

Pandánte

Rulebook

Gambling • Lying • Pandas





Introduction

Pandánte is a gambling game played by the Pandas of the Pandalands. In this game, lying is encouraged (humans use the softer term “bluffing”). You can lie about which abilities you have access to and you can lie about whether your cards are strong enough to win the pot! Be careful though, because other players can call you out on your lies for fun and profit.

Object of the game

Be the first player to accumulate enough gold to win (see the chart to the right). At the end of each gambit, check if anyone has that much or more. If multiple players do, the one with the most gold wins. If you want a longer game, you can choose a higher threshold.

# players	Gold to Win
2 players	80 gold
3 players	90 gold
4 players	110 gold
5 players	130 gold
6 players	150 gold

You can also play Pandánte as an ongoing gambling game, allowing players to drop in and out without any end condition.

Are you Panda enough to risk real money?

Contents

- ◆ 6 boards
- ◆ 1 deck of 79 cards → 79 cards:
 - ◆ 60 cards numbered 1-10 in each of 6 colors
 - ◆ 1 Joker, counts as any color and any number
 - ◆ 6 Panda Lords, one of each color
 - ◆ 6 “!” challenge cards
 - ◆ 6 rules cards
- ◆ 1 dealer button
- ◆ 1 rulebook

Setup

Starting Gold

Each player starts with 50 gold. If you don’t have any gold coins, use poker chips or common coins instead. Use a few different denominations to make it more manageable. Each player should start with:

- ◆ 10 chips worth 1 gold
- ◆ 10 chips worth 2 gold
- ◆ 4 chips worth 5 gold

If you’re playing this as an ongoing gambling game, players must buy in at a minimum of 100 gold (see page 11 for more about that mode).



Boards and Cards

Give each player one “!” challenge card, one game board, and a black rules card (optional). Put the 6 Panda Lord cards off to the side in their home territory called The Glen. Shuffle the remaining deck of 61 cards, then deal each player two cards face down. Each player looks at their own two cards.



The Dealer

You can choose one player to be the dealer for the entire game, or a different player can deal each gambit. Either way, you'll pass the "dealer button" to the next player each gambit. Whoever has the dealer button will act last every round that gambit, and play will proceed clockwise from the player left of the player with the dealer button. At the start of the next gambit, pass the dealer button to the next player over in clockwise order. For the first gambit, randomly choose who starts with the dealer button.

You might want the most experienced player to be the dealer for the whole game and only pass the dealer button to determine who acts last each gambit.

Gambits

The game is played as a series of gambits. The winner of a gambit takes all the gold in that gambit's pot. Here's the structure of each gambit:

1) **Breakfast** (you may buy a new hand for 2 gold, but skip this step on the first gambit)

2) **Ante** (each player antes 1 gold to the pot)

3) **THE SPLASH** (3 community cards dealt face up)



a) Betting round (you can't fold this time)

b) Snacks (you may draw a card, then discard a card, costs 2 gold per space below highest hand)

4) **THE PAWS** (4th community card dealt face up)



a) Betting round

b) Snacks (you may draw a card, then discard a card, costs 2 gold per space below highest hand)

5) **THE TAIL** (5th community card dealt face up)



a) Betting round

b) Ability round

c) Last chance to claim a higher hand (costs 2 gold)

d) Resolve challenges on poker hands

e) Highest claimed hand **wins the pot** and must have (a free) breakfast next gambit

The Magic Gold Fairy

Before we go into each part of the gambit, you should really hear about the **amazing gold fairy**. Whenever you end a gambit with less than 20 gold, a magic fairy fills your gold back up to 20!

Furthermore, if you ever go below 0 gold during a gambit, the magic fairy will pay all your debts for you and you can continue playing the rest of that gambit. Whenever she pays any debts for you:

- ◆ The next gambit, you can have a free breakfast with her
- ◆ You must frolic with her the rest of that gambit (you can't play in it)
- ◆ She refills your gold back up to 20 during the frolicking
- ◆ The gambit after that, you can resume playing normally, including buying a breakfast if you want.

You don't have to spend a gambit frolicking just because you ended a gambit with less than 20 gold, only if the fairy paid any debts for you during the gambit, such as covering raises or challenges against you. (We'll explain what those are later.)

Breakfast


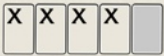

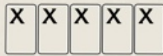




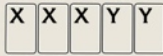

Any player who turned in their hand last gambit must put 2 gold into the pot now to get a new hand of 2 cards. Everyone skips breakfast on their first gambit. If you win a gambit, you must turn in your cards and have a free breakfast (get new cards) the following gambit.

