

Unleash Your Inner Pets, Do Weird Things for Victory!

Tail Story

RULE BOOK



TIME
20-45 MIN

AGE
12+

PLAYERS
2-4

A CARD GAME BY
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FAQ

Q: Who gets the priority to play a STOPPING EVENT CARD?

A: Normally, the quickest one to react to the action gets the priority.

If the quickest one cannot be decided, the one who is supposed to play next to that soon-to-be-stopped player gets the priority.

Example: in a 4-player game, it is the 2nd player's turn, he plays an **EVENT CARD** from his hand, then the 3rd and the 1st player try to stop the 2nd player's **EVENT CARD**. In this case, the 3rd player gets the priority to stop the 2nd player's card.
(Priority: 3rd > 4th > 1st > 2nd (turn owner))

Q: What happens if I run out of cards in my deck while I have 0 cards in my discard pile? (It means there are currently no cards to be reshuffled to make a new deck)

A: In an unlikely event that this happens, you immediately discard the cards in your hand down to the hand limit you currently have (normally 5) and shuffle your discard pile to make a new deck, then you can collect an ACHIEVEMENT as in normal case. You will then be back to your PLAY STEP again as this is not considered the end of your turn. (In the end of your turn, if you need to discard, it is carried out normally)

Q: How many STOPPING EVENT CARDS can be used in a turn?

A: There is no limit.

Introduction

Tail Story is the story of pets taking part in many fun events to become the most memorable pet in history by collecting **ACHIEVEMENTS!**

In this adorable yet strategic card game, each player takes the role of a pet from 1 of the 3 types : **CANINE**, **FELINE**, or **RODENT & FRIENDS** to compete with other pets using event cards.



The players take turns and do whatever it takes to draw cards from their own decks as fast as they can!

Objective of the Game



Each player is dealt **15 EVENT CARDS** to make their own deck at the start of the game. Every time a player runs out of cards in their deck, the player shuffles all the cards in their discard pile to make a deck again. They then choose 1 card from their hand and put it face-down in front of them. This is called **AN ACHIEVEMENT**.

The player who collects their **4th ACHIEVEMENT** first is considered the winner!

1 st ACHIEVEMENT	2 nd ACHIEVEMENT	3 rd ACHIEVEMENT	4 th ACHIEVEMENT
YOUR CHARACTER BECOMES ALTERED FORM!	EVERY PLAYER'S CHARACTER BECOMES ALTERED FORM!	YOUR HAND LIMIT -1	YOU WIN THE GAME!

Along the path to victory, each **ACHIEVEMENT** triggers an in-game change!
Flip your NORMAL FORM Character over when they become ALTERED FORM!

Game Setup

1. Each player randomly takes a **QUEUE CARD** and places it on the playmat in the **SETUP (1)** zone. These **QUEUE CARDS** determine the turn order in the game.



2. Each player chooses ¹ a **CHARACTER CARD** and places it, with the **CHARACTER'S NORMAL FORM** face-up, on the playmat in the **SETUP (2)** zone.

3. Each player is dealt **15 EVENT CARDS** to make their deck (also referred to as "your deck"). Each player then places their deck on the playmat in the **SETUP (3)** zone and draws 5 cards to start the game. Each player also gets **2 ACTION POINTS** ² at the start of the game.

Note: if there are leftover cards (in case of a 2-3 player game), take them out of the game so that nobody sees what they are.

- 1 The player with the highest number on their **QUEUE CARD** gets to choose first, the player with the "1ST" **QUEUE CARD** gets to choose last.
- 2 The player who gets the "1ST" **QUEUE CARD** gets 1 **ACTION POINT** less on their first turn. (They will then be able to play with 2 **ACTION POINTS** in their next turn like the others)

Card Elements

Character Card : Normal Form

Character Form Identity: Normal Form; Normal Form characters have **WHITE** card frame

Character Type Icon: The colors of the cards also refer to their type

Card Role: Character

Flavor Text: IS THIS PEACEFULNESS?

Card's Name: JACK, THE BEAGLE

Character's Bonus: BONUS : IF YOU SUCCESSFULLY PLAY A **EVENT CARD**, **DRAW 1** (1/TURN)

Character Card : Altered Form

Character Form Identity: Altered Form; Altered Form characters have **BLACK** card frame

Character Type Icon: The colors of the cards also refer to their type

Card Role: Character

Flavor Text: PEACEFULNESS IS FOR WEAKLINGS!

