

DESCRIPTION

PAWLTERGEIST is a co-operative deckbuilding card game for exactly 4 players.

In this game the players will play a team of Cats who are ghost experts. Their goal is to befriend the angry ghost who is terrorizing a household, and resolve the situation peacefully. If the Cats manage to find the Ghost and make it be their friend, the players win! If the Cats ever get too scared of the Ghost, the players lose!

SETUP

To begin play, choose your character from Tech Cat, Medium Cat, Priest Cat and Rookie Cat. Give each player a deck of 9 Common cards, containing one of each type of Common card. These can be identified as the cards that have a Cost of 0 and that have no class assigned to them. Each player will shuffle their deck and place it next to themselves, face down. When the game instructs a player to put cards into their discard pile, put those cards face up next to your deck in a single pile.

Shuffle the 9 Location cards and place them face down on the play area in a grid of 3x3 cards. One of these Location cards hides the Ghost.

Shuffle the Event cards and place them as a deck to one side.

Shuffle the Ghost cards and place them as a deck to one side.

Place the Ghost Meter to one side. This tracks how scared the Ghost is. Place something to represent the Ghost token on the Meter at position 10. If this Meter ever reaches 0, the Cats win!

Place the Cat Meter to one side. This tracks how scared the Cats are. Place something to represent the Cats token on the Meter at position 0. If this Meter ever reaches 10, the Cats lose!

Finally, shuffle all the 22 Special cards in a single deck. Draw 5 cards from this deck and place them on the table for all players to see. These are cards the player can buy on their turn.

PHASE 1 OF THE GAME

During a round in Phase 1 of the game, the players do the following things:

1. Draw cards (up to hand size 5). If your deck doesn't have enough cards, shuffle your discard pile and make it your new deck. Draw the remaining cards from this new deck.

2. Choose the order that the players will take their turns.
3. Players take their turns in the order chosen at point number 2. The first player takes the actions they want to take, then the next player, then the next until all players have taken the actions they want.

ACTIONS THAT A PLAYER CAN TAKE:

- Play cards and use the abilities listed on the cards
 - Discard cards as resources to buy new cards. How to do this is detailed in the section BUYING CARDS.
 - Discard cards as resources to search locations. How to do this is detailed in the section SEARCHING LOCATIONS
 - Just discard cards and put them in their discard pile. The cards discarded this way have no further effect.
 - Save some cards in your hand to deal with future events.
4. Draw an Event card and follow the instructions written on the card. Then place the Event card in a discard pile next to the Event deck. If the Event deck ever runs out of cards, shuffle the Event discard pile and make a new deck from those cards.

BUYING CARDS:

To buy new cards from the Special deck, a player must discard cards from their hand that have a combined value equal to or more than the cost listed on the card they want to buy. The cards discarded this way have no further effect. The card that the player buys this way is also put straight into their discard pile. Immediately draw a new card from the deck of Special cards to replace the card that was just bought. Anyone can buy any card, but characters usually benefit more from cards of their own class than cards from other classes.

SEARCHING LOCATIONS:

To search a location, the player doing this action must discard cards from their hand that have a combined value of equal to or more than 3. The cards discarded this way have no further effect. Then that player takes a location card of their choice, and reads it to the other players. Follow the instructions written on the card. Then discard this card. IF THE PAWLTERGEIST CARD WAS FOUND, discard all remaining Location and Event cards, and move to Phase 2.

PHASE 2 OF THE GAME

In Phase 2, the Cats have found the Ghost, and are trying to convince it to be their friend.

During a round of the game in Phase 2, the players do the following things:

1. Increase how scared the cats are by 1.
2. Draw cards (up to hand size 5). If your deck doesn't have enough cards, shuffle your discard pile and make it your new deck.
3. Choose the order that the players will take their turns.
4. Players take their turns in the order chosen at point number 2. The first player takes the actions they want to take, then the next player, then the next until all players have taken the actions they want.

ACTIONS:

- Play cards and use the abilities listed on the cards.
 - Discard cards as resources to buy new cards. How to do this is detailed in the section BUYING CARDS.
 - Just discard cards and put them in their discard pile. The cards discarded this way have no further effect.
 - Save some cards in your hand to deal with Ghost cards
5. Draw a Ghost card and follow the instructions written on the card. Then place the Ghost card in a discard pile next to the Ghost card deck. If the Ghost card deck ever runs out of cards, shuffle the Ghost card discard pile and make a new deck from those cards.

If the Cat Meter ever reaches 10, THE PLAYERS LOSE THE GAME.

TO WIN THE GAME the players must reduce the Ghost Meter to 0. When they do so, the Cats have successfully befriended the Ghost and resolved the situation!