Ante

Each player puts 1 gold into the pot. That's all there is to it.

The Splash

For the Splash, the dealer draws 3 cards from the deck, then flops them onto the table, face up. These community cards are shared by all players. You're trying to make the best "poker" hand you can using any combination of five cards from the community cards and your two private cards. If you're not familiar with Panda-style poker hands, refer to the diagram on your board:

Rainbow Straight ⑥ 	Four of a Kind ⑦ 	Flush ⑧ 	Five of a Kind ⑨ 	Straight Flush ⑩ 
Pair ① 	Three of a Kind ② 	Straight ③ 	Full House ④ 	Floosh ⑤ 

Betting Round

Once the dealer splashes the three community cards, it's time to bet. Starting with the player left of the dealer button, go around the table exactly once.

To bet, put 2 of your gold on your board on the space corresponding to the best hand you are claiming to have. For example, if you claim to have a straight, you'd put your 2 gold on the space that says "Straight" in the bottom middle. You don't (and can't) reveal your hand when you do this. We have no idea if you're telling the truth at this point!

Why not claim the highest possible hand? Because you can't lower your claim later on in a gambit. If you claim 5 of a kind, you are promising to have that in the end, so you better make everyone believe it! That said, you might claim a higher hand than you really have because it will make your snack cheaper or free, which will let you try to improve your hand.

You can't fold during this betting round, though you do have that option during the betting rounds after the Paws and Tail.

Snacks

After each player has a chance to act once in the betting round, move on to snacks. Starting with the player left of the dealer button, each player can *pass* or *draw a card then discard a card* face down to try to improve their hand. Snacks are free for the player with the highest claimed hand (and for any players tied for highest). *The discard pile is always face down in Pandánte.*

If you don't have the highest claimed hand and you want a snack, you have to pay 2 gold to the pot for each space your claimed hand is below the highest claimed hand. For example, if two players claimed rainbow straight, one player claimed full house, and one player claimed straight, the amounts of gold they need to pay for snacks is 0, 0, 4, and 6. Rainbow straight is the highest claimed here, so those players get free snacks. Full house is two spaces below rainbow straight, so it costs $2 \times 2 = 4$ gold. Straight is three spaces below rainbow straight so it costs $3 \times 2 = 6$ gold.

Buying snacks is optional, so if you don't want to pay, just pass.

The Paws

For the Paws, the dealer draws a fourth community card and turns it face up on the table next to the other three. Then there's a betting round followed by a snacks round that both work the same way as they do in the Splash, except that you can fold rather than bet if you want.

If you fold, you're out of the game for the rest of the gambit. If you had the highest (or tied for highest) claimed hand when you folded, discard your cards and you'll have to buy breakfast next gambit to get new cards. If you folded without the highest claimed hand though, *keep* your cards. At the end of the gambit, you can discard them if you want to buy breakfast next gambit, or keep your cards if you'd rather.

If you fold, you can't win the pot and you can't call out other players for lying for the rest of the gambit. You don't have to fold nearly as often in Pandánte as in poker though.

When you bet, put 2 gold on the hand you're claiming to have; that's your new claimed hand. You have to claim an equal or higher hand than you claimed during the Splash. Leave the 2 gold that you bet earlier during the Splash on your board. It's "really" in the pot, but it's helpful to keep it on your board so that you and everyone else can see your betting history this gambit.

Note that we still have no idea who is lying yet. No one has had to reveal anything, and so far there's been no way to call out who you think is lying.

The Tail

For the Tail, the dealer adds the fifth community card to the table. Then there's another betting round that works the same way as before (you can fold if you want, and if you fold with the highest or tied-for-highest claimed hand, you must buy breakfast next gambit). There is NOT a snacks round though, and we don't even look at who claimed highest yet; there's more hijinks in store first.

Ability Round

After the betting round in the Tail, each player gets a chance to play one ability, TWO abilities, or pass. Each of the six colors of cards has a different ability and you can refer to your board to see exactly what they all do. You are "supposed" to only use abilities of the colors you actually have on your two private cards, but you can lie and claim to have access to any of the 6 colors of abilities.

First, say the color of the ability you want to use: either red, green, orange, blue, black, or purple. Or say two colors if you want to do two abilities. You can even say the same one twice, like "green and green." Don't reveal anything!

