select 1 **Cat Scoring Tile** from each group and randomly select which side will be used. Place them in the center of the table (alternatively, you may simply *choose* which three cats to use in the game). Find the **Cat Tokens** that match the chosen **Cat Scoring Tiles** and place them near the scoring tiles. Return the other **Cat Scoring Tiles** and **Cat Tokens** to the box. They will not be used this game.

B Randomly assign 2 of the **Black + White Patch Tiles** to each **Cat Scoring Tile**.

C Shuffle all **Patch Tiles** and place them into facedown stacks within easy reach of all players OR put them in the **Bag**.

D Place the **Button Scoring Tile** and **Button Tokens** in the center of the table.

E Give each player a **Quilt Board** and their matching set of 6 **Design Goal Tiles** in their player color (your player color is the stitching color on your **Quilt Board**). The **Design Goal Tiles** will have a player color on the back of each tile.

F Each player shuffles their 6 **Design Goal Tiles** face down and reveals 4. From the 4 revealed tiles each player chooses 3 to use in the game by placing 1 onto each of the design goal tile areas on their **Quilt Board**. Return the unused **Design Goal Tiles** to the box. They will not be used this game.

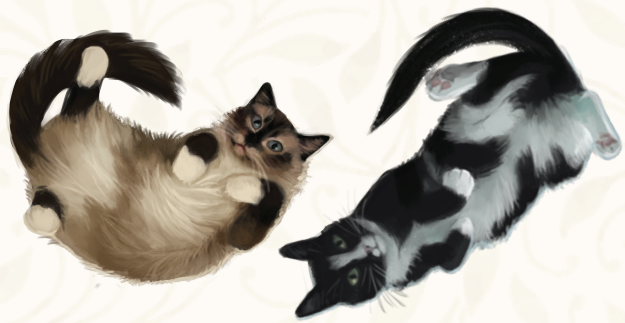
G Each player draws 2 **Patch Tiles** from the facedown stacks (or **Bag**, if using) into their hand.

H Reveal 3 **Patch Tiles** to form the tile market in the center of the table.

You are now ready to begin. The person who most recently pet a cat will be the first player.

GAMEPLAY OVERVIEW

Beginning with the first player and going clockwise around the table, players will take turns until each player's **Quilt Board** is completely filled with **Patch Tiles** (22 turns). The players will then count points for **Design Goal Tiles**, **Cat Tokens**, and **Button Tokens**. The most points wins!



PLAYER TURN

On your turn you must perform steps 1 + 2 in order.

1. Choosing from the two **Patch Tiles** in your hand, place one onto your **Quilt Board** into **any** open space. Then, check your **Quilt Board** to see if you have gained a **Cat Token** and/or **Button Token**. If so, take the appropriate token(s) and place onto one of the tiles that scored it *(see Cat Scoring Tiles + Cat Tokens and Button Scoring Tile + Button Tokens on page 7 for more information).*

2. Choose one of the three faceup **Patch Tiles** from the tile market and take it into your hand *(you may not draw from a facedown stack or Bag into your hand)*. Refill the market with a **Patch Tile** from a facedown stack (or **Bag**, if using).

DESIGN GOAL TILES

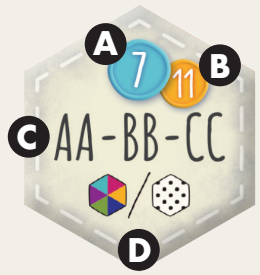
Each **Design Goal Tile** is a long-term goal that *may* score points at the end of the game based on the six **Patch Tiles** that surround it. To score points, each **Design Goal Tile** must be completed using either the colors **OR** the patterns of the six surrounding **Patch Tiles**. You can complete a **Design Goal Tile** twice (once with colors, once with patterns) and receive only the higher point value on the tile. There is no penalty for not completing a **Design Goal Tile** other than not receiving any points. Full explanation of each **Design Goal Tile** can be found on page 9.

