

Pawperties



Rule Book

Starting Pawperties

Have you ever wanted to play a game with a bunch of cute cats while ruining all of your friends' aspirations of success? Well then you bought the right game.

In Pawperties, you will choose one of five unique cats to play as, and with a bit of luck you will raise your paw in victory!

Pssst, I'll tell you a secret...

Choosing a cat with unique skills similar to your playstyle will greatly increase your chances of winning. Keep that between us though, meowkay?

Winning the Game

There is only one way to win a game of Pawperties.

Whenever a player unlocks all 5 tiers of their Cat Tree Tower, they win! Sounds purrrty easy right? Any questions? No? Great! Good luck!

Key Terms

Activate: When an effect of a Cat Tree Tower, Pawperty, or Treasure Chest is used.

Treat: This is the currency used to purrrchase Pawperties and tiers of your Cat Tree Tower.

Gain: This term is used for a Player to take Treats from the Jar.

Steal: When a Player takes Treats from another Player due to an effect.

Stun: A stunned Pawperty is turned sideways and cannot Activate. At the end of the turn, unstun any Pawperties the current player controls

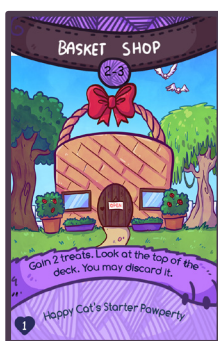
Trade: When a Player and another Player exchange Pawperties they own due to an effect.

Pay: Refers to when a Player must place some of their Treats back into the Jar.

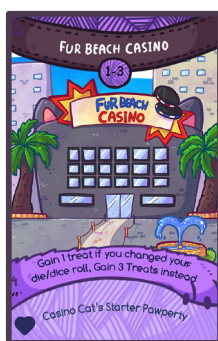
Game Setup

Game setup is very easy!

To start the game, each player must have their chosen cat, 5 Treats, and the unique starting Pawperty for their chosen cat. These unique starter Pawperties have indicators on them to help you, but we also included a list below to make things easier for you. Aren't we so nice?



Happy:
Basket
Shop



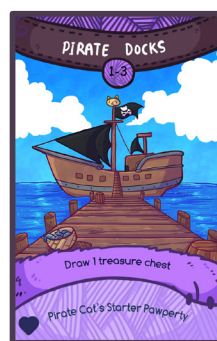
Casino:
Fur Beach
Casino



Mafia:
Italian
Restaurant



Ninja:
Botanical
Garden



Pirate:
Pirate
Docks

Once you have all of these, shuffle the remaining Pawperty cards, shuffle the Treasure Chest deck and place both in the center area.



To determine who goes first, each player must compare cats and whoever has the cutest cat goes first. Can't decide whose cat is cutest? Just roll a die and the highest roll goes first. Regardless of who goes first, turns rotate clockwise.



Game Layout



Ninja Cat

Pay 3 Treats: Negate the activation effect of another Player's Action Skill.

Action Skill One

- 4: Unlock the use of a 2nd die.
- 12: Negate the amount of Skill per turn by 1.
- 16: When you place a token or negate the Activation of an Action Skill, Gain 1 Treat.

Action Skill Two

- 8: Whenever a Turren Pawperty is revealed, Gain 2 Treats.

Pay 1 Treat and choose another Player's Pawperty: Negate that Pawperty.

Victory 20 was assured

Unique Starting Pawerties!

Happy Cat: Basket Shop

Mafia Cat: Italian Restaurant

Pirate Cat: Pirate Docks

Casino Cat: Fur Beach Casino

Ninja Cat: Botanical Gardens



Mafia Cat

Pay 4 Treats: choose a player: Steal a Treat for each Pink Pawperty you own.

Action Skill One

- 4: Unlock the use of a 2nd die.
- 12: Whenever you can remove a Pawperty from an Action Skill per turn by 1.
- 16: Whenever you Activate a Pink Pawperty, Gain 2 Treats.

Action Skill Two

- 8: Gain 1 Treat when your pink Pawproperty Activates.

Pay 1 Treat and choose a Turren Pawperty and Gain 2 Treats.

You knew you'd win. 20

DISCARD



DECK





Happy Cat

How delightful; you win!! 20

Action Skill One

- 4: Unlock the use of a 2nd die.

Pay 4 Treats: Until the end of your next turn, Gain 1 Treat whenever one of your Blue Pawerties Activates.

Action Skill Two

- 8: Whenever another Player Gains Treats from a Purple Pawperty, Gain 1 Treat.
- 16: You may purchase a Blue Pawperty from the top 3 cards in the discard pile as if it is in the center row.

When placing Treats on your Purple Pawperty: You may now place 1 Treat on 2 different Purple Pawerties instead.