Then, give the other players a chance to see if they want to call you out as not having what you said. Technically, each player gets a chance to call you out one at a time in turn order (starting left of the dealer button), but in a casual game the whole table throw down challenges all at once in any order. To signify challenges, players throw down their "!" cards on the table.

Once everyone is done throwing down their "!" challenges, you have to respond. If you were lying about any part of your claim, then you have to pay 5 gold to each person who challenged you and NONE of your abilities actually happen. You do not (and cannot) reveal your cards if you were lying. Can you lie about lying, you ask? YES! Even if you told the truth and you really have the color(s) you announced, if you really want to keep that information hidden from other players, you can just say that you lied about it and pay them off (and none of your abilities will happen).

If you told the truth and you really did have the color(s) you announced, then prove it by revealing just the COLOR of your card(s) to everyone, but not the number on your card(s). To do that put your "!" card against the face of your ability card then slide it to reveal just the bottom strip of color on your card. You want to keep the number on your card secret, so be careful. If you did two abilities, you'll have to show the color of both of your cards to prove you didn't lie. Each person who



called you out pays you 5 gold—unless you used a Joker to do your ability (see page 9 for that).

If no one called you out, you get to do whichever abilities you claimed, even if you don't have the appropriate color card(s). You got away with it! Or if you proved you really had the abilities you claimed, that's fine too. Either way, resolve your abilities now. If you did two, resolve them in either order.

Once everyone had one chance to play abilities or pass, move on to the last chance round.

Last Chance Round

Go around the table one last time and each player has one chance to “upgrade” their hand to a higher hand than they previously claimed. If you want to do that, put 2 gold on the board space corresponding to your new, higher claimed hand. This isn't a bet; no one else has to match that to stay in, it's purely optional. You might want to do this if an ability gave you a higher hand, or if you want to bluff that you have the best hand.

Resolve the Winner of the Whole Gambit

First, figure out who has the highest claimed hand. If any players are tied for the highest claimed hand, try to resolve that by having each of them (in turn order) SAY more detail about their hand. They say their hand type and the exact numbers they claim to have, but they don't need to say any colors.

For example, if the two highest claimed hands are both four of a kind, then in turn order those players might say “four 7s” and “four 3s” to break the tie. They don't actually reveal any cards though. If the highest claimed hands were straights, they might say “8 high straight” and “7 high straight.” For flushes and flooshes, the tied players say all the numbers of cards they claim to have (though in casual games, saying “8 high floosh” is usually enough). Whoever's hand has the highest number breaks the tie, and if they have the same highest number then check the next highest card they each said in their flush or floosh, etc. For full houses, a higher numbered triple wins the tie. For example, a claimed 66622 beats a claimed 55599.

If there's still a tie, the tied players then say their kicker cards to try to break the tie. All hands are exactly five cards, so only pair, three-of-a-kind, floosh, and four-of-a-kind have kickers. (See the FAQ at the end about kicker cards). If there's still a tie after that, or if the hands involved don't have kickers, then we give up on the tie-breaking and just call those players tied for highest. (This tie breaking stuff goes a lot faster than it sounds!)

Now there's a chance to challenge lies by throwing down your “!” card. Only players who didn't fold yet this gambit can challenge lies. You can only challenge a player with the highest claimed hand, or tied for the highest. If someone with a lower hand lied, oh well, we don't care about that. If there are multiple players tied for the highest claimed hand, those players receive

challenges in REVERSE turn order (the player with the dealer button receives challenges first, then the player to their right, etc.) Resolve all challenges against the first tied player, then regardless of the outcome, resolve all challenges against the next tied player, etc.

When you're challenged as lying about your poker hand, your two options are: a) keep your hand secret, fold, and pay each challenger 5 gold or b) reveal your hand to prove that you are telling the truth and each challenger pays you 5X gold where X is the number of players in the game. If you'd only need to reveal one card to prove your hand, then just reveal that one card.

If the highest claimed hand was challenged and lied, then keep going to the next highest claimed until either no one challenges, or the player really has what they claimed. **The winner of all this wins the entire pot.** Remember that "the pot" also includes all the bets on everyone's boards.

The winner must have breakfast next gambit (to get new cards), but it's free.

Ties

If there is a tie between two players for the highest claimed hand after all is said and done, then they each take half the pot. If there's an odd number of gold, leave 1 gold in the pot for the next gambit. If there is ever a tie between three or more players for the highest claimed hand after all is said and done, then **no one wins that gambit**; the entire pot rolls over to the next gambit.