Card's Name: JACK, THE HUNTER

Character's Bonus: BONUS : IF YOU SUCCESSFULLY PLAY A **EVENT CARD**, **DRAW 1** (1/TURN)

Altered Ability: ALTERED : RANDOMLY DISCARD 1 CARD FROM UP TO 3 OTHER PLAYERS' HANDS. (1/TURN)

Event Cards

Action Points Needed and Other Requirements: ACTION : 1

Event Icon: To help identify the effects of the cards

Card Role: Event

Flavor Text: THIS IS SO FISH-TICATED

Card's Name: TUNA DRAWING

Event Card's Effect: EFFECT : **DRAW 1~2**

Type Icon: The colors of the cards also refer to their type

Notes: **Green** Effects affect the user of the cards.
Red Effects affect other player(s).
Yellow Effects affect the user of the cards and other player(s).

Playmat Layout

SET UP (1)
RANDOMLY TAKE 1 QUEUE CARD AND PUT IT HERE

SET UP (2)
CHOOSE 1 CHARACTER CARD AND PUT IT HERE (NORMAL FORM FACE-UP)

PLAY ZONE
PLAY YOUR CARDS HERE (SEND THEM TO YOUR DISCARD PILE AT THE END OF THE DECK CHECK STEP)

DISCARD PILE

1st ACHIEVEMENT
YOUR CHARACTER BECOMES ALTERED FORM!

2nd ACHIEVEMENT
EVERY PLAYER'S CHARACTER BECOMES ALTERED FORM!

3rd ACHIEVEMENT
YOUR HAND LIMIT -1

4th ACHIEVEMENT
YOU WIN THE GAME!

SET UP (3)
EACH PLAYER IS DEALY 15 CARDS TO MAKE A DECK PLACE YOUR DECK HERE DRAW 5 CARDS AND GAIN 2 ACTION POINTS AT THE START OF THE GAME

YOUR DECK

Effect Explanation

DRAWING EVENT CARDS

< ACTION POINT NEEDED: 1 >

EFFECT: **DRAW 1~2**



As the name suggests, it lets you **DRAW** up to 2 cards from your deck. In most cases, you would want to **DRAW** as many cards as possible, however, in the case that there is **only 1 card left** in the deck, you can only **DRAW 1** card. (Even if the deck will have been reset, you will **not** be able to draw after **deck check** has been conducted)



STEALING EVENT CARDS

< ACTION POINT NEEDED: 1 >

EFFECT: **STEAL 1~2**
+ **BURY 0~2**

It is time to mess with others! These cards let you randomly **STEAL** up to 2 cards (at least 1) from another player's hand to your hand.

But if you do the math, you would notice that 17-card decks (originally 15 + the 2 you just stole) would eventually run out slower than the 13-card decks (originally 15 - the stolen 2), so what would you do? You can also take up to 2 cards from your discard pile to the discard pile of the player you stole cards from by **BURYING**. This way, you can make up for the number of cards without disadvantages.

Or if you are aiming for a long shot, you can **STEAL 1** and **BURY 2**. This strategic move makes a 14-card deck for you and a 16-card deck for another player! So, you are expected to run out of cards even faster than usual!

STOPPING EVENT CARDS

< ACTION POINT NEEDED: 0 >

EFFECT: **STOP + BRIBE 1**



The game would be so much more fun if you can do something even outside of your turn! You can use these cards to **STOP** another player's action in the **PLAY STEP!** And there is no refund of **ACTION POINTS** for the paid stopped action, so these are indeed powerful cards.

But being stopped comes with a compensation. Each time a player's action is **STOPPED**, that player would get to draw 1 card from being **BRIBED** by the player who plays these cards.

STOP Can **STOP**: anything played in the **PLAY STEP** except: **ACTING** EVENT CARDS



Since a **BONUS** triggers if anyone successfully plays an **EVENT CARD**, **STOPPING EVENT CARDS** are the only way to get a **BONUS** outside of your turn! And as **BONUSES** only trigger if anyone successfully plays an **EVENT CARD**, **STOPPING EVENT CARDS** are also the only way to prevent others from successfully playing **EVENT CARDS** to trigger a bonus!



RECYCLING EVENT CARDS

< ACTION POINT NEEDED: 1 >

EFFECT: **RECYCLE 1~2**
(EXCEPT: **STOP**, **RECYCLE**)

Reusing is now a global trend! These cards let you **RECYCLE** up to 2 cards in your discard pile back to your hand.

