Pack the Essentials Rules

Components

4 double-sided suitcases	1 game mat	1 suitcase token (1st player marker)	1 drawstring bag	4 cat tokens (1 per player)
4 Cat Lady Tokens	1 round tracker	1 score pad	28 pack rats	12 cat toys
76 double-sided cat/clothing tiles (19 of each color)	72 double-sided kitten/sock/ underwear tiles (8 1-piece and 10 2-piece per color)	4 reference cards (one side gameplay reminders, one side scoring)	14 solo mode Cards	12 to do lists

Overview of Pack the Essentials

Every cat owner knows there is one rule for when you are packing to go away: whether your trip is for business or pleasure, do not forget to pack the cat! In Pack the Essentials, players take on the role of travelers who want to bring as many of their trusty felines with them as possible in their suitcases. Lure cats into your luggage by using pack rat toys. Fill your suitcase the best you can, while making sure to look at your to do lists before you head out the door!

How many cats can you fit in your suitcase? There is only one way to find out!

Objective

Pack the Essentials plays over 12 rounds. Score as many points as you can by drafting and placing tiles, completing To Do List Tasks and getting cats into your suitcase using pack rats. The player with the most points at the end of the game wins.

How to Win

You win Pack the Essentials by having the most points at the end of the game. There are 3 ways to score points:
1. Pack **Cats** and **Kittens** in your suitcase.
2. Connect tiles of **matching colors** and have larger groups of matching colors than your opponents or the Cat Ladies.
3. Complete **To Do List Goals**