A Total points earned for this **Design Goal Tile** if requirement is completed using color OR pattern by the end of the game

B Total points earned for this **Design Goal Tile** if requirement is completed twice (once with color, once with pattern) by the end of the game

C **Design Goal Tile** requirement *(Ex. 3 different pairs–see page 9 for full explanations of each tile)*

D Icon showing you can complete this design goal using color OR pattern



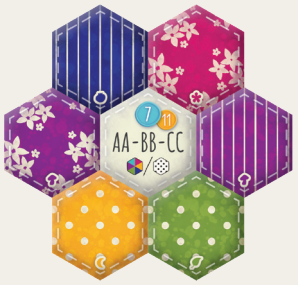
The examples below are how a **Design Goal Tile** may and may not be completed. With this particular goal you need three different pairs of colors **OR** three different pairs of patterns to complete the tile.

✓Completed with colors



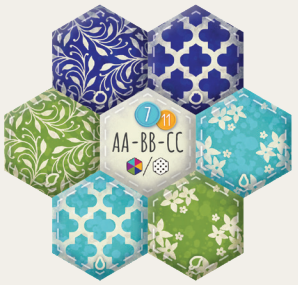
This Design Goal Tile will score 7 points. It was completed using three different pairs of colors (magenta, light blue, yellow).
Note: the pairs do not need to be adjacent to each other to complete the Design Goal Tile.

✓Completed with patterns



This Design Goal Tile will score 7 points. It was completed using three different pairs of patterns (stripes, flowers, dots).
Note: the pairs do not need to be adjacent to each other to complete the Design Goal Tile.

✓✓Completed with colors + patterns



This Design Goal Tile will score 11 points. It was completed twice: once using three different pairs of colors (dark blue, green, light blue) and a second time using three different pairs of patterns (vines, flowers, quatrefoil).

✗Incomplete

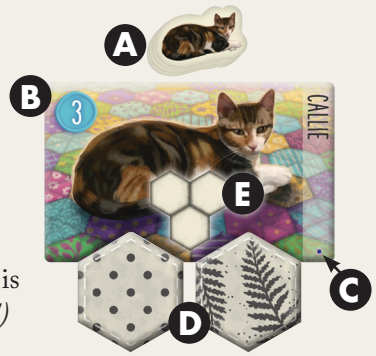


This Design Goal Tile will score 0 points. There are not three different pairs of colors, nor are there three different pairs of patterns.
Note: while there are three different pairs (purple, magenta, stripes), they are not exclusively in colors or patterns.

CAT SCORING TILES + CAT TOKENS

The patterns on your **Patch Tiles** can attract cats to your quilt. In each game, each cat will have two preferred patterns *(see page 5, setup B)*. Each cat has a preferred tile group size or specific group shape they want these patterns to be in. To attract a cat you must make a group in their preferred tile group size or shape using **one** of their two preferred patterns. You may use the partial and whole edge tiles printed on your player board as part of the tile group. When the cat is attracted, take the corresponding **Cat Token** and place it onto your quilt onto a **Patch Tile** in the group that was just formed *(see page 9 for full explanations of each **Cat Scoring Tile**)*.

- **A** **Cat Tokens** that match the **Cat Scoring Tile**
- **B** Points this cat is worth
- **C** Dot(s) used for Advanced Setup only
- **D** The two patterns this cat likes in this game
- **E** The group size or shape *(shape in this case)* that is required to attract this cat *(shape may be rotated)*



Note: if you run out of cat tokens, simply use the tokens of the cat on the back side of that cat scoring tile as they are worth the same number of points.

The examples below are how you may and may not attract Callie the cat, with these patterns...



✓**Correct shape**
✓**Preferred pattern**
✓**Single Pattern**

✗**Correct shape**
✓**Preferred pattern**
✓**Single Pattern**

✓**Correct shape**
✗**Preferred pattern**
✓**Single Pattern**

✓**Correct shape**
✓**Preferred pattern**
✗**Single Pattern**

✓**Correct shape**
✓**Preferred pattern**
✓**Single Pattern**

Note: each pattern area can attract one cat. 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.