End of Gambit

At the end of a gambit, you *keep* your cards by default. You can also choose to discard them face down if you plan to pay 2 gold for breakfast (to get a new hand) next gambit. The dealer then gathers up all discarded cards and community cards and shuffles them into the deck for the next gambit.

More on Ties

The section above refers to ties for winning a gambit. After the gambit ends though, we check to see if anyone won the entire game. If just one player has more than the required amount of gold (listed on page 1), then that player wins. If multiple players have more than that amount, the one with the most gold wins.

If multiple players have more than the required amount *and* they are tied, then those tied players play an extra gambit. At the end of the extra gambit, if there still is no single winner, then those who are still tied play another gambit, etc.

These kind of ties are extremely rare, and for casual games you could declare all the tied players to be winners and end the game. (Then you could start a new game; that way no one has to sit out for even one gambit if a tie happens.)

Summary of Challenging Lies

Calling Out Abilities		
They LIED		
• They keep their cards secret	• Their abilities don't happen	• They pay each challenger 5 gold
They told the TRUTH		
• For proof, they slide to reveal the correct colored strip on the bottom of their ability card(s)		• Each challenger pays them 5 gold
Calling Out Poker Hands		
They LIED		
• They keep their cards secret	• They fold	• They pay each challenger 5 gold
They told the TRUTH		
• They reveal their cards to prove they told the truth	• Each challenger pays them 5X gold (<i>X = # of players</i>)	

Joker

The Joker counts as any number and any color for your poker hand, but it can only make hands that normally exist (your hand can't have two red 10s for example). It also counts as any color for abilities, too. There's two things you need to know about the Joker though:

1) If anyone is challenged on an ability or a poker hand and they prove they were telling the truth by showing a Joker, then no money changes hands for that challenge; you don't have to pay them.

2) The Joker has a drawback called "Not So Fast." It says if you'd win a pot by showing a Joker in the showdown (where you resolve challenges at the end of the gambit), take only half your share from the pot. Leave the rest in for the next gambit.

Taken together, that means you have to think twice about whether you want to use your Joker to do an ability. If you get called out as lying, you can still do your ability, so that's good. But to do that you have to reveal the rainbow strip on the bottom of your Joker and now everyone knows you have it. They will probably challenge your poker hand at the end of the gambit because they won't have to pay when you show your Joker (rule 1, above). And then even if you win, you'll only win half the pot (rule 2, above).

Abilities

Here's notes on how the abilities work for each of the six colors. If you do two abilities in a round, choose one to resolve first, then resolve the other one.

Red: Bravery. Each other player (not you) must pay 5 gold to the pot or fold.

Players make their choice to fold or pay 5 gold in turn order, starting with the player after the dealer button.

Green: Playfulness. Draw a card, then discard a card. Reveal a card you kept.

You must fully reveal one of your cards, both the color and number. The discard pile is always face down though, so no one will know which card you discarded.

Orange: Luck. Deal a sixth community card. *(If there already is one, replace it or discard the new card.)*

The first time someone does this ability each gambit, add a sixth community card to the original five. If you do the orange ability when there's already a sixth community card, deal a new card to the table then you choose what to do with that new card. You can either discard it (and keep the six community cards already on the table) or you can replace the sixth community card on the table with the new card.

Blue: Paranoia. Privately see a random card from a highest hand.

No one else gets to see the card but you.

As you announce the blue ability, you have to say who the target will be (before anyone has a chance to call you out on not having blue). If there are multiple players tied for the highest claimed hand, you can choose your target amongst them. If you alone have the highest claimed hand, this ability does nothing. It can't target players who folded.

Black: Greed. Steal 5 gold from the lowest hand unless they color-reveal blue. You must buy breakfast next gambit.

As you announce the black ability, you have to say who the target will be (before anyone has a chance to call you out on not having black). If there are multiple players tied for the lowest claimed hand, you can choose your target amongst them. If you alone have the lowest claimed hand, this ability does nothing. It can't target players who folded.

After any challenges to your black ability are resolved, the victim can reveal a blue card (not the whole card, just the strip of blue at the bottom of their card) to prevent you from stealing. If you did multiple black abilities, the victim can use that same blue card to protect themselves from all of them. (You can't steal from a paranoid panda!)

