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English Rulebook



2



10+



20~30

Game Components

Scoring Board

Spirit Point (SP)

- You win the game if your opponent's SP is reduced to 0.
- You lose SP when your opponent gains certain Achievement Cards or using some of their Leaders' abilities.

Victory Point (VP)

- You win the game if your VP is higher than your opponent's by 4 or more.
- You earn VP by winning combats or certain Achievement Cards.
- When you have more than 10 VP, simply move your VP token across "0" and treat it as 11, 12 and so on.

Warehouse

Place all supporting tokens in this area.

Reward Pile

Reward Cards include: Ranger Cards, Item Cards and Achievement Cards.

Rest Area

Place all used Animal Cards in this area. During the game, players may freely check their own Rest Area but not their opponent's.

Team Planning Area

Each round you will assign Animal Cards behind your screen to fight on the 3 arenas.

Arena Board

- There are three arenas on the board. Each round, a new Reward Card will be added to each arena.
- If you win a combat in a arena, you will gain all the Reward Cards on it and 1 VP.
- Green/Pink areas on the Arena Board are used for placing tokens such as Mushroom or Hua Token.

Discard Area

Place all used Achievement Cards and Item Cards in this area.

Player Board

Food Tokens

- Each player has 2 Dish Tokens and 1 Delicacy Token. Each Food Token can be used only once per game.



- You can only use Food Tokens if you play "Fu" or "Hokuto" as the Leader.
- When you spend a Food Token, you can take **all your Animal Cards** back to your hand. (See P.8: Card Recovery)

Card Limit

Card Limit indicates how many cards you may play in a round. (See P.8: Player Board)

Game Overview

In this game, players take on the role of the commanders leading the Monk Dogs and the Ninja Cats to fight against each other. Players assign Animal Cards from their hands to fight in three arenas. The winner of each arena is rewarded with new allies, useful items or chances to diminish the opponent's morale! Use your powers, allies and wits! Do you have what it takes to lead the clan to victory?

Card Introduction

Animal Card

- Attack Power (AP)
The team with higher total AP will win the combat.
- Character Name
- Character Ability
The abilities are **ONLY** activated when the character is played as **the Leader**.



Achievement Card

- Card Name
- Card Ability
All effects will be resolved immediately when you get it.



Item Card

- Card Name
- Activation Timing
- Immediate: All effects on the card will be resolved immediately.
- Permanent: The effect will stay active throughout the game.
- One-time: You may keep the card until you play it and resolve its effect. Once played, remove the card from the game.



Game Setup

- Each player chooses one faction. Cats and dogs are all cute little fellows; so don't argue!
- Players sit across the table and take all their components: 9 Animal Cards, 1 Player Screen, 1 Player Board, 3 Faction Tokens (doggie bone or ninja shuriken), and 3 Food Tokens. Place all 3 Food Tokens on their Player Board and place 1 Faction Token on "3" to indicate current Card Limit.
- The Ninja Cats player takes 2 Raihuu Tokens, and 4 Hidden Weapon Tokens.
- The Monk Dogs player takes 3 Hua Tokens.
- Place the Arena Board between the players with the green side facing toward the Monk Dogs player.
- Each player places one Faction Token on the place showing 始 始 (Start) of VP and SP.
- Shuffle all Achievement Cards, Item Cards and Ranger Cards to form a face down Reward Pile.
- Place all other tokens in the Warehouse.



Game Sequence

There are 4 phases in a round: (1) Prepare, (2) Plan, (3) Resolve, and (4) Refresh Phase. In each phase, both players **simultaneously** working on their phase actions. The game ends when one of the winning conditions is met **at the end of the Resolve Phase**. (See P.7: Winning Conditions)



Prepare Phase

- At the beginning of each round, reveal the top 3 cards from the Reward Pile one by one and place them on arena 1, 2, and 3, respectively.
- If there are Reward Card(s) left on the arena (not claimed due to a draw from the previous round(s)), place the new Reward Card on top of them. You may fan out the cards a little so that all the cards can be seen.
- Each arena can hold a maximum of 3 Reward Cards. Whenever there is a fourth card added into an arena, remove the card on the bottom to the Discard Area.



- Place the new Reward Card on top of the left over cards from the previous round(s).



- Discard the Reward Card on the bottom if there are more than 3 cards in a single arena.

Plan Phase

During this phase, both players simultaneously place Animal Cards behind their Player Screen into up to 3 teams (corresponding to the 3 arenas) to plan for the fight.