However, **STOPPING EVENT CARDS** and **RECYCLING EVENT CARDS** themselves cannot be recycled as they would impact the consistency of the game.







ACTING EVENT CARDS

< ACTION POINT NEEDED: 2 >

EFFECT: **DRAW** 1~3
(Cannot be STOPPED by )



OTHER REQUIREMENTS:

- // means your CHARACTER'S TYPE needs to match the type icon on the requirement in order to play these cards.
-  means your CHARACTER needs to be in ALTERED FORM in order to play these cards.
-  means you also need to follow the instruction after  in order to play these cards.

What can be more exciting than seeing your friends mimic animal sounds? These cards come with prices to pay for the ultimate chance to **DRAW** up to 5 cards from your deck! Apart from the requirements that the users need to have their CHARACTERS in **ALTERED FORM** with the same type as the **ACTING EVENT CARDS**, they also need to **make animal sounds** as written on the cards in order to play them.

The strongest point of these cards is that they cannot be **STOPPED** with **STOPPING EVENT CARDS**, so you can shout the animal sound out loud at ease! But the greatest power comes with a possible "draw" back. These cards also have **SPECIAL** rules that apply **after** the user draws the cards. It allows other players with the same character's type to **make animal sounds** to also **DRAW** up to 2 cards! Let the animal concert begin!

Bonus Explanation

Each CHARACTER has a **BONUS** depending on its TYPE (CANINE/ FELINE/ RODENT AND FRIENDS). Characters of the same TYPE always have the same **BONUS** both in **NORMAL FORM** and **ALTERED FORM**.

In the **BONUS STEP**, if any player successfully plays an **EVENT CARD**(s) that matches their **CHARACTER'S TYPE**: the players can choose to use the **BONUS**. "Successfully play" means the **EVENT CARD**(s) played is not **STOPPED** by **STOPPING EVENT CARDS**. **BONUSES** play an important role in deciding what players would want to take or keep to utilize their strategies.

CANINE BONUS: **DRAW** 1 (1 / TURN)



DRAW 1 CARD FROM YOUR DECK

Simple as it looks, **CANINE BONUS** grants a direct advantage by **DRAWING** 1 extra card. As it is a simply strong **BONUS** to have, the usage is limited to **only once per turn**.

FELINE BONUS: **MESS** 1 (1 / TURN)

TAKE 1 CARD FROM ANOTHER PLAYERS' DISCARD PILE TO YOURS, THEN PUT 0-1 CARD FROM THE TOP OF YOUR DECK ON THAT PLAYER'S DECK.

As the name suggests, **FELINE BONUS** exists for the purpose of **MESSING** up other players' strategies. Taking a card from another player's discard pile to ruin their strategies. Adding more cards to their deck slows them down while also managing to thin down your deck at the same time. It is a powerful **BONUS** to gain indirect advantage in the game, the usage is also limited to **only once per turn**.



PUT 1 CARD FROM THE TOP OF YOUR DECK TO YOUR DISCARD PILE.

Another simple strategy is to focus on your own potential. **RODENT AND FRIENDS BONUS** utilizes an indirect advantage of



DIGGING 1 card. It means that you can discard your deck faster and since it does not give a direct advantage like **CANINE BONUS**, the usage is limited to **twice per turn** instead.

Altered Ability Explanation





JACK, THE HUNTER

ALTERED  : RANDOMLY DISCARD 1 CARD FROM UP TO 3 OTHER PLAYERS' HANDS. (1 / TURN)

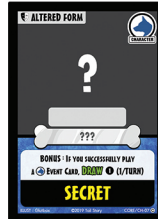
The hunter has the ability to get rid of 1 card in up to 3 other players' hands once per turn. It is a super simple yet powerful ability if utilized right.



ALAN, THE SPURTER

ALTERED  : NO ONE CAN PLAY  IN THIS TURN. (1 / TURN, 2 / GAME)

The sprinter possesses the ability to perform a last sprint so fast no one can stop him. He can attempt to sprint only once per turn and only twice in a game, so use him wisely to leave others in the dust.



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AVAILABLE IN THE FULL VERSION OF THE GAME.

Woof Woof! Wooffff Wooffff! Wooooo Woofff Wooffff! Woooooff!!!!