You have to buy breakfast next gambit whether or not your victim color-revealed blue. If you do black+black, you only buy one breakfast. If you win the gambit, you don't have to pay for breakfast, but you must get a free one.

Purple: Hopelessness. Fold, then take back your last bet, then draw a new hand. (*You can't play this with another ability.*)

When you use this ability, you get to take back the 2 gold you bet during the Tail. You can't use the new hand you draw during the current gambit, because you have to fold. You can keep that new hand and use it next gambit, and you also have the option to get even another new hand by paying for breakfast next gambit, like anyone else can. This means using the purple ability to fold can really set up for a good hand next gambit.

When you play the purple ability, you can't play any other ability that gambit.

Panda Lords

Whenever you perform the most daring maneuver, you get the aid of a Panda Lord!

The Panda Lord cards all start off to the side, in The Glen. To win a Panda Lord you must:

- 1) **Win a pot while claiming to have a higher hand than you really do.**
- 2) **Everyone else folded** before the step where hand challenges happen OR
At least one player **could have challenged** your hand, but didn't.

You also have to win alone to qualify; tying with another player doesn't let you get a Panda Lord.

There is one Panda Lord for each color, and you may take one that corresponds to the color of one of your hand cards. Jokers count as all colors, so you can take any Panda Lord if one of your private cards is a Joker. (Keep in mind that the Joker counts as the best possible thing for your hand, so you can't "lie" by claiming the Joker is really some useless card.)



You can take the Panda Lord whether it's in The Glen, or it belongs to another player. It's a good idea to use your Panda Lords to the fullest as soon as you can, otherwise players might steal them from you in later gambits. It is possible to have more than one Panda Lord at once.

No one can ever lie about having a Panda Lord, because it's always public information who has which Panda Lords and which ones are in The Glen.

Timing and Other Notes

Each Panda Lord says when its ability happens. The red and blue Panda Lords have abilities that you can use during the ability phase. For those, you announce all your abilities at once: the Panda Lord abilities and your normal abilities. Then your opponents have a chance to challenge the normal abilities. When you're ready to do your abilities, say the order you will do them all in ahead of time, then resolve them one by one in that order.

The orange Panda Lord's ability lasts only one gambit and it lets you have three cards instead of two. If you happen to lose that gambit, you can either get a new hand as usual by paying for breakfast, or you can keep any TWO of those cards and give the dealer back your other card.

Other Win Conditions

You could try experimenting with house rules if you like.

Elimination. When a player ends a gambit with 0 gold, that player is eliminated and the other players continue. The game ends when there is one player left. This could be good for competitive play, but it's less fun to have other players eliminated early.

Play for X minutes (then play one more gambit after time is up). This ensures the game only goes as long as you have time for, which is good, but some players might be so far behind in the last few minutes winning is literally impossible, so they may feel frustrated.

Play for X gambits. Similar to the above, this puts a cap on how long the game will last, but again some players could be so far behind during the last couple gambits that it's impossible for them to win, which could be frustrating.

Seriousface Gambling Mode

Ignore this section if you're playing Pandánte as a tabletop game. If you're playing Pandánte as a real gambling game though, players won't magically get 20 more gold when they run out.

You can play the gambling mode in a) tournament style where eliminated players are out of the tournament, or b) as a drop-in / drop-out games where players can come as go as they please. Either way, the rules are similar.

In these modes, you must buy in with at least 100 gold. In the drop-in / drop-out mode, whenever you sit down at the table (either the first time, or if you leave and then return later) you must pay 2 gold to the pot for breakfast to get your hand of cards (in addition to your 1 gold ante).

If you end a gambit with less than 40 gold in the tournament mode, you are eliminated. If you end the gambit with less than 40 gold in the drop-in / drop-out style game, you are either eliminated, or you can choose to buy back to 100 gold to keep playing next gambit.

If you ever have 0 gold (which is unlikely but possible under these rules), you immediately fold and are eliminated in the tournament mode. In the drop-in / drop-out mode, you have the option to buy back up to 100 gold, or else you fold and are eliminated. In either case, if you'd ever have to pay out more gold than you have (which again, is unlikely), then pay all you can to the players in turn order.

Remember, these rules do not apply to the happy fun tabletop version with gold fairies and no elimination. This is only for the seriousface mode.

FAQ

Poker Hand Questions

What is a floosh?!

If you were a Panda, you'd know this. A floosh is four cards of the same color. The Joker counts as any color. The fifth card doesn't matter and can be anything.

What counts as a flush?