The maximum number of Animal Cards you may play is indicated by the "Card Limit" on your Player Board.

Animal Cards

- No more than 3 Animal Cards can be assigned to each arena.**
- When you assign 2 or more Animal Cards to an arena, stack them to form a team with each card's AP being visible. The top card will be the **Leader** of the team; the Leader contributes AP, and you may also activate all its abilities. The other cards are the **Assistants** who only contribute AP to the team.

- When you activate the "Peach" Item Card, you gain Card Limit+1 for the current round. You don't have to tell your opponent before using "Peach".

Card Limit



If your Card Limit is 4, you can play 0-4 Animal Cards in this round.

Example:



Assistant Only contributes their AP.

Leader Contributes their AP and abilities.



You may assign 0 Animal Card in an arena.

You can play at most 3 Animal Cards in an arena.

2 Hidden-Weapon Tokens and Coconut Token

After assigning Animal Cards, you may add any number of Hidden Weapon Tokens and/or Coconut Token to the teams. However, **you cannot add them to an arena without Animal Cards.**

- Each Hidden Weapon Token and Coconut Token gives your team 1 AP.
- After the Resolve Phase, discard all used Hidden Weapon Tokens to the Warehouse. Take Coconut Token back to your side; it is reusable.

Resolve Phase

Remove your Player Screens and **determine the winner of each combat (resolved from arena 1 to 3)**. In each combat, both players may activate the abilities of their Leader and then add up all APs for their team.

If your team's AP is higher than your opponent's, you become the winner of that arena:

- You gain 1 VP. Move your VP token 1 step further on VP track.
- You get all Reward Cards on this arena:
 - Ranger Card:** Add it to your hand. Now it becomes your Animal Card. You can use it in the following rounds.
 - Achievement Card:** Activate its effect immediately and then discard it.
 - Item Card:** Activate it based on its Activation Timing (See P.3: Item Cards). Discard it after use.

If both teams' AP are tied, all Reward Card(s) remain on the arena.

When resolving a combat, if any player got caught for having more than 3 Animal Cards in a single arena or placing more Animal Cards than their Card Limit allows, the opponent may decide which card(s) should go back to that player's hand.

Example: Resolving A Combat

Resolving Order

1 → 2 → 3

Yue activates his ability: +1 AP

4+2=6 0 Draw 6+1=7 Win

Win Draw 2

4+3+1=8 0 2

- On arena 1, the Ninja Cats have 8 AP while the Monk Dogs have only 6 AP; The Ninja Cats win this combat, gain 1 VP, and activate the "CRASH" Achievement Card which reduces 3 SP of the Monk Dogs.



After resolving the combat, the Ninja Cats get 4 Hidden Weapon Tokens because of Masaru's ability. Meanwhile, the Monk Dogs can put 1 Hua Token on the area where it shows "Hua" because of Hua's ability.



- Skip arena 2 since no players assign Animal Cards on it. The "Peach" Item Card stays on this arena.
- On arena 3, the Ninja Cats have only 1 card in play, so the Monk Dogs get 1 more AP because of Yue's ability. The Monk Dogs have 7 AP in total and win this combat since the Ninja Cats have only 2 AP. The Monk Dogs gain 1 VP and get a Ranger Card, which can be used in the following rounds. The Ninja Cats gain 3 Hidden Weapon Tokens because of Hikaru's ability.

Winning Conditions

At the end of the Resolve Phase, you win the game if you meet **one** of the winning conditions:

- Your VP is higher than your opponent's by 4 or more.
- Your opponent's SP is reduced to 0 (Defeated).

Exception

At the end of the Resolve Phase:

- If there are fewer than 3 cards in Reward Pile, the game ends. The player with the higher VP wins.
- If both players have no SP left, then the one with the higher VP wins.
- If one player has 4 or more VP than the other but has no SP left, the player who still has SP wins the game.
- If both players have no SP left and have the same VP, the game ends with a draw.

Attention

- Always resolve the combat by the order of arenas.** The winner of arena 1 gets all Reward Cards on it and 1 VP. Then start to resolve arena 2 and then 3.
- Players cannot win the game until the end of the Resolve Phase, even if one of the winning conditions is met in the middle of the round.
 - Example:
 - You win the combat of arena 1 and now you have 4 more VP than your opponent. However, you cannot win the game now since arena 2 and 3 are not resolved yet.
 - If you have 4 or more VP than your opponent after all arenas are resolved, the game ends and you win.
- If your SP is reduced to 0, no card has the ability to revive your SP.