Setup
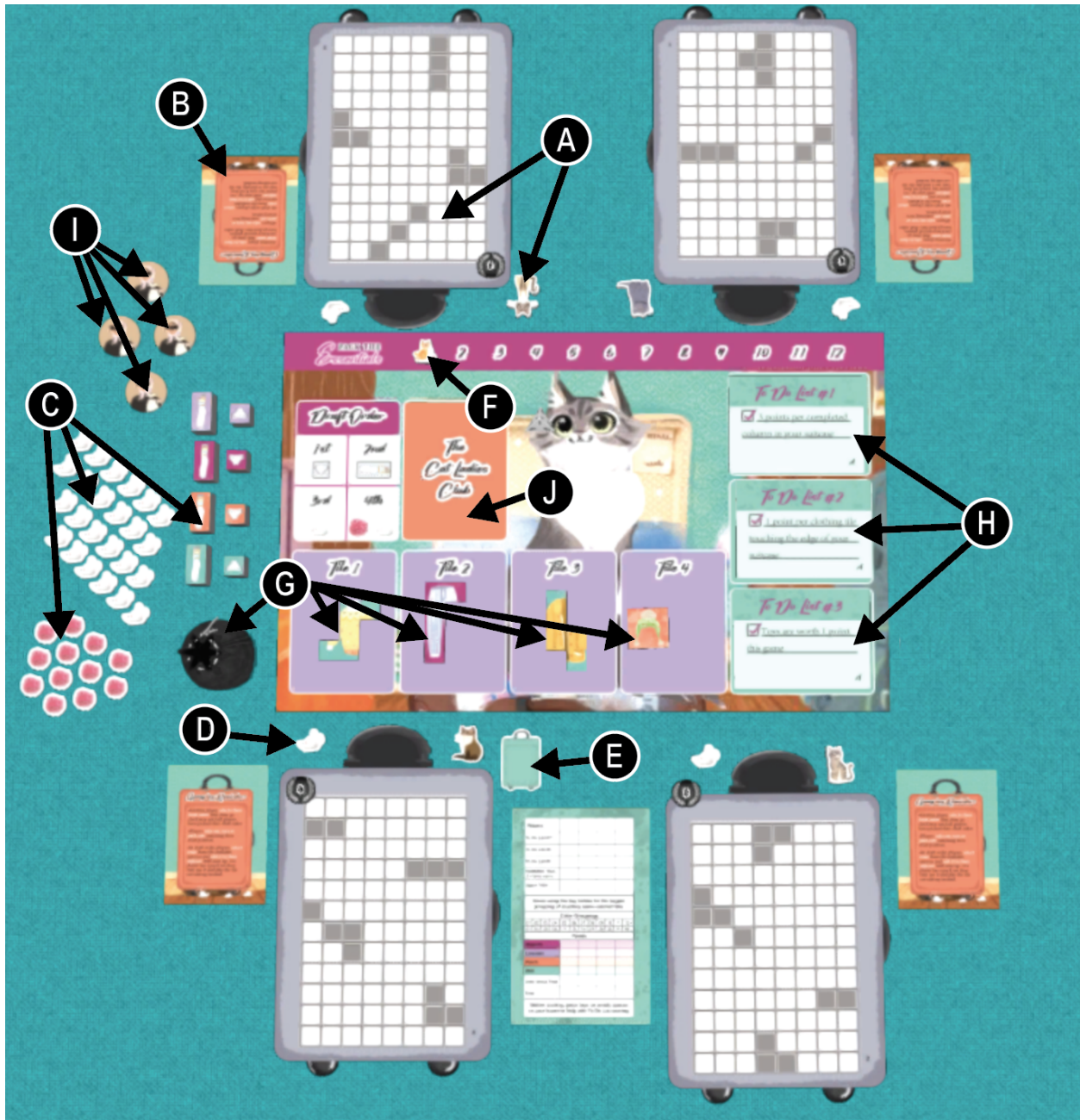
Sample 4 Player Setup

A) Players select a player board (suitcase) and matching cat token. Players decide together which side of the board they wish to play on. One side is the same for all players while the other is asymmetric.

B) Give each player a game Reference Card.

C) Separate the sock and underwear tiles into piles by color and shape with the kitten side facedown. Place within reach of all players. Place the Pack Rats and Cat Toys (pompom tokens) nearby as well.

D) Give each player 1 Pack Rat.

E) Assign the suitcase token to the first player. Whoever most recently packed a bag goes first. *In a solo game, you always go first.*

F) Put the playmat in the middle of all players. *When able, we suggest sitting on the same side of the table.* Put the round tracker on the "1" space at the top of the mat.

G) Place all of the non-sock or underwear tiles into the bag and give it a good shake. Tiles are double-sided with clothing on one side and a cat on the other. Anything that is not a cat is considered clothing including accessories, shoes, bags, etc. Draw four random tiles and put them on the game mat spaces labeled Tile 1- Tile 4 with the clothing side faceup.

H) Separate the To Do Lists into three piles of the To Do Lists 1, 2 and 3. Shuffle and randomly select 1 card from each pile. Place them on the To Do List spaces on the mat in order of 1 to 3 going down the board. Put the remaining unused To Do Lists back in the box.

I) In a 1-3 player game, you will need the Cat Lady Tokens. Place them near the board.

J) *The Cat Ladies Club Deck is only used in solo games. If playing solo, place this deck on The Cat Ladies Club deck space on the mat. See solo rules for additional information.*

You are now ready to begin!

Playing the Game

2-4 Players

(For Solo Mode Rules See Page 13)

Pack the Essentials is played over 12 rounds. In each round, players will select a draft order, receive any bonuses if applicable then place a drafted tile into their suitcase. At the end of the 12th round, scores are tallied and whoever has the highest score wins.

Select Order

At the start of each round, beginning with the starting player and going clockwise, all players will select their draft order by placing their Cat Token onto the Game Mat in an empty draft position

of their choice. Fill any empty draft spaces with Cat Lady Tokens in lower player counts. Make sure they are face down so you can't see what is being drafted.

Having the Suitcase Token does not mean you pick the first tile! It means you pick your draft order first. Tiles are then drafted based on draft order.