BUTTON SCORING TILE + BUTTON TOKENS

The colors on your **Patch Tiles** can earn you buttons to sew onto your quilt. To sew a button onto your quilt you must make a group of three **Patch Tiles** or more, of the same color. The group may be in any shape. Each button is worth 3 points. You may use the partial and whole edge tiles printed on your board as part of each group. When a group is formed, take a matching **Button Token** and place it onto your quilt onto a **Patch Tile** in the group that was just formed. If you expand your color group to a size of 6 or more tiles, you do not gain another button. To gain a second button of the same color, another group needs to be formed separately. If you sew at least one button of each color onto your quilt, you may take a rainbow button and sew it onto any **Patch Tile** on your quilt. The rainbow button is also worth 3 points.



GAME END + FINAL SCORING

The game ends after each player has completely filled their **Quilt Board** with **Patch Tiles**. Use the **Score Pad** to record points for each player's **Design Goal Tiles**, **Cat Tokens**, and **Button Tokens**. The player with the most points is the winner! In case of a tie, the player with the most cat tokens is the winner. If still tied, the player with the most button tokens is the winner. If still tied, the victory is shared! Give the winner the "Master Quilter" badge and take their photo! Share it on social media with #CalicoGame !

Scoring Example

Design Goal Tiles
(≠) Completed with colors **10VP**
(AA-BB-CC) Completed using colors and patterns **11VP**
(AAA-BBB) Completed with patterns **8VP**

Cat Tokens
2 Millies **6VP**
2 Tibbits **10VP**
1 Coconut **7VP**

Button Tokens
1 of each color + rainbow button **21VP**

	Ari
	29
	23
	21
Σ	73





End game scoring for Ari's quilt

VARIANTS

Family Variant

The family variant is for players who want a more casual game. Follow the standard setup, but before you play, flip your 3 **Design Goal Tiles** face down. They will not be scored, but will provide obstacles on your **Quilt Board**. In the family variant you will be focusing on attracting cats to your quilt and collecting buttons. If playing with 2 players you may also apply the 2-player lower variance variant (below).

2-Player Lower Variance Variant

This variant is for players who want less randomness in their game. Before following the beginner or standard setup, find and remove one set of 36 **Patch Tiles**. A set is each color-pattern combination represented one time. Continue play as normal.

SOLO MODE

When setting up for the solo mode you may use the beginner or standard setup *(pages 4-5)*. Follow a player turn as usual, but after you choose your tile from the market, discard the tile furthest from the tile supply stack (or **Bag**, if using). Slide the single tile still in the market away from the supply stack/**Bag** (conveyor belt style). Refill the market one tile at a time placing each tile one spot closer to the supply stack/**Bag**. You may also apply the 2-player lower variance variant. Try out the **Scenarios** when playing the Solo Mode *(pages 12-13)*.

SCORING TILES



Millie
A group of 3 or more of the same pattern.



Tibbit
A group of 4 or more of the same pattern.



Coconut
A group of 5 or more of the same pattern.

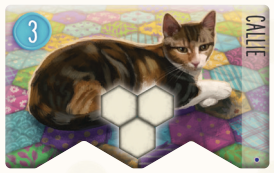


Cira
A group of 6 or more of the same pattern.



Gwenivere
A group of 7 or more of the same pattern.

Groups of the same pattern that touch each other will <u>not</u> attract another cat



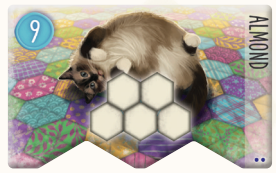
Callie
A group of the same pattern in this shape *(shape may be rotated).*



Rumi
A group of the same pattern in this shape *(shape may be rotated).*



Tecolote
A group of the same pattern in this shape *(shape may be rotated).*



Almond
A group of the same pattern in this shape *(shape may be rotated).*



Leo
A group of the same pattern in this shape *(shape may be rotated).*

Shapes of the same pattern that touch each other will <u>not</u> attract another cat

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If you complete a **Design Goal Tile** using color <u>or</u> pattern, you gain the points in the blue circle (center). If you complete it using color <u>and</u> pattern you gain <u>only</u> the points in the yellow circle.