Refresh Phase

If no one meets the winning conditions at the end of the Resolve Phase, then the Refresh Phase begins.

1 Cleanup

Move your used Animal Cards to the Rest Area, used Reward Cards to the Discard Pile and used Hidden Weapon Tokens and "Card Limit -1" Token to the Warehouse.

2 Player Board

Increase the Card Limit to 4 if your SP is reduced to 8 or lower, or 5 if your SP is reduced to 4 or lower. Your Card Limit will not be decreased even if you gain SP back, unless it's a temporary effect caused by card abilities.

3 Card Recovery

In the following conditions, you **MUST** take back all of your used Animal Cards to your hand:

- Chefs:** Fu and Hokudo are the Chefs of each faction. If you play them as the Leader on an arena, you must activate their abilities: spend 1 Food Token and recover all your used Animal Cards in the Refresh Phase.
 - You must use Dish Tokens first. Use the Delicacy Token only when you are out of Dish Tokens.
 - If you have no more Food Tokens left, you cannot do Card Recovery with your Chef.
- SP:** If your SP is reduced to 4 or lower, you must spend the Delicacy Token and do Card Recovery in the Refresh Phase even if you didn't play your Chef in this round.
 - If you play your Chef in the same round as your SP reaches 4 or lower, you only need to spend your Delicacy Token for Card Recovery. You may keep the Dish Token for the following rounds.
 - However, you won't be able to do Card Recovery if your Delicacy Token had been spent in the previous round.
- Ginseng:** If you get the "Ginseng" Item Card, you can do Card Recovery without spending any Food Tokens.
 - However, you still have to spend the Food Token if you play a Chef or if your SP is reduced to 4 or lower in the same round when you get the "Ginseng".
- Pass:** If you play no Animal Cards in the Plan Phase, you can take back all Animal Cards to your hand without spending any Food Tokens.
- Doing Card Recovery properly is very important. Your Chef needs to "feed" all your teammates at the right time!**

Start A New Round

After the Refresh Phase, start a new round from the Prepare Phase.

Monk Dogs



Fu AP : 1

- 1 Fu is the Chef and **MUST** be played as the Leader.
- 2 During the Refresh Phase, spend a Food Token (turn it over) and take back all used Animals Cards to your hand.



Ban AP : 4

- 1 Ignore up to 5 Hidden Weapon Tokens from your opponent in this arena.
 - 2 In addition, you can steal up to 2 Hidden Weapon Tokens from your opponent in this arena.
- You can never ignore or steal Coconut Token.

Example Your opponent adds 7 Hidden Weapon Tokens to the team Ban is facing. You can ignore 5 Hidden Weapon Tokens and take 2 from them. So your opponent only adds 2 AP with their Hidden Weapon Tokens.



Chai AP : 4

- 1 If you have fewer VP than your opponent, your AP is increased by 2.



Yue AP : 6

- 1 You gain a number of AP equal to the number of your opponent's Animal Cards in this arena.

Example Your opponent has 3 Animal Cards in the arena. You gain 3 AP thanks to Yue's ability.



Hua AP : 2

- 1 After the combat, leave a Hua Token on the space with a icon.
 - 2 You gain 2 AP if the Hua Token is present on the arena.
 - 3 Remove the Hua Token if you lose a combat with it on the arena.
- Each arena can hold at most 1 Hua Token.
 - If you assign Hua as the Leader to an arena with a Hua Token and lose the combat, do not remove the Hua Token.

Example



After the combat, put a Hua Token on this arena. From now on, you gain 2 AP in this arena.



If you lose a combat in this arena, remove the Hua Token.



Shiue AP : 2

- 1 When resolving the combat, if there are fewer than 3 Animal Cards in your team in this arena, you may add 1 more Animal Card (as an Assistant) here regardless of your Card Limit.
- You can add a Ranger Card you gained earlier in the same round when activating Shiue's ability.
 - If your opponent has Ringo as the Leader in the same arena, cast a "Rock-Paper-Scissors" and **THE LOSER** must decide first whether they want to activate their ability or not.

Example You play Shiue as the Leader in Arena 1. When resolving the combat, you activate its ability and add Chai to the team. As a result, you have 6 AP (2 from Shiue and 4 from Chai) in total.

