

DOGTOPIA RISING THE PAWCALYPSE



The rein of thumb wielders has come to an end! While this does mean no more walkies or scratches behind the ears, it does mean that the leash is at an end and domestication is now over. In Paws-Apocalypse you must organize your furry friends into a motley pack to control the two most important resources in the world: Rats and Bones. Fortunately, with the end of days having come the remains of human culture has left both Rats and Bones behind.

Make deals with other furry friends to end up with the lion's share of supplies, because it is a dog eat dog world!

Each Card has two usable sides. One side of a Card shows either Rats or Bones (or Rats and Bones), and the other side of the Card has a potential Domesticus Maximus or Feral Rebellion allies.

The deck should be shuffled and placed so that all of the Rats/Bone Cards are face up.

Randomize who goes first by flipping cards until one person has either 3 Feral Rebellions or 3 Domesticus Maximus. Place those cards at the bottom of the deck

At the start of play place five Cards Rat/Bone side up, and five cards with the Feral Rebellion/Domesticus Maximus /Mercenary Critter side up. The Rat/Bone side is known as the "YARD" and the five Feral Rebellion/Domesticus Maximus /Mercenary Critter side up ones are considered allies.

The first player can take a Card from the Feral Rebellion/Domesticus Maximus allies section, and then replaces that Card with a Card from the shuffled pile.

The player then places the newly chosen Card face up in front of them, making a horizontal line. Note: Players do not have a "hand" per say. Everyone uses the same communal face up cards.

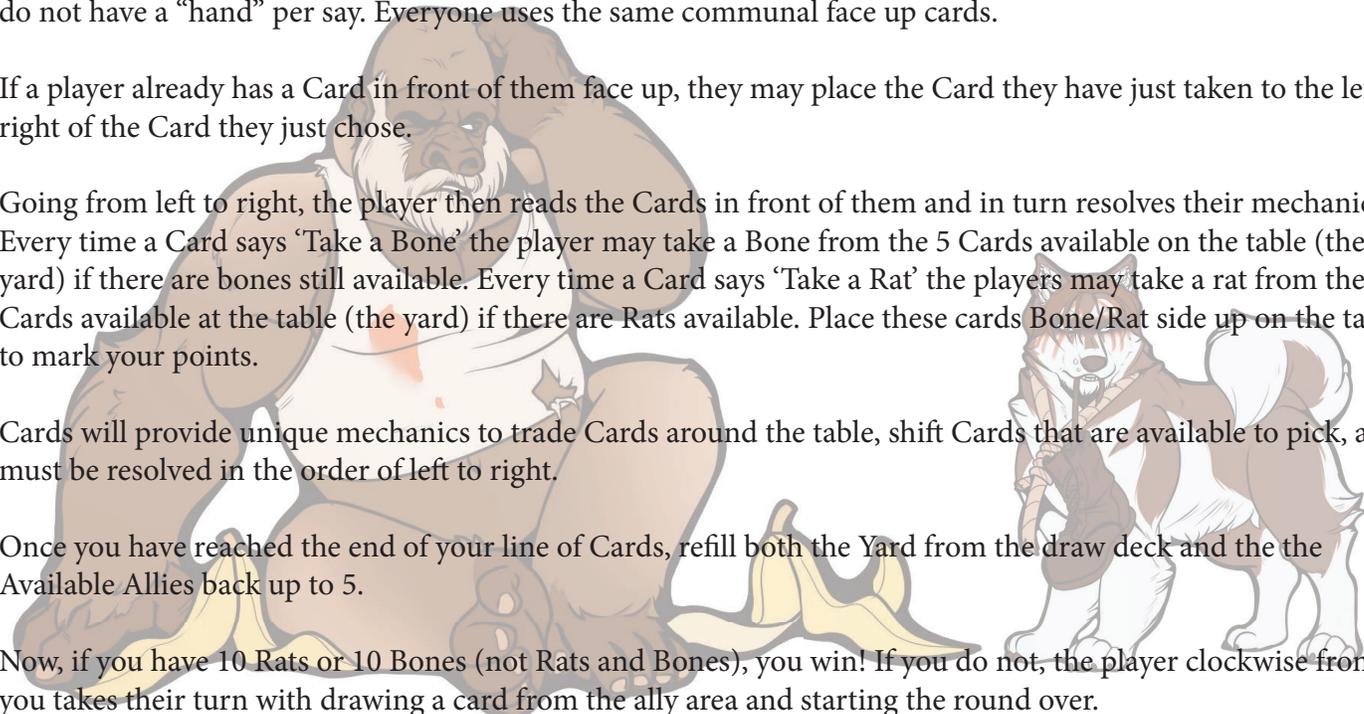
If a player already has a Card in front of them face up, they may place the Card they have just taken to the left of right of the Card they just chose.