Players who choose to go earlier in the draft will have a better pick of the available tiles in the next part of the round. Players who choose later draft picks will have more limited options of available tiles, but will earn different bonuses such as Underwear, Socks, Pack Rats and/or Cat Toys. **See scoring for more information on Cat Toys.**

Once all players have selected their draft order, they retrieve any bonuses (Underwear/ Socks/ Cat Toys/ Pack Rats) they received based on their draft pick and add them to a pile on the top of their suitcase. Once any applicable bonuses have been retrieved, players move into the second part of the round: the draft.
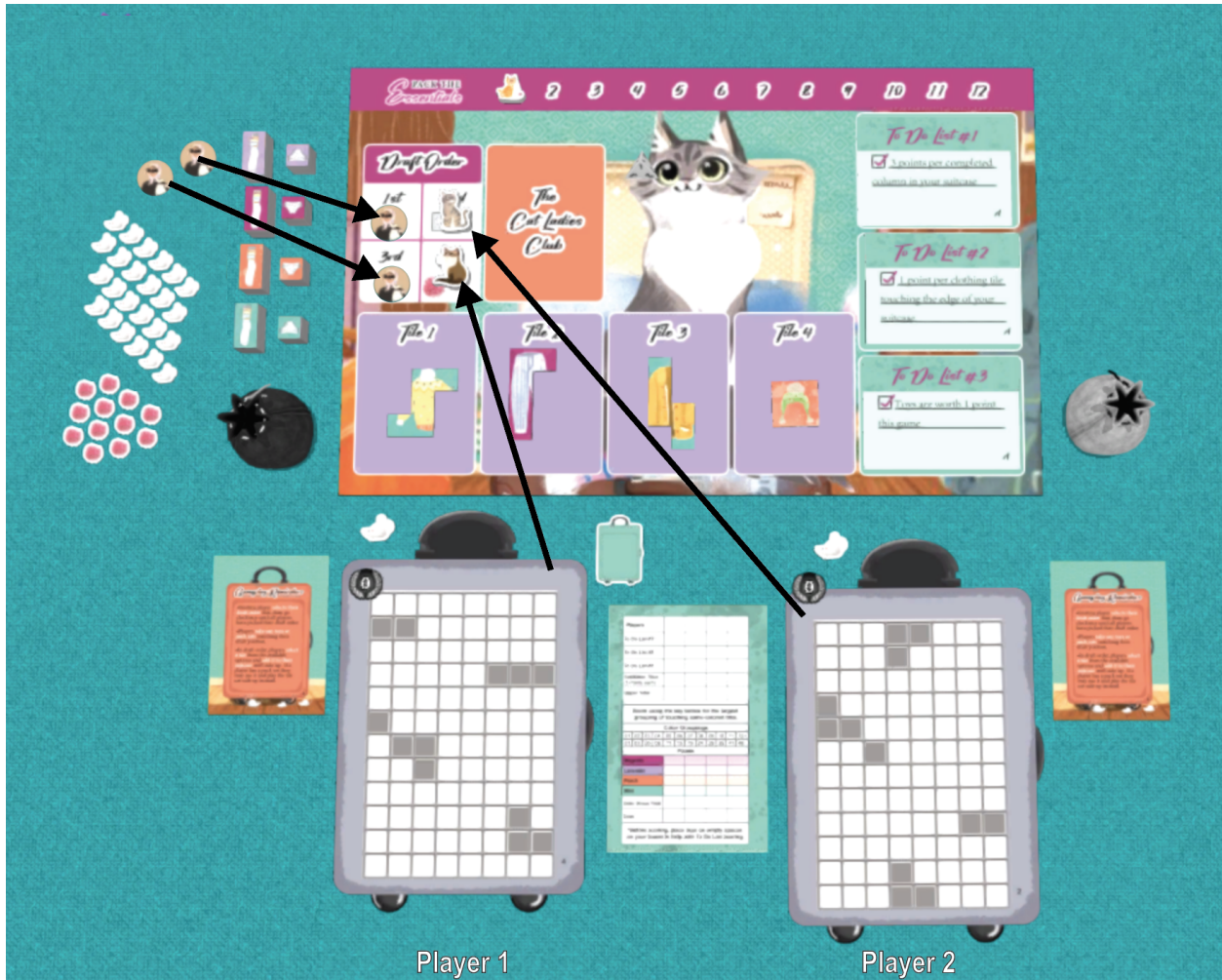
In this 2-player example, the First Player picked their draft order 1st and chose to draft 4th. This means they will get the remaining tile when it is their turn to take a tile, but they also get a cat toy and a pack rat. The Second Player chose to draft 2nd, so they will get their choice of 3 available tiles and they will receive a sock tile in the color of their choosing. Add Cat Lady Tokens face down to the empty spots on the Draft Board.