Ninja Cats



Hokuto AP : 1

- 1 Hokuto is the Chef and **MUST** be played as the Leader.
- 2 During the Refresh Phase, spend a Food Token (turn it over) and take back all used Animals Cards to your hand.



Hikaru AP : 2

- 1 After the combat is resolved, take 3 Hidden Weapon Tokens from the Warehouse.



Ringo AP : 4

- 1 Before resolving the combat, you may add up to 4 Hidden Weapon Tokens to this arena.
- If your opponent has Shiue as the Leader in the same arena, cast a "Rock-Paper-Scissors" and **THE LOSER** must decide first whether they want to activate their ability or not.

Example Your opponent has 6 AP and you have 4 AP. You decide to activate Ringo and add 3 Hidden Weapon Tokens to the arena. Now you have 7 AP in total thus you win this combat.



Yaou AP : 5

- 1 If you **WIN** a combat with Yaou, you can take it back to your hand instead of placing it to the Rest Area.



Raihuu AP : 3

- 1 When you assign Raihuu as the Leader to an arena, you also place a Raihuu Token on each of the other 2 arenas.
 - 2 Each Raihuu Token adds 2 AP to a combat regardless of whether you have played Animal Cards in the arena or not. Remove it after the combat is resolved.
- Raihuu Token is not an Animal Card. So you cannot add any Hidden Weapon Tokens or Coconut Token if you don't have any Animal Cards in the same arena.

Example



When you assign Raihuu as the Leader, place a Raihuu Token on each of the other 2 arenas.

There are no Animal Cards in this arena, so you cannot place any Hidden Weapon Tokens or Coconut Token here.



Masaru AP : 3

- 1 Take 4 Hidden Weapon Tokens from the Warehouse if you **WIN** this combat.

Rangers



🐾 Ming 🐾 AP : 3

- 1 If you win, you gain 2 VP instead of 1.



🐾 Shiau-Yao 🐾 AP : 3

- 1 When resolving the combat, you may **remove one Assistant with the least AP** from your opponent's team to the Rest Area.

- If your opponent has only one Animal Card in this arena, Shiau-Yao's ability is ignored.



🐾 Musashi 🐾 AP : 4

- 1 If you lose, your SP is **ONLY** reduced by 1. Ignore any other abilities that may reduce your SP in this combat (e.g., BoShark).

Example Your opponent wins the combat and activates "CRASH" Achievement Card. Since you have Musashi as the Leader, your SP is only reduced by 1 instead of 3.



🐾 Tai-Chi 🐾 AP : 4

- 1 If your opponent's AP is higher than yours by 4 or more, you win the combat.
- 2 If your AP is higher than your opponent's, you still win the combat.

Example Your opponent has 9 AP and you have only 4. He/she could have won the combat but since you have Tai-Chi as the Leader, you win instead.



🐾 Himiko 🐾 AP : 4

- 1 Himiko is not counted into your Card Limit when it is played as the Leader. You still cannot play more than 3 Animal Cards in an arena even with Himiko as the Leader.

Example



Your Card Limit is 5.

You can play up to 6 Animal Cards if one of your Leaders is Himiko.



🐾 BoShark 🐾 AP : 5

- 1 If you win, your opponent lose 2 SP.

- If your opponent has Musashi as the Leader, they will only lose 1 SP even if you win with BoShark.

Example You win the combat and activate "CRASH" Achievement Card. Your opponent loses 3 SP. Since you have BoShark as the Leader, your opponent will lose an additional 2 SP. But if your opponent has Musashi as the Leader. In this case, your opponent will only lose 1 SP instead of 5.



🐾 Tumaz 🐾 AP : 8

- 1 Tumaz **MUST** be played alone as the Leader. No Assistants can be added to his team.

- When activating Shiue's ability, you can't add Tumaz as the Assistant.
- You can use Hidden Weapon Tokens and Coconut Token with Tumaz.

Items



🐾 Kiwano

- 1 You gain 5 Hidden Weapon Tokens from the Warehouse **immediately**.



🐾 Ginseng

- 1 You gain 1 SP **immediately**. In addition, you can take back all your used Animal Cards to your hand in the Refresh Phase **WITHOUT** spending a Food Token.
- If you have played your Chef or your SP is reduced to 4 or lower, you still have to spend the required Food Token. (See P.8: Card Recovery)
 - If you have 0 (defeated) or 12 (full) SP, you will not gain any SP when you get Ginseng.