A flush is five cards of the same color. The Joker counts as any color.

What counts as a straight?

A straight is five consecutive numbers, but they can't wrap around.

Examples:

2, 3, 4, 5, 6 is a straight

6, 7, 8, 9, Joker is a straight (The Joker is wild, the Joker is a 10 in this case)

9, 10, 1, 2, 3 is not a straight (can't wrap around)

What's a rainbow straight?

Like a straight, it's five consecutive numbers. In addition, those 5 cards are also five different colors.

What's a kicker?

A kicker is a tie-breaker card that's an "extra" part of your five-card hand.

Only four-of-a-kind, three-of-a-kind, floosh, and pair hands have kickers. For example, in four-of-a-kind hand of 33337, the 7 is the kicker. Another player might have 33339, and the 9-kicker in that hand beats the 7-kicker in the first player's hand. A one-pair hand has three kickers. If pairs are tied, the highest kicker breaks the tie. If those are tied, go to the next kicker, and if those are tied, go to the kicker after that. If all kickers are tied, the hands are really tied. There is no ranking of colors to break that tie.

General Questions

In a betting round, after I claim to have a certain hand, can I change my claim later in that *same* betting round?

No. You get only one chance to claim a hand per betting round. After everyone makes their claim or folds, move on.

What if you say you have a straight, but you really have a better hand like a flush? If someone claims you're lying, does it count as lying?

Yes. You said you had a straight and you don't. It doesn't matter that your real hand was higher ranked. You probably should have claimed your real hand.

If I win a pot when the Joker is a community card (not one of my private cards) do I still win only half the pot?

No. Abilities only function when they are on your private cards, so the “Not So Fast” drawback doesn’t apply unless the Joker is actually in your hand.

Can players look through the discard pile?

No. The discard pile is face down in Pandánte because it contains some cards that were never public information. Players can’t look through it. At the end of each gambit, the community cards and discards are shuffled back into the deck, so note that the discard pile is empty at the start of each new gambit.

Panda Lord Questions

What if you say you have 4 of a kind, but really you have 5 of a kind and you win the pot? If no one called you out for lying, can you reveal your hand and get a Panda Lord?

No for two reasons. Your 5 of a kind hand contains 4 of a kind, so it doesn’t count as a lie. Furthermore, you can only win a Panda Lord if you claimed to have a *higher* hand than you really do. In this case you claimed a *lower* hand than you really have.

I’m tied for the highest claimed hand (a full house, let’s say). We try to break the tie by all saying what exact full houses we have. I really have a full house, but I say a higher one than I really have. I’m now the highest claimed, no one calls me out, and I win the pot. Do I get a Panda Lord though? My board has bets on full house, and I have a full house, so I didn’t lie?

You did lie and you do get a Panda Lord! What you say during that tie breaker phase actually counts as your claimed hand. Also, if someone *had* called you out as lying, you really would have been lying and would have had to fold (you didn’t have the full house you said you have).

A player gets the dealer button from Bumbleclod the purple Panda Lord. When that player loses Bumbleclod, where does the dealer button go?

To the next player to the left, as usual. It doesn’t go back to who “should” have gotten earlier.

A player has the orange Panda Lord Mari-Dori and wins the pot. How do we compute who is tied for second place, and do second place finishers get a free breakfast for winning too?

As soon as the gambit ends, you just look at who claimed the next highest hand other than the winner. No tie breaker procedure is needed because all those tied for second split the other half of the pot. Those second place players didn’t “win” the gambit though so they do not get a free breakfast (and they can’t win Panda Lords either).

A player has the red Panda Lord Waggles. What's the order to resolve all his abilities?

When that player uses Waggles, they say all the abilities they want to do, and specify which one is from their hand, then there is a chance to challenge the one from hand. Note that the up-to-three abilities that can't be challenged must be different colors from each other (for example: red, green, blue) but that the ability from their hand could be the same as one already chosen (for example: a second green). Also remember that if you ever use the purple ability, you can't do any other abilities that round.

If you use both the red (Waggles) and blue (Cassy) Panda Lords at the same time, how many abilities do you get to do that round?

Waggles lets you do up to four abilities total (three from Waggles, one from your hand). Cassy also lets you do her Tragic Fate ability. Normally Cassy lets you do two abilities from your hand as usual, but in this case Waggles says you only get one from your hand. So the total number of abilities you can do here is five: one from your hand, three from Waggles, and Cassy's Tragic Fate.

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Credits

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