The Draft

Beginning with the person in draft position 1, players will select an available tile from the game mat and add it to their Suitcase Board.
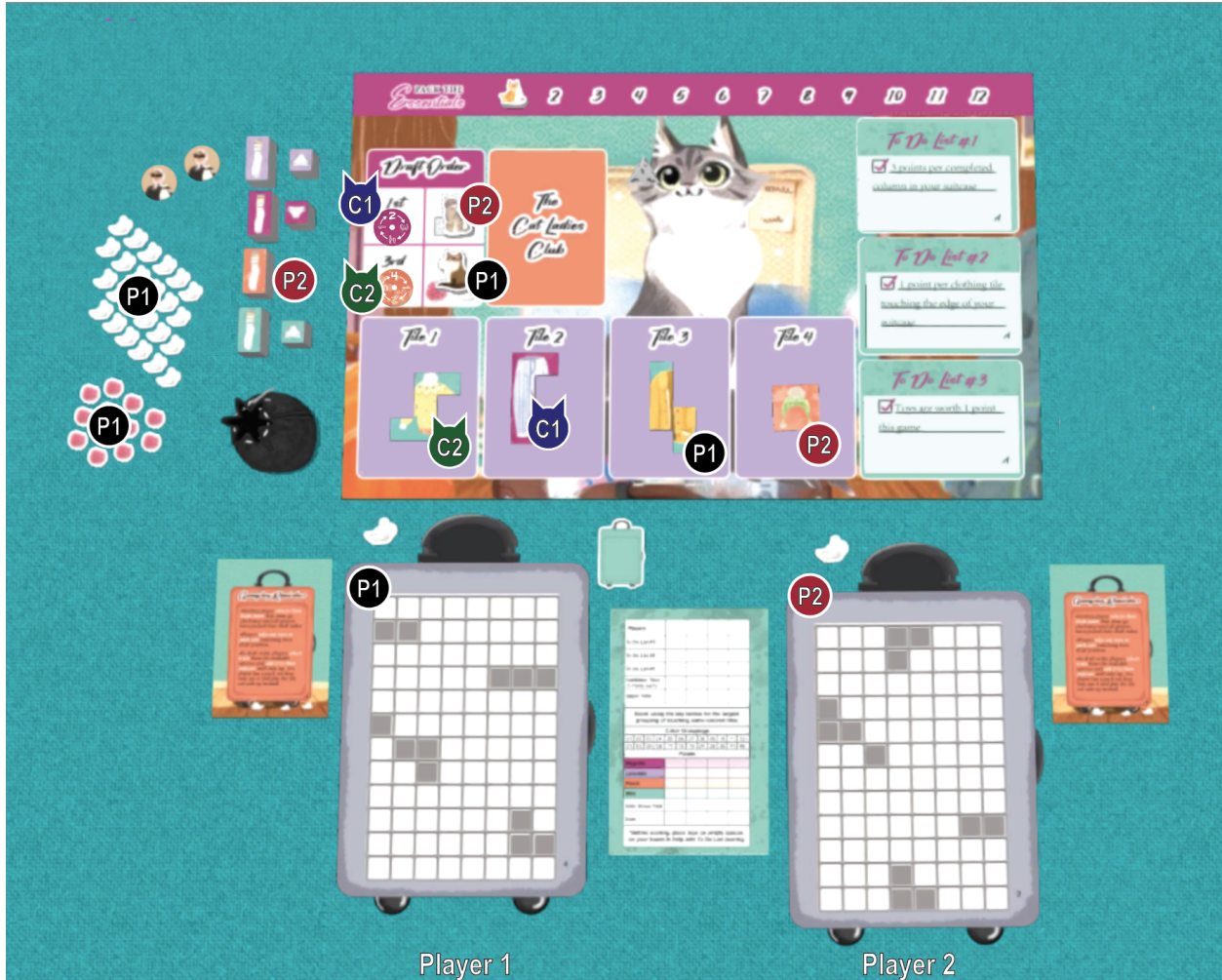
While the First Player had the first draft pick, they chose to draft last and get bonuses instead. In this example, the Cat Lady Token is flipped and drafts 1st and removes Tile 2 (more information on The Cat Lady Tokens on page 8). Tile 2 is returned to the box and will not be used for the remainder of the game. The Second Player gains a colored sock tile of their choosing and drafts 2nd. They choose Tile 4. They choose to play the tile clothing-side-up. The second Cat Lady Token would be flipped. The Tile 4 has already been taken so the Cat Lady will take the Tile 1 according to the Cat Lady Token. The First Player would be left with the remaining tile along with a toy and pack rat. The tile is placed on the board according to the tile placement rules below.