🐾 Coconut

- 1 Take the Coconut Token from the Warehouse. You can add it to any team in the Plan Phase. You gain 1 AP for the Coconut Token.

- You can take back your Coconut Token in the Refresh Phase and use it again in the following rounds.
- Coconut Token is not a Hidden Weapon Token. Ban cannot steal or ignore it. Ringo cannot add it to a combat.



🐾 Peach

- 1 Put this card in front of you. You can use it and temporarily increase your Card Limit by 1 in any round you like.
- 2 In the Plan Phase, if you want to use "Peach", you don't have to tell your opponent, simply increase your Card Limit by 1. And remember to discard "Peach" at the end of the Resolve Phase.



🐾 Apple

- 1 Put this card in front of you. You win all combats that are tied.

- If you and your opponent both have 0 AP in an arena, "Apple" has no effect.



🐾 Mushroom

- 1 Place 1 Mushroom Token on your side of the arena where you won it. You gain 1 AP for each Mushroom Token in the arena.

- You can have at most 2 Mushroom Tokens in an arena.

Put a Mushroom Token on your side of the arena.



🐾 Peel

- 1 Draw 3 cards from the Reward Pile and pick one. If it's an Achievement Card or an Item Card, activate it **immediately**; if it's a Ranger Card, add it to your hand.

- You **MUST** show the card you picked to your opponent.
- Discard the other 2 cards to the Discard Pile, face down.

Achievements



POWER

- 1 Your opponent -2 SP and you +1 SP
- If you have 0 (defeated) or 12 (full) SP, you will not gain any SP when you get "POWER".



BREAK

- 1 Your opponent loses SP based on the difference of your AP:
- 2 Opponent -1 SP if the AP difference is 0-2.
Opponent -3 SP if the AP difference is 3-6.
Opponent -5 SP if the AP difference is 7 or more.
- This card still applies when you win a combat with Tai-Chi as the Leader.

Example You have 9 AP and your opponent has 4 AP when you win a "BREAK". Your opponent loses 3 SP because the AP difference is 5.

Example Your opponent has 9 AP and you have 4 AP. Since you have Tai-Chi as the Leader and the AP difference is 5, you not only win the combat but also reduce your opponent's SP by 3.



BLOCK

- 1 Your opponent loses 1 SP and put a "Card Limit-1" Token on their Player Board. Their Card Limit is reduced by 1 during the next Plan Phase. Remove this token at the end of the next Refresh Phase.

Example You activate "BLOCK", which reduces your opponent's SP by 1. Now your opponent has "Card Limit-1" Token on the Player Board. Your opponent can only play 2 Animal Cards instead of 3 in the following round.



CRASH

- 1 Your opponent -3 SP.



SHOCK

- 1 Your opponent -1 SP, and you +1 VP.



DESTROY

- 1 Your opponent -2 SP, and you gain 2 Hidden Weapon Tokens from the Warehouse.



RETURN

- 1 Your opponent -2 SP. You can immediately take back all your Animal Cards in this arena to hand.



BOOM

- 1 When you gain "BOOM", put it in front of you, and your opponent loses SP based on the number of "BOOM" you have.
- 2 Opponent -2 SP if you have 1 "BOOM" in total.
Opponent -3 SP if you have 2 "BOOM" in total.
Opponent -5 SP if you have 3 or more "BOOM" in total.
- Each time you get a "BOOM", immediately activate it **once**.
- Put all "BOOM" cards you earn beside your screen so that your opponent can see them.

Example You are the winner of arena 1 and gain your first "BOOM". Put it beside your screen and activate it, which reduces your opponent's SP by 2. Later if you win another "BOOM", you can activate it and reduce your opponent's SP by 3, since you have 2 "BOOM" in total.



Fight for Dogs!!



[The master] Amitabha. Winning means nothing. Amitabha. (Whispering) BEAT THE CATS! BEAT THE CATS!



[The fighters] Chai: Hua! Let's practice harder!
Hua: Let's practice harder and harder and harder!



[The chef]
Give me 10 more steamers! I want to make more buns!



[The big guy]
May the power of Shaolin buns be with me!



Fight for Cats!!



[Weapons]
Believe no one but your weapons.



[Infiltration] Hikaru: Chai ate 15 Shaolin buns today!
Masaru: 15 buns? Watch out for fat Chai's punch!



[The look] How can you fight without the charm?
No cuteness, no fight.



[Nap] I need some nap before the fight. Come on, I'm a cat.
Fish pillow smells sooo good.