All different colors
OR
All different patterns



A 4-of-a-color and a pair of colors
OR
A 4-of-a-pattern and a pair of patterns



Two different 3-of-a-color
OR
Two different 3-of-a-pattern



A 3-of-a-color, a pair of colors, and a single color
OR
A 3-of-a-pattern, a pair of patterns, and a single pattern



Three different pairs of colors
OR
Three different pairs of patterns



Two different pairs of colors and two different single colors
OR
Two different pairs of patterns and two different single patterns

CALICO ACHIEVEMENTS

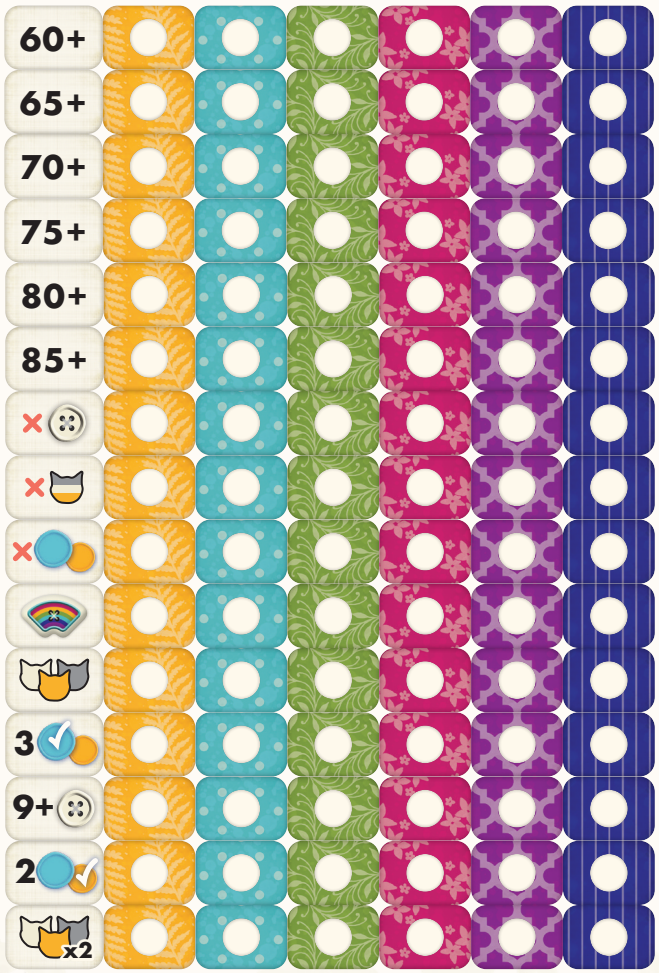
Work your way up the Achievements chart to become a Calico quilt master! Calico Achievement points can be earned and tracked as you play Calico. Below is the Achievements progress chart where up to 6 players can keep track of their overall Achievements. You may begin gaining Achievement points at any time. To do so, write your name above any of the color rows below. Each time you play, you may choose one of the three Achievement modes: **Scenarios** *(page 12-13)*, **Normal Game** *(page 11)*, or **Rule Restrictions** *(page 11)*. From now on, whenever you gain an Achievement point ( ) from any of the Achievement modes, fill in the circle of your color and then come back to this page and fill in the next shape on your row from left to right.

Budding Quilter	Weekend Warrior	Impressive Skills	Semi-pro	Craft Honed	Calico Quilt MASTER!



ACHIEVEMENTS (Normal Game)

Set up and play a multi-player game of Calico using the normal rules. The winner of the game will fill in a maximum of one circle in their column color if a matching Achievement was earned, and then fill in the next shape on their Achievement progress track *(page 10). Example: in a 3-player game you won with a score of 67 points and you got a Rainbow Button. You've already earned Achievement points and have your name on the Achievements progress chart (page 10) on the green row. You may fill in a circle below in the green column on either the 65+ points row or the rainbow button row. You then mark your overall progress by filling in the next shape on the green row on the Achievements progress chart (page 10).*



ACHIEVEMENTS (Rule Restrictions)

Set up and play a multi-player game of Calico following the normal rules, but apply one of these five rule restrictions. The winner of the game will fill in the circle of their color under the rule restriction that was used and then fill in the next shape on their Achievement progress track *(page 10)*.