PADTHAI, THE CHEF

ALTERED  : DRAW 1-3 CARDS FROM YOUR DECK, THEN PUT 1 CARD FROM YOUR HAND BACK INTO YOUR DECK AND SHUFFLE IT. (1 / TURN, 2 / GAME)

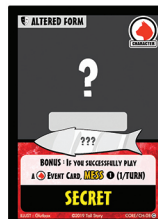
The chef has the ability to cook up a new taste by drawing up to 3 cards and returning 1 card from your hand back into your deck. It is a strong move to stimulate the game and its usage is limited to once per turn and twice per game.



KHALID, THE PHAROAH CAT

ALTERED  : USE THE EFFECT OF 1 CARD IN YOUR DISCARD PILE (EXCEPT ) FOR FREE. (1 / TURN, 2 / GAME)

The pharaoh holds the secrets of the afterlife. This ability uses the effect of an **EVENT CARD** in the discard pile (do not bring that **EVENT CARD** to the **PLAY ZONE**) without spending any **ACTION POINTS**, that's why **ACTING EVENT CARDS** cannot be chosen, even the mighty pharaoh has his limits. He can only cast it once per turn and twice per game.



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AVAILABLE IN THE FULL VERSION OF THE GAME.

Meow Meoww! Maaaaw!! Meo...



HAM & CHEESE, THE ADVENTURERS

ALTERED  : PUT 1 CARD FROM YOUR DISCARD PILE THAT YOU **DIG** THIS TURN INTO YOUR HAND. (1 / TURN)

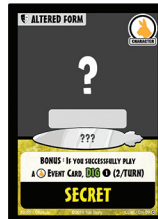
The sandwich duo likes to loot stuff they dug up during their adventures. This ability lets them put 1 card you **DIG** this turn into your hand, increasing hand advantage. They can only loot once in a turn.



ROCKY, THE CHINZILLA

ALTERED  : CHOOSE 1 PLAYER TO HAVE THEIR ACTION POINT = 1 AT THE START OF THEIR NEXT TURN. (1 / TURN, 2 / GAME)

The Chinzilla is choking on the nut he ate and the beam coming from his mouth can destroy someone's moves! His ability can annihilate a player's **ACTION POINTS**, and that is fatal to the point that it won't be enough to play the **ACTING EVENT CARDS**! He can only shoot his fearsome beam once per turn and twice per game though!



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AVAILABLE IN THE FULL VERSION OF THE GAME.

* Munching Munching *

Turn Explanation

In your turn, you have 2 ACTION POINTS to perform as many actions as you'd like. You may not need to spend ACTION POINTS for some actions, but the usage of them is limited in a turn. Your turn consists of 5 steps:

> STEP 1: DRAW STEP >

A turn always starts with the DRAW STEP. Draw 1 card from your deck.

> STEP 2: PLAY STEP >

This is the main step of the game. **Choose one action** you want to play:

A PLAY AN EVENT CARD FROM YOUR HAND IN THE PLAY ZONE < ACTION POINT NEEDED: * >

You can only play EVENT CARDS that you have enough action points to pay for (for other requirements, please check "ACTING EVENT CARDS").

The card(s) played in the PLAY ZONE are sent to your discard pile at the end of the DECK CHECK STEP.

* = the value written on the top left corner of EVENT CARDS

B DRAW 1 CARD, THEN DISCARD 1 CARD < ACTION POINT NEEDED: 1 >

If your hand is so bad that you cannot play normally, this is an option to keep things going. Simply draw 1 card and then discard 1 of any cards in your hand.

C USE YOUR CHARACTER'S ALTERED ABILITY < ACTION POINT NEEDED: 0 >

If your CHARACTER is in ALTERED FORM, you can use their extra ability in the bottom text box for free! However, they always have their own usage limit, so please refer to the text of the CHARACTER you are playing for more information.

D SWAP 1 ~ 2 CARDS IN YOUR DISCARD PILE WITH THE SAME NUMBER OF CARDS IN ANOTHER PLAYER'S DISCARD PILE OF YOUR CHOICE (1 / TURN) < ACTION POINT NEEDED: 0 >

This is the "deck building" part of the game. You can build your ideal deck with this action. Use it to collect what you need and prevent others from completing what they plan.

> STEP 3: BONUS STEP >

After no one wants to respond to the action in the PLAY STEP, this is the step to check whether any EVENT CARDS are successfully played in the PLAY ZONES. If any are played in the PLAY ZONES, the owners of the cards can choose to use their BONUS in this step before proceeding to the DECK CHECK STEP.