Pirate Cat

Pay 4 Treats: Trade 1 Pawperty

Action Skill One

- 4: Unlock the use of a 2nd die.

Arrrr... Ye Win!! 20

Gain all positive effects of Treasure Chests that you draw.

Whenever you draw a Treasure Chest, draw 2 instead.

When an opponent would draw a treasure chest: you draw one as well.

Action Skill Two

Negative effects of Treasure Chests no longer affect you. Can only gain the first applicable positive effect of a Treasure Chest.

Once you have set up the game, it should look similar to this!

Card Types

Now you know how to set up the game, but what do the cards do, right? Well we have two different card types to discuss, Pawperty cards and Treasure Chest cards.

Let's start with Pawperties, shall we?!

Pawperty cards come in four different colors and you can own as many of each one as you want. Each color looks similar but will Activate at different times so let's talk about each of them!

- **Blue Pawperties:** Activate on any player's turn. No matter whose turn it is, your Blue Pawperty cards will only ever provide you with Treats. These cards are all about providing as many Treats as possible!
- **Purple Pawperties:** Activate on your turn and can provide a vast amount of Treats depending on what other Pawperty cards you own.
- **Pink Pawperties:** Are all about stealing your opponent's Treats! Your Pink Pawperties are only Activated on your opponent's turn and force the player that Activated them to pay you Treats.
- **Yellow Pawperties:** Will provide you with passive benefits. You can only own two Yellow Pawperties though, so make sure to choose wisely!

Now that you understand the basics on Pawperty Cards, let's go over the incredibly complex

Treasure Chest cards. Treasure Chests can provide Treats, provide Pawperty Cards, or make you lose Pawperty cards.

That's it. Hard right?!



Turn Sequence

Yay, it is your turn! Lets go over what you do during your turn to set you up for success!

1. To start your turn, you simply roll the die/dice.
2. Based on the number that you roll, Activate Pawperties in play that have the same Activation number and are able to Activate.
3. Gain or Pay Treats according to all of the Activated Pawperties effects.

** Note: If a number is rolled that would cause you to Pay Treats as well as Gain Treats, you must always Pay Treats before Gaining them. When having to Pay Treats, Pay them in a clockwise fashion and only Pay what you can.*

4. Reveal 3 Pawperty cards from the center deck. If you can't reveal 3, shuffle the discard pile and place it back in the deck area to use.
5. At this point is when the real decision making begins. You may make a total of 2 actions per turn. Here is a list of things that are counted as actions!
 - Purrrchase a Pawperty.
 - Activate an Action Skill on your Cat Tree.
 - Purrrchase a tier of your Cat Tree Tower
(This is limited to once per turn).

**Note: A player may purrrchase any tier of their Cat Tree Tower as long as they can afford it. It doesn't need to be in order from lowest to highest.*

Don't like these options for this turn, you may draw and resolve a Treasure Chest instead! Drawing a Treasure Chest will count as 2 Actions, therefore you cannot make any of the above Actions as well as draw a Treasure Chest.

6. It is now the end of your turn.
 - Take Pawperties from center row and place them in discard pile.

Pawperty Card Layout

Pawperty cards have a lot of information on them so grab a Pawperty card and let's go over what everything means.

At the top of the card we have the card name and the Icon. The name is pretty self explanatory but the Icon, not so much. Here is a breakdown of each Icon.



Box



Mouse



Fish



Cat Crate



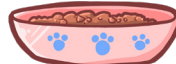
Purriken



Yarn



Crown



Food Bowl



Canned Food

Below the name is a super cute bell with a number in it. See it? Awesome!



That number shows what number must be rolled to Activate that Pawperty card. It is important to note that if you own multiple copies of the same Pawperty and that Activation number is rolled, all of them will Activate! Pretty easy right? What? You rolled a 2 and don't know why your Kitty Cafe isn't able to Steal any Treats from your opponent's? Make sure you remember to reference when each color Pawperty card can Activate. I know you can do it!

At the bottom of the card is the effect. This is what each card does whenever its Activate number is rolled. I don't know what else to say here? You got this.



In the bottom left of the card, there is a paw print with a number in it. That number represents how many Treats it costs to purrrchase that Pawperty.

The more Treats you have, the easier it is to buy more Pawperties.

It is a vicious cycle, isn't it?



Have More Questions?

Message us on Facebook or Instagram @fennecgamingllc!

We will be more than happy to answer any question that you may have.

Credits

Creator - Rayna Horstkamp

Artist - Wikiimaru (Instagram: @Wikiimaru)

Creative Writer - Jessica Sanders

Game Balancer - Bree Horstkamp

Game Balancer - Theodore Wadley



*Fennec Gaming LLC
716 N Birdneck Rd
Virginia Beach, VA 23451*