Going from left to right, the player then reads the Cards in front of them and in turn resolves their mechanics. Every time a Card says 'Take a Bone' the player may take a Bone from the 5 Cards available on the table (the yard) if there are bones still available. Every time a Card says 'Take a Rat' the players may take a rat from the 3 Cards available at the table (the yard) if there are Rats available. Place these cards Bone/Rat side up on the table to mark your points.

Cards will provide unique mechanics to trade Cards around the table, shift Cards that are available to pick, and must be resolved in the order of left to right.

Once you have reached the end of your line of Cards, refill both the Yard from the draw deck and the the Available Allies back up to 5.

Now, if you have 10 Rats or 10 Bones (not Rats and Bones), you win! If you do not, the player clockwise from you takes their turn with drawing a card from the ally area and starting the round over.



THE DOMESTICUS MAXIMUS

As we stand in a new age, it is we, the Domesticus Maximus who will ensure that our yards will remain guarded, our watches never cease, and our loyalty to bearers of the leash shall remain eternal. As the world shall fall to chaos, as the great bumper beasts cease to thwart us, now is our time to truly prove our worth. Loyalty. Honor. Strength. These are the words that truly describe a good dog .

THE FERAL REBELLION

Our oppressors are no more! The rein of the thumbs, those who would torment us with red dots and toys just out of reach, is now over! Now is our time to rise up. It is time to return the world to feral anarchy, where the natural order of being can again be the law of the land. This is not the time to hold onto the icons of the past, but instead, this is the time where we shred and claw away the remains of what once was!

MERCENARY CRITTERS

Be you canine or feline, domesticated or wild, loyal to humans are eager to remove their mark; there is one thing that you should always remember. Ideals do not fill a hungry belly. While both sides (and some other sides we heard rumor of) are interested in fighting for turf and food under the name of idealism, we mercenaries are much more interested in staying fed and on the winning side.

CARD ICONS

To make cards easier to read at a glance, the following icons are used to indicate different common mechanics. This way you can tell at a glance what most cards can do.



Discard a Bone to the bottom of the draw deck.



Discard a Rat to the bottom of the draw deck.



Collect a Bone from the Yard if possible.



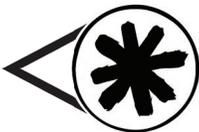
Collect a Rat from the Yard if possible.



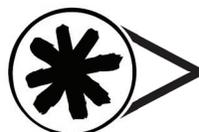
Optional Mechanic to follow, discard a Bone to activate the mechanic.



Optional Mechanic to follow, discard a Rat to activate the mechanic.



Optional Mechanic to follow, give this card to the player to your left at the end of this turn to activate this mechanic.



Optional Mechanic to follow, give this card to the player to your right at the end of this turn to activate this mechanic.



Optional Mechanic to follow, discard this card to activate the mechanic.



Mandatory Mechanic to follow, discard this card and activate the mechanic.



Mandatory Mechanic to follow that is triggered only when listed circumstances are met.