Rules About Tile Drafting and Placement:

Tiles can always be played clothing-side-up for free. Should a player wish to play the tile cat-side-up instead they must use a Pack Rat to help them lure a cat into their suitcase. Retrieve your Player Token from the draft area once you've drafted your tile.

- Players begin with one Pack Rat at the start of the game and can gain additional Pack Rats by drafting 3rd or 4th.
- Pack Rats do not need to be played the round they are obtained. They can be saved for future turns if a player wishes to do so.
- You can turn in a Pack Rat to flip a clothing tile into a cat or a sock or underwear tile into a kitten. You can use up to two Pack Rats on your turn.

- Once a tile is placed, it can not be flipped on a future turn, even if a Pack Rat is obtained.
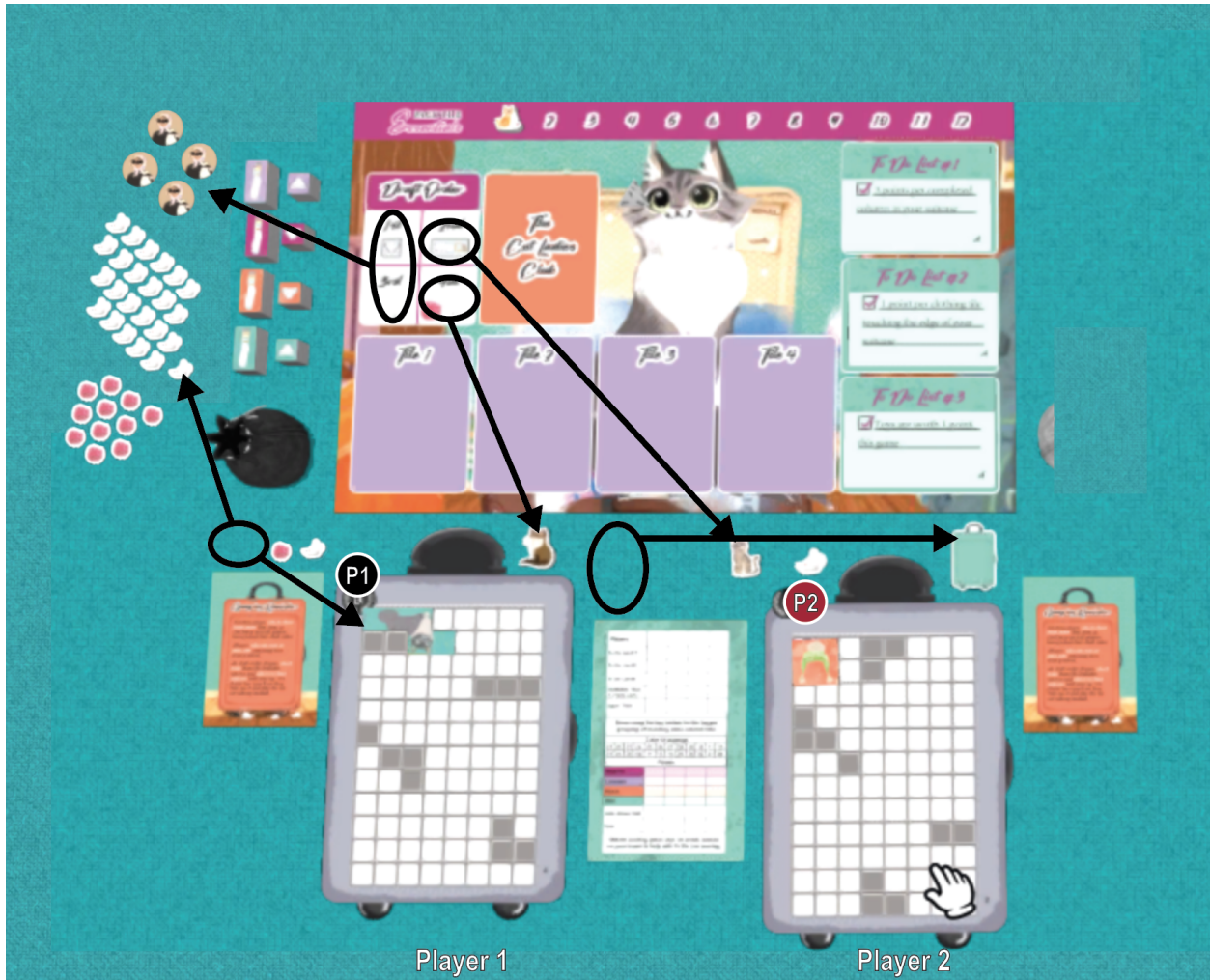
The First Player decided to spend a Pack Rat token to play the tile cat-side-up and collected their pack rat and toy for being in the forth draft spot. All players collect their player markers, they remove the cat lady tokens then pass the first player token clockwise.