BONUSES can only be used in the BONUS STEP, not after the DECK CHECK STEP, so you cannot choose to use a BONUS after a deck check is conducted.

> STEP 4: DECK CHECK STEP >

In this step, a deck check is conducted: count the number of cards left in every player's deck. There are 2 possible outcomes.

If there are still at least 1 card left in every deck: it is the turn owner's STEP 2: PLAY STEP again. The turn owner can play whatever they want as long as they have enough ACTION POINTS to pay for.

If there are no cards left in any deck(s): those deck owner(s) shuffles their discard pile to become their deck. Then, they choose 1 card from their hand and put it face-down to collect an ACHIEVEMENT. Each player can only collect an ACHIEVEMENT once per turn. Then, it is the turn owner's STEP 2: PLAY STEP again.

> STEP 5: END OF TURN >

If you are done for this turn, you can enter this step from STEP 2: PLAY STEP. You have to discard cards in your hand down to the number of the hand limit.

Normally, the hand limit is set to 5, which means that if you are holding more than 5 cards in your hand, you have to discard until you are holding exactly 5 cards. The hand limit is reduced if you hold your 3rd ACHIEVEMENT.

After ending your turn, it is now the turn of the next QUEUE CARD holder of the next number.

Turn Example (4-Player Game)

PLAYER-A has the 1st QUEUE CARD so he goes first but his ACTION-POINT is now 1 due to the 1st QUEUE CARD's effect.

He plays as a CANINE CHARACTER. 🐕

1. He draws 1 card in the DRAW STEP: he now holds 6 cards.
2. In his PLAY STEP: he plays 🐕 [BONES DRAWING] in his PLAY ZONE to draw 2 cards.
3. In that PLAY STEP: PLAYER-B plays 🐶 [NO NUTS FOR YOU!] in her PLAY ZONE to stop PLAYER-A's 🐕 [BONES DRAWING].
4. Also, in that PLAY STEP: PLAYER-A plays 🐶 [PUG YOU BEACH!] in his PLAY ZONE to stop PLAYER-B's 🐶 [NO NUTS FOR YOU!].
5. Nobody wants to play any more STOPPING EVENT CARDS.

Outcome of This Play Step:

PLAYER-B's 🐶 [NO NUTS FOR YOU!] is stopped by PLAYER-A's 🐶 [PUG YOU BEACH!]; PLAYER-B draws 1 card from the effect of PLAYER-A's 🐶 [PUG YOU BEACH!].

PLAYER-A's 🐕 [BONES DRAWING] is not stopped by PLAYER-B's 🐶 [NO NUTS FOR YOU!]; PLAYER-A draws 2 cards from the effect of his 🐕 [BONES DRAWING].

6. Next, the BONUS STEP: as 🐕 [BONES DRAWING] and 🐶 [PUG YOU BEACH!] (CANINE EVENT CARDS) have successfully been played, PLAYER-A's CHARACTER BONUS can be resolved. However, CANINE's BONUS usage is limited to once per turn, so PLAYER-A can only draw 1 card for his BONUS.
7. It is now the DECK CHECK STEP: PLAYER-A has 6 cards remaining in his deck, so it will be PLAYER-A's PLAY STEP again.
8. But before it becomes PLAYER-A's PLAY STEP: at the end of the DECK CHECK STEP, all players send all of their cards in the play zone to their own discard pile.
9. It is now PLAYER-A's PLAY STEP and he has 0 ACTION POINTS left: he can still choose to swap 1-2 cards in his discard pile with same number of cards in PLAYER-B's discard pile of his choice (as PLAYER-B is the only player with cards in her discard pile).
10. If no one wants to stop PLAYER-A's card swap action with STOPPING EVENT CARDS: we go through the BONUS STEP and the DECK CHECK STEP again with nothing resolving, then it becomes PLAYER-A's PLAY STEP again. (The reason why we always go through these steps is because if someone plays a STOPPING EVENT CARD, it may cause their CHARACTER BONUS to resolve, thus it would be possible for someone to have 0 cards in their deck at that point)
11. It is now PLAYER-A's PLAY STEP and he has 0 ACTION POINTS left: PLAYER-A proceeds to the end of turn.
12. At the end of turn: PLAYER-A has 7 cards in his hand, so he discards the cards in his hand until he only holds 5 cards. (The normal hand limit)
13. It is now the turn of the 2nd QUEUE CARD holder, and they have 2 ACTION POINTS to play in their turn.