

PICK THE PUG

RULES

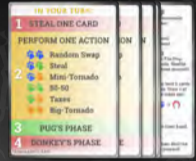
IN THE BOX



6 Red Donkeys



4 Gold Pugs



8 Silver Summary Cards



30 Blue Monkeys



20 Green Monkeys



6 Orange Monkeys



4 White Monkeys



16 Black Mythical Creatures

THE GAME

In this **Game** you go head to head with your friends for 3 **Rounds**, each of which ends with a **Winner**.
Win 2 **Rounds** to be the **Champion**, or face the other **Winners** in a final **Tie Breaker**!

To win a **Round** you must gain possession of **The Pug**, while getting rid of all other cards in your hand.
There is only 1 **Pug** in play at a time, so pay attention to who has it, and most importantly bluff:
you shouldn't let anyone know when you have **The Pug**!

Donkeys cannot be discarded in any way, so you cannot win if you have them in your hand.
You must find a way to give them to your opponents as soon as you can!

All other cards in your hand are **Monkeys**. They are of 4 colors: **Blue**, **Green**, **Orange** and **White**.
You must discard 2 **Monkeys** every **Turn**, and perform the **Action** corresponding to the colors of the pair.
There are 6 **Actions** in total: use them wisely to get **The Pug**, give **Donkeys** away, or create confusion!

In addition, every **Round** is overseen by 3 **Mythical Creatures** and their super powers. Any player
in trouble can summon a **Mythical Creature** to make an extra play, even outside their **Turn**.
With their extraordinary abilities, **Mythical Creatures** will flip even the most incredible **Rounds**!

INSTANT FUN

SET UP

To learn the **Game** for the first time, we recommend that you set up the **Game** as you read these **Rules!**

A Give 1 **Summary Card** to each player.



B Shuffle all **Monkeys** and set the deck aside.



Shuffle all **Donkeys** and set the deck aside.



C Shuffle all **Mythical Creatures** and place them face down in the middle of the table. Leave space next to the deck for a **Discard Pile**, which is where you will place the **Monkeys** that are discarded throughout the **Game**.



FIRST ROUND

A Shuffle all **Monkeys** and deal 4 of them to each player. Put the rest of the deck aside for now, you will need it in the **Random Draft**.



B Draw 3 **Mythical Creatures** and place them face up in the middle of the table. Every **Mythical Creature** has a **One-time-only** effect that can be activated only once in the entire **Game**. More details are in the **Mythical Creatures & Donkeys** section on page 3.



RANDOM DRAFT

A From the deck of **Monkeys** draw as many **Monkeys** as the number of players minus 1, but don't look at them!

B Add **The Pug** to them, so that now you have as many cards as the number of players. Example: 3 Monkeys and The Pug for 4 players.



C Shuffle them and place them face down in the middle of the table. Each player then draws exactly 1 card from them.

D Whoever draws **The Pug** must reveal himself and draw a **Donkey** from the deck of **Donkeys**. Put the decks of **Donkeys** and **Monkeys** aside, you won't need them until the next **Round**.



LET'S PLAY!

The player who draws **The Pug** in the **Random Draft** decides who goes 1st. Then players take **Turns**, clockwise around the table, until a player has only **The Pug** during anyone's **Pug's Phase**. During your **Turn** you **MUST** go through the following 4 quick phases, in order:

1 • Stealing Phase

Every **Turn** always starts with the **Stealing Phase!** Pick another player and steal 1 random card from their hand.

!! You can't pick a player with no cards. If you are the only player with cards, skip this phase.



2 • Action Phase

Discard 2 **Monkeys** by placing them face up in the **Discard Pile**, then perform the corresponding **Action** (see the **Actions** section on page 3).

!! You must discard exactly 2 **Monkeys** every **Turn**, unless you don't have 2 **Monkeys** in your hand, then skip this phase.



The next two phases are simple checks of certain events, but they involve all players!

3 • Pug's Phase

If **ANY** player has **ONLY The Pug** in their hand, the **Round** ends immediately (see **End of the Round** below). Otherwise, the **Game** continues with the **Donkey's Phase**.

Be careful not to leave anyone with just 1 card in their hand after your Action Phase or they might win in your Pug's Phase!



4 • Donkey's Phase

In clockwise order starting from the current player, **EVERY** player has 1 chance of showing a hand of **ONLY Donkeys** (at least 1) to activate 1 of the **Mythical Creatures'** effects available on the table (see **Mythical Creatures & Donkeys** on page 3).



The **Donkeys** are not to be discarded, but only shown! A player can activate at most 1 effect during the **Donkey's Phase**, even if they are left with only **Donkeys** again.



END OF ROUND

The **Round** ends when a player has **ONLY The Pug** in their hand, during **ANYONE'S** Pug's Phase.

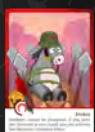
Tip: if you have **ONLY The Pug** in your hand wait until the Pug's Phase to show it, or someone else might steal it!

When the **Round** ends:

- A** The player with **The Pug** is the **Winner** of the **Round**. They keep **The Pug** facing up in front of them for the rest of the Game. This Pug is not in game anymore, it's only used as a scorekeeper.



- B** Every player discards **ALL** their **Monkeys**, but **NOT** the **Donkeys**. The **Game** continues with a new **Round**, but this time a player starting with **Donkeys** only gets enough **Monkeys** to reach a total of **4 cards in their hand**. Example: a player left with 1 Donkey from the previous Round gets 3 Monkeys.



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WIN THE GAME

The **Game** lasts at least 2 **Rounds**. It can end in 2 different ways:

- A** A player wins 2 **Rounds** and collects 2 **Pugs**. This player is ready to receive **The Pug's** ultimate blessing and is the **Champion of the Game**, congratulations!



...OR...

- B** After 3 **Rounds** there are 3 **Winners** with 1 **Pug** each. In this case they become the **Finalists** and must play the **Tie Breaker** (see the section below) to determine the **Champion of the Game**! Don't like the idea of a Tie Breaker and want to keep playing?! You can continue challenging your friends until someone wins 2 **Rounds**!

TIE BREAKER

Each **Finalist** starts with 3 **Monkeys** in their hand, 1 for every color: **Blue**, **Green** and **Orange**.

They secretly choose 1 **Monkey** from their hand and place it face down in front of them.



READY?!

When everyone is ready, the cards are flipped for everyone to see. The **Finalist** with the **HIGHEST** card wins the **Tie Breaker** and the **Game**.

...BUT...

If 2 **Monkeys** of the same color are flipped, they eliminate each other and the remaining **Finalist** wins!

...WHAT IF...

3 **Monkeys** of the same color are flipped? Then the **Finalists** get a second chance at winning the **Game** by playing the **Tie Breaker** 1 more time.

...HOWEVER...

If 3 **Monkeys** of the same color are flipped again, then all 3 **Finalists** lose and the other players are the **Champions** of the **Game**!

MONKEYS & ACTIONS

During your **