

# RULEBOOK

# THE PET CEMETERY



30+ MINS



2-6 PLAYERS

## THE STORY

It's a stormy autumn evening and something is amiss in the local pet cemetery.

Mr. Mittens - a yellow-eyed and particularly sour tabby - has had an unfortunate encounter with a pickup truck on the darkened highway nearby. Driven to madness by the loss of his life-long companion, Professor Esker has locked himself in an abandoned crypt as his dark experiments attempt to bring Mr. Mittens back to life. But as his experiments grow more powerful in his desperation, the ground in the cemetery outside begins to stir, and it appears it is not only Mr. Mittens that has started to rise...

As the remains of beloved pets of the past terrorize the village below, the Mayor sets an irresistible reward for the Professor's arrest. Now, as a brave few from the Village make their way to its darkened gates, it's a race through the hazards and monsters of The Pet Cemetery as they compete to be the first to reach the crypt, stop the Professor, and collect the Mayor's bounty.

Will it be you?

## YOUR OBJECTIVE

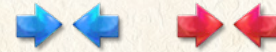
- Be the first to find a set of handcuffs cards and then cross the red finish line to win the game
- Prevent the other players from reaching Professor Esker before you
- Collect cards during your journey to help you reach Professor Esker first



## SETUP

### 1. Place Game Boards

The crypt is created out of 3 boards - the start board, end board, and 1 middle board. Ensure you match the little coloured arrow icons on the corner of the boards to get the right orientation.



### 2. Choose and Place Characters

Each player is randomly dealt one face up character card. Place the character token that matches the character card at the crypt entrance on the start board.

### 3. Draw Hand

Remove the handcuffs cards from the deck, shuffle the deck, and deal 3 cards to each player.

### 4. Shuffle in the Handcuffs

Add 1 handcuffs card per player back into the deck (example: if there are 3 players then add 3 handcuff cards). Then reshuffle the deck.

### 5. Play

Take turns, moving clockwise, starting with the player to the left of the dealer.

## BOX COMPONENTS

- 1 rulebook
- 1 start board
- 1 end board
- 3 middle boards
- 10 character cards
- 10 character tokens
- 36 pet monster tokens
- 50 game cards, including:
  - 15 weapon cards
  - 6 handcuffs cards
  - 5 jump cards
  - 5 diagonal cards
  - 5 protein bar cards
  - 4 steal cards
  - 4 monster move cards
  - 4 cheat cards
  - 2 switch cards



## PLAYERS

### Hand Limit

Each player can hold a maximum of 6 cards.

### Player Turns

You are able to do one action on your turn:

1. Move 1 tile (up, down, left or right)
2. Draw 1 card from the deck
3. Play 1 card from your hand.

### Player Movement

- You may only move one tile per turn, unless you have a special movement card or character card
- 2 players cannot occupy the same tile at the same time
- Tiles are only activated when you move into them on your turn

## FIGHTING PET MONSTERS

When you move into a tile containing a pet monster, or a pet monster moves into you, a fight initiates immediately. One of two things happen:

1. You **play a weapon card** from your hand and defeat the pet monster. Remove the pet monster piece from the board.



2. You **don't have a weapon card** to play and are spooked by the pet monster. Retreat back to any tile behind the previous or last threshold line crossed (yellow line). The pet monster token is removed from the board. You do not activate the tile you retreat to.



## HANDCUFFS CARD RULES

- A player can not hold more than 1 handcuffs card in their hand
- If a player draws a second handcuffs card then it is returned to the deck, the deck is shuffled, and a new card is drawn

## CHAINING CARDS INTO COMBOS

Cards can be chained together to create combos. Such as...



You move into a tile containing a monster and play a **weapon card** to defeat the monster.

Then you play a **protein bar card** to take an additional turn.

Finally, you play a **jump card** to jump your character token towards the Professor.



## CHARACTER CARDS

- Each character card has a special ability which is described on the card
- This ability can only be used once per game
- This card can be played at any time and is not considered a turn

## BOARD TILES



### *Hex*

When you land in a hex tile spawn a pet monster on any other hex tile on the board. A pet monster cannot spawn on an occupied tile.

### *Safe*

Pet monsters cannot enter this tile. While in this tile, you are protected from all pet monster attacks.

### *Monster Move*

Landing on this tile allows you to move 1 pet monster on the board to any directly adjacent tile, not diagonal. Even into another player.

### *Pit*

No-one (players or pet monsters) can move into these tiles, you must navigate around a Pit tile or use a jump card to jump over this tile.

### *Treasure*

When you land on this tile draw 2 cards from the deck, choose one and return the other card to the top of the deck.

### *Blank*

Nothing exciting happens here. Take a moment and catch your breath.



### *Threshold Lines (Yellow)*

Once you move past a threshold line this now becomes your retreat line. If a pet monster spooks you, retreat back to a free tile behind your last threshold line. You **do not activate** this new tile.

### *Finish Line (Red)*

The first to cross this line wins. In order to cross this line you must play a **handcuffs card**.

## PET MONSTERS

Pet monsters are spawned when you land on a hex tile. Pick 1 pet monster token and place it on the board.

- Pet monsters can only be placed on a hex tile that is currently unoccupied
- Pet monsters can only move to adjacent tiles, no diagonal movement
- A pet monster can not be moved into a tile containing another pet monster

- Pet monsters cannot enter a safe tile or pit spaces
- When you and a pet monster occupy the same tile a fight initiates immediately (see the fighting pet monsters section)



## GAME CREDITS

Design: Anthony Hore

A special thanks for the tremendous amount of support, guidance, and advice during playtesting, development, and preparing this campaign from Cameron Rogers, Ben Montgomery, Riley McMitchell, Jean-Pierre Marques, Adam Brayford, Jesse Pepler, Matthew Koutzun, Mike Kruse, and Andrew Merwyn-Fenton.

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