Super Kawaii Pets
超かわいい

1–4 Players | Age 8+ | 20 minutes

In **Super Kawaii Pets** you'll have to heal, feed, and love the sad animals that you collect during the game, making them happy. Happy animals and other cards will give you Victory Points. Collect the best set and win the game!

COMPONENTS

42 Animal cards

Sad Side

Happy Side of the same card

27 Help cards
(9 Food cards, 9 Love cards, 9 Care cards)

15 Location cards

1 First player card

SETUP

1. **Shuffle the Animal cards**, placing the deck sad side up on the table. Place the top two cards, sad side up, to the right of the deck, giving players 3 cards to choose from.

2. **Shuffle the Help cards**, placing the deck face down, below the Animal cards. Reveal the top 3 cards, placing them in a row to the right of the deck.

3. **Shuffle the Location cards**, placing the deck face down, and reveal the top 3 cards, placing them near the deck.

The player who last petted an animal starts the game. Give this player the First Player Card, it will be useful at the end of the game. If you play subsequent games, you may pass the First Player Card to the left.

TURN OVERVIEW

The active player draws two cards **in any combination among the Animal and the Help cards** *(not the Locations!)*. Players can draw from the Help and Animal decks, if they wish so.

Afterwards **the player may**, in whatever order they wish and for as many times as they want:

A **Play** *(put in front of them)* **an Animal card from their hand**
Doing so will often trigger a draw effect, as explained in the next chapter "Animal cards".

B **Flip an Animal to its Happy side by paying its cost**
In order to pay a cost, for each Help symbol in the top right of the card the player must discard from their hand the corresponding Help card(s) required. For each symbol, players can also discard any 2 Help cards instead.

Sad side   *Happy side*

C **Obtain a Location card**
By "assigning" your Happy Animals, as required by the Location *(see "Location cards" section)*.

Afterwards, the turn ends and the next player replaces the drawn cards *(Animals, Help cards and Locations)*. A player can't keep more than 5 cards in hand once their turn ends, so discard down to 5. If the Help card deck is empty, shuffle the Help cards in the discard pile and form a new deck.

ANIMAL CARDS

On the Sad side of an Animal there are the following symbols and elements:

(1) **The Help cards required to** make the Animal Happy *(flip it)*.

(2) **Any draw effect generated** by playing an Animal from your hand *(i.e. putting it in front of you)*. A player can only draw a card among the Animal and Help cards in the center, never among the Locations or from a discard pile.

The player must also match the requirement printed on the draw effect: the card drawn must bear the symbol shown or, like in this example, be of the color shown *(be it a Help or Animal card)*. If there are no Help or Animal cards available that match the requirement or if the player does not want to draw a card, ignore this effect.

(3) **The Victory Points** for making the Animal happy.

(4) **The associated color:** blue, pink and green. *Each color is connected to the primary need of the Animal: blue Animals require more healing and rest, pink Animals require affection and attention, and green Animals require food and exercise. Locations also have a color, connected to the main need they help satisfy.*

(5) **The species.** In this game there are dogs, cats, rodents and "Wild" *(like in the card above)*. "Wild" animals make it easier to obtain locations, as explained in the next chapter.

LOCATION CARDS

The Location cards give Victory points, and often generate a draw effect when obtained. In order to obtain a Location card, a player must assign the required **Happy** animals to it. Assigned Animals cannot be used to obtain further Location cards.

① **Happy Animals required to obtain this card.** In order to show that one of your Happy Animals has been assigned to a Location, tuck them under the Location card. The Animal must be of the species shown in the symbol, **or any Wild Animal** *(like the turtle from the previous chapter)*.

② **Victory Points** the card will give at the end of the game.

③ **Draw effect generated** when you obtain this card.

END OF THE GAME AND SCORING

As soon as a player reaches 10 cards between Happy Animals and Locations *(i.e. 10 horizontal cards)*, it's the final round - the game ends as soon as everybody has played the same amount of turns. Refer to the First Player card to determine if any player still has to play their last turn.

It's now time to count the Victory Points:

| Add the **Victory Points** on your played **Happy** *(flipped)* **Animals** and **Locations**. | Each player **loses 1 point for each sad Animal** they have left, if any, including those in hand. |

The player with the most Victory Points is the winner. In case of a draw, the player with the lowest amount of Sad Animals *(in play and hand)* wins. If the game is still tied, the win is shared.

OPTIONAL RULES

After a couple of games, we recommend playing:

A with 4 Animals revealed *(instead of 3)*;

B At the end of the game, the player who has the most horizontal cards (Happy Animals and Locations) in a color receives 3 points. In case of a draw, each player receives 1 point.

SINGLE PLAYER

The goal is to reach at least 10 Horizontal cards in the available turns. The rules are the same (setup, maximum number of cards in hand...) with the following additions:

SETUP

Create a new deck with 9 Help cards (3 per type). At the beginning of each turn, including the first, remove a card from this Turns deck. As soon as the deck is empty, it's the last turn of the game. Play with 4 Animals revealed (as in the optional rules).

TURN OVERVIEW

At any time, you can remove a card from the Turns deck. If you do so, discard and replace as many cards as you want among those you can choose from (Help, Animal, and Location cards). You may do this once per discarded Turns card.

END OF GAME AND SCORES

If you get to 10 Horizontal cards within the available turns, you win! Count your Victory points and add 3 points for each color of which you have at least 5 horizontal cards.

35+ points: not bad!

40+ points: well done!

45+ points: congratulations!

50+ points: wow, fantastic!

Dogs

Welsh Corgi

Cavalier King

Dachshund

English Pointer

Labrador

Poodle

French Bulldog

Beagle

Rottweiler

German Shepherd

Golden Retriever

St. Bernard

Cats

Siamese

American Shorthair

Devon Rex

Persian

Himalayan

Maine Coon

Abyssinian

Oriental Shorthair

Bengal

Birman

Exotic Shorthair

Sphynx

Rodents

English Spot

Golden Hamster

Angora Rabbit

Guinea Pig

Chinchilla

Holland Lop

Harlequin Rabbit

Lionhead Rabbit

Californian Rabbit

American Blue

Hollander Rabbit

Flemish Giant Rabbit

Misc

Amazon Parrot

Spiny Chameleon

Clownfish

Shetland Pony

Giant Panda

Greek Tortoise

STUDIO
SUPERNOVA