Patch Tiles may only be placed next to previously placed Patch Tiles



Design Goal Tiles are worth 0 points unless they are completed with color *and* pattern



Play without a hand of tiles. You may only use tiles from the market

Each player starts the game with no Patch Tiles. Instead, on your turn, choose 1 tile from the market and place it onto your Quilt Board following the normal rules.



All Patch Tiles must be placed adjacent to a tile of the same color (may use borders)



All Patch Tiles must be placed adjacent to a tile of the same pattern (may use borders)



*Achievements **Normal Game** key*

- Collect no buttons
- Collect no cats
- Complete no design goals
- Collect 2 of each cat

ACHIEVEMENTS (Scenarios)

Scenarios can be played in solo or multi-player mode. Each of the 10 Scenarios will show you which **Design Goal Tiles** and **Cat Scoring Tiles** to play with and 2-6 objectives that must be completed to pass the Scenario. When playing solo, start with Scenario 1 and work your way up to Scenario 10. You may only fill in the Achievement point circle when you pass each Scenario. When playing multi-player, all players who successfully pass the Scenario may fill in their circle. Whenever you fill in a circle, you also fill in the next shape on your Achievement progress track *(page 10)*. During setup when placing **Design Goal Tiles** onto your player board you may choose where to place them from the three designated spots.

*Achievements **Scenarios** key*

- **A** Scenario Level
- **B** **Design Goal Tiles** to be used
- **C** **Cat Scoring Tiles** to be used
- **D** Objective: End game points must be ≥
- **E** Objective: Gain a Rainbow Button
- **F** Objective: Gain one of each cat
- **G** Objective: Gain three of the same button
- **H** Objective: Complete a **Design Goal Tile** *(not necessarily the one directly below it)*
- **I** Objective: Complete a **Design Goal Tile** using colors and patterns *(not necessarily the one directly below it)*
- **J** Where you fill in a circle and gain an Achievement point when you complete the Scenario








60+
10 15 ≠
7 11 AA-BB-CC
5 8 AA-BB-C-D
3
3+
MILLIE
RUMI
COCONUT

3.


3=
61+
10 15 ≠
7 11 AAA-BB-C
5 8 AA-BB-C-D
3
3+
MILLIE
TIBBIT
TECOLOTE

4.


3=
62+
10 15 ≠
8 14 AAAA-BB
5 8 AA-BB-C-D
3
CALLIE
COCONUT
CIRA

5.


63+
8 14 AAAA-BB
8 13 AAA-BBB
7 11 AA-BB-CC
5
4+
TIBBIT
TECOLOTE
ALMOND

6.


5
64+
8 14 AAAA-BB
8 13 AAA-BBB
7 11 AAA-BB-C
5
RUMI
COCONUT
GWEN

7.


66+
8 14 AAAA-BB
7 11 AAA-BB-C
7 11 AA-BB-CC
3
3+
MILLIE
ALMOND
LEO

8.


68+
8 14 AAAA-BB
7 11 AA-BB-CC
5 8 AA-BB-C-D
3
CALLIE
CIRA
LEO

9.


72+
8 13 AAA-BBB
7 11 AAA-BB-C
5 8 AA-BB-C-D
5
4+
TIBBIT
TECOLOTE
GWEN

10.

MEET THE CATS

MILLE



Millie is a gentle soul who lives with her family, Joseph, Larissa, and Sammers. She is a long-haired calico cat with a kink in her tail. When she was first adopted, it was uncertain if she even had any claws because she never used them. She has always been a quiet and loving cat - eager to snuggle nearby and greet you in the morning. Every few weeks she loves picking out a new spot to sleep. Some of her favorite resting positions include sitting with her face as close as possible to objects like walls or furniture.

TIBBIT



Tibbit is a little tidbit. She loves chasing rainbows from crystals hanging in the sunlight and staring threateningly at fishies. She loves scratches and is yours with a creaky purr as long as you pet her (in any location or direction). The only wrong way to pet her is to stop, which promptly earns a scolding meow somewhere between a ribbit and a quack. Tibbit loves to get quite "involved" in board games.