Tiles can be rotated and placed anywhere in the suitcase that the player would like provided that they:

- Do not overlap another tile
- Do not extend beyond the edge of the board on the suitcase. *All pieces of the tile must fit within the 12x8 grid on the suitcase.*
- Do not overlap a pre-filled space. These spaces are darker than their empty counterparts. No portion of a tile may overlap a pre-filled space. Pre-filled spaces **do count** as completed spaces when scoring To Do List Goals.

Note: Some tiles are mirror images when flipped from clothing-side to cat-side, meaning that as the game progresses you may find that some tiles will only fit cat or clothing-side-up, not both ways. In these cases, it is helpful to have a Pack Rat available for use to ensure that the player

can play their tile in the direction they prefer. Additionally, not all tiles will be used in the game. This stops the guarantee that a certain tile will show up.

Players may pick up tiles and test them out on their board should they wish before deciding to draft. However, only one tile may be picked up at a time. Players should move their Cat Token from the draft space to the tile space of the tile they are testing to ensure that the tile gets returned to the proper place if it is not selected. If a player wishes to test another tile after the first, they simply return the first tile and move their Cat Token to the space of the next tile they wish to try.

If a tile does not fit on a player's board, they cannot take it. In order to be drafted, a tile must be able to be placed according to the tile placement rules above. Should a player not be able to take an available tile, they will discard a tile from the pool instead.

In the unlikely event that all underwear and socks of a single shape and color are used, that tile is now considered no longer available and players must pick a different available tile.

To turn an underwear or sock tile into a Kitten you must spend a Pack Rat.

When playing with fewer than four players, there will always be more draft positions available than are taken in a round. This is where The Cat Lady Tokens come into play. The Cat Ladies are a group that enjoys the company of your cats. Their love and affection sometimes lure cats away from your suitcase and into their lap instead.They will fill the spaces for any unclaimed draft positions. During the draft phase, any time players reach a draft position that was not claimed by a player, have the starting player for that round flip over a token and remove the corresponding clothing tile from the game board. The tile that is in the space on the Game Mat that matches the number shown on the token is removed from the game and set into the box.

Should the first number's tile that was bolded on the Cat Lady Token be taken, take the tile of the number clockwise the Bolded on the tile. If you have less than 3 players, you will repeat this process for every empty draft space.

The Cat Lady Tokens will ensure that whoever has the 1st draft pick always has a choice of four tiles, whoever has the 2nd draft pick always has three tiles to pick from, whoever picks 3rd always has two tiles available, and whoever picks 4th always only has one tile remaining.