COCONUT



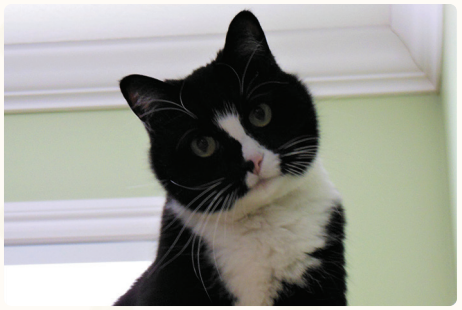
Coconut was abandoned at a young age and spent some time as a street cat in Southern New Jersey. When Chris met him at his brother's house, he knew he had to give Coconut the home he deserved. Coconut (who was named by Chris's niece, Birdy) is the most friendly cat ever. He tolerates other cats (including his brothers Frito, Kline, and Gaius and his tiny sister, Lola), and has a distinctive nose scar to prove his prowess in cat battle. He loves belly nuzzles, chin scratches, and nose boops, as well as long naps on various surfaces, and is a catnip fiend. Coconut is the very best cat in the world and is honored to be part of Calico.

CIRA



Cira joined her family in Norway after her breeder was unable to keep her. She was a timid, but social and playful cat. Some of her favourite toys were string and socks. Cira was a real traveller, accompanying the family on boat trips in northern Europe every summer. Her favorite stolen snacks were shrimp and chicken nuggets. Her family loved her very much and she was a great healing and comforting presence to them including snuggling up under the duvet in the morning before they woke up. One of her family members, Alse considers Cira to be one of the best friends he's ever had.

GWENIVERE



Gwenivere has been the constant companion of her family since her adoption. Her slightly askew tuxedo print, small size, and forward-curled tail accentuate her uniqueness. She is a gentle and talkative character, with a wide vocabulary of chirps and purrs. Gwen often carries her favourite toys (a stuffed gerbil and an octopus on a string) in her mouth throughout the house crying for someone to play with her. She waits for hugs every day and is often found sleeping on her back in the sun with her paws held close to her chest. It's not unusual to feel a tapping paw only to look down and see Gwen asking for attention.

CALLIE



Callie was born in 2019 on the same front porch as her feral cat momma, Jewel. Callie has four tabby brothers. While the plan was for the whole litter to be adopted, her human foster family could not part with them. Callie is the smallest of the bunch. She is little, but she is mighty and holds her own with her brothers! She is particularly close to her mom - they are frequently cuddled up together. Her funniest quirk is how much she loves to play in the sink. She purrs and squirms and flips around - being absolutely adorable. Callie's greatest dream in life, after being a ship's cat on a tuna boat, is to have her portrait painted by the legendary artist Beth Sobel.

RUMI



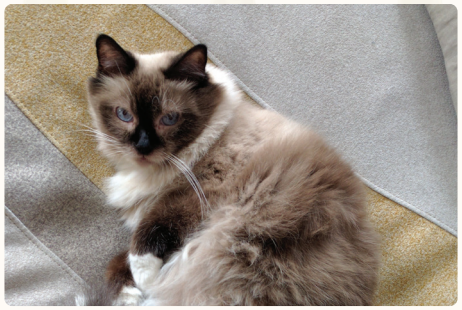
Rumi lives in rainy Portland, Oregon and loves to meet new people, drink from faucets, and explore the backyard. On sunny days Rumi can be found sprawled out by a window soaking up the sunlight; on cloudy days, curled up on your lap. After he and I moved from a downtown apartment to a house on the east side of town, I was struck with new inspiration in the form of cat portraits. Rumi became my photographic muse during those first couple years as we acclimated to the new surroundings.

TECOLOTE



Tecolote was born and adopted in 2008. He lives in Southern California with his younger brother Merlin. He likes to help play board games by jumping into the middle of the table after you're a few rounds in. Surprisingly, he doesn't care for the boxes, he would rather lay on the game board. His favorite holiday is Thanksgiving; he's not shy about asking for turkey. He loves to snuggle and follow you around waiting to jump on your lap. You'll know he considers you a friend when he gives you a head bump. Tecolote is always sweet and loving.

ALMOND



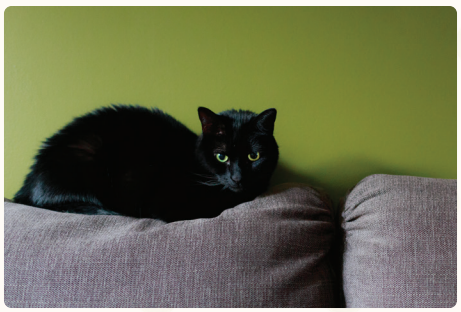
Almond was adopted from a kill shelter in Long Island, NY. She had been named Stardust, which didn't fit her mellow, cuddly nature. After much discussion she was renamed Almond - because the joke is that her parents went nuts trying to name her. Almond is the sweetest and most people-friendly cat they had ever met. She loves good belly rubs. She greets her parents at the door when they come home from work and checks on them before bedtime to make sure they get a good night's sleep. Her human parents hope Calico players enjoy Almond's company when they play the game.

LEO



Leo, a sophisticated and dapper gentleman, helped his human mature from teenager to adult while having many exciting adventures. Leo's home includes four canine brothers, a bird, countless betta fish, and two feline sisters. His laid-back attitude makes it possible for all of them to live together without the usual species divide. He patiently trains his sisters that french fries are delicious, that headbutting the dogs shows your love, and that mischievously working together leads to great rewards. Leo is the most accepting, loving and intelligent best friend that a human could ever ask for. While "16 going on 17" his family looks forward to spending many more years with him.

LUNA



Luna was found in July 2007 with a family of strays. The plan was to find them all homes, but Luna was a keeper. I was going through a breakup at the time and Luna was very comforting. My parents saw this and let me keep her. She was shy, but she loved to cuddle. She was especially drawn to cuddling with my belly during my pregnancies. After my grandmother died, she sat with me and let me hug her while I cried. She always seemed to know when I needed someone to snuggle. Luna passed away in June 2018. I am glad for the time we had and will forever miss cuddling with her.

*Luna is included as a Kickstarter promo cat.

SHOP CAT



When Shop Cat, "Shoppy" was rescued by Austin Pets Alive!, he was deaf and FIV-positive, with only 2 teeth and 1.5 ears. After he was adopted, Shoppy became a spokescat for adoptions of senior and specially-abled cats. His Instagram account raises money to support local feral cat care. Shoppy loved people. He was very smart and learned how to sit and high-five for treats. He was also known as Cowboy Legs, because of his trademark bow-legged stance (and because he always packed his six-shooter). See @realshopcat on IG.

*Shop Cat is included as a Kickstarter promo cat.

FLATOUT GAMES COLAB

CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Calico is a passion project of everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

The Flatout Games CoLab for Calico is:
Molly Johnson - art direction, administration, marketing
David Iezzi - development, logistics
Dylan Mangini - graphic design, marketing, development
Robert Melvin - development, administration, logistics
Kevin Russ - design, graphic design, development, marketing
Shawn Stankewich - project management, production, development, marketing

AEG Credits:
Nicolas Bongiu - director of projects
David Lepore - production

We would like to thank these friends for their playtesting and support of Calico:
Marlene Arenivar, Joseph Z. Chen, Jeremy Davis, Gates Dowd, Randy Flynn, Sarah Graybill, Steph Hodge, Christian Kang, Emma Larkins, Chad Martinell, Jan Martinell, Tony Miller, Robert Newton, Jonny Pac, Sarah Reed, Will Reed, Dawn Russ, John Shulters, Taylor Shuss, Beth Sobel, Cody Thompson, Samantha Vellucci, John Zinser, Blue Highway Games, Playtest Northwest, Seattle Area Tabletop Designers, and Zephyr Workshop

Flatout Games would like to express immense gratitude to these Calico Founders whose early support helped make this game possible:
Marleen Arenivar, Justin Bird, Karen Bouldin, Chad Martinell, Kelly Miller, and Shelley Shaw-Weldon

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Any questions, contact: **customerservice@alderac.com** **www.alderac.com/calico**