Reset

Once everyone has drafted and placed their tiles, players move on to the final step of the round which is the reset phase.
- The starting player passes the Suitcase Token to the player clockwise.
- All players should have removed their Player Tokens from the Game Mat.
- Advance the Round Tracker cat one space.
- Lastly, draw four new Clothing tiles from the bag and put them on the Game Mat.

You are now ready for round 2!

Continue to repeat the steps above until the end of Round 12. At that point, commence scoring to determine a winner!

Scoring

A scorepad has been provided to help aid in scoring the game.

Cats and Kittens - every cat or kitten in a player's suitcase is worth five points each.

Pack Rats - every unused Pack Rat in a player's possession is worth one point each.

Cat Toys - Cat toys are added to your board to fill gaps at the end of the game to help with scoring To Do List #1.

Color Goals - Color groups

Same Color Tiles Touching	01	02	03	04	05	06	07	08	09	10	11	12+
Points Earned	01	03	05	08	11	15	19	24	29	35	41	48

Color Goals Part 1- Players score ascending points for each connected tile of their largest area of tiles for each color. *For example, if a player had two groups of Magenta tiles, one that had two pieces connected and one with three pieces connected. That player would score 5 points for Magenta.*

A note about colors: ANY tile of a certain color is considered to be part of that color group. It does not matter if the tile is a piece of clothing, cat, or kitten. The size of the tile also does not matter, each tile just counts as one regardless of how big or small it is.

Total everything up and whoever has the highest score wins, in the event of a tie, whoever has the least amount of empty spaces wins. In the event of another tie, whoever has the most unused Pack Rats wins. If there is still a tie, both players should pull up the cutest cat picture they can find and the remaining players vote for their favorite, whoever wins the vote wins the game. Continue this until the tie is broken!

Solo Mode

Solo mode plays very similar to a 2-3 player game with just a few differences. To get started follow the multiplayer setup instructions. In addition, take out the deck of solo mode cards. These cards are double-sided with Cat Lady Placement Rules on one side and Victory Conditions on the other. Victory Condition Cards come in Easy, Medium, Hard and Expuuurt. Select a Victory Condition Card at the level of your choice. Make sure to grab the To Do Lists based on the card you've chosen and place them onto the board. Then shuffle the remaining cards and put them Cat Lady Placement side-down on the play mat.

In solo mode, you will always start the game with the Suitcase Token and get the first draft pick in the first round of the game. You will add Cat Lady Tokens to any unpicked draft positions. Just like in multiplayer mode, if you draft earlier there are more tiles to pick from and if you draft later you will get bonuses like the Pack Rats and/or Cat Toys.

Once you have taken any applicable bonuses, drafted your tile (and removed the others), set up for the next round just like in a multiplayer game, other than passing the Suitcase on to the next first player.

Instead, you will get to draft first on odd-numbered rounds. For even-numbered rounds, you will flip over a Cat Lady Placement Card. The Cat Ladies will block 1-3 positions depending on the card. These are indicated with an "X" instead of a number. You cannot take those draft positions. You can pick from any remaining positions. Place Cat Lady Tokens on spaces not taken in the draft or marked with an "X" as needed. At the end of the round, this Cat Lady Placement Card is discarded and is not reused for the remainder of the game.

At the end of the game, score your suitcase as you would in a multiplayer game, to see how well you packed! After scoring, you will need to check to see if you beat the Victory Condition point goal for that game. If you did, congratulations! Record your score below. If not, try this or another game set up next time.

Purr-sonal Best

Date	Name	Solo Card	Score

Credits

Game Designer: Jacqueline Atkins
Solo Designers: Jacqueline Atkins & Danielle Reynolds
Developer: Danielle Reynolds
Editors:
Graphic Designer:
Artist: Antonis Papantonio
Playtesters: Zoe Cramer, Tiffany Collazo, Yahaira Gonzalez, Kali Reynolds, Peggy Reynolds, Bob Reynolds, Nick Bentley, Derek Funkhouser, Micheal Kussy, Ben Goldman, David Gordon, TAM, Ashwin Kamath, Andrew Smith, Asher Smith, Anitra Smith, Debbie Moynihan, Rob Dougherty, Nate Dougherty, Jonathan Jungck, Mackenzie Jungck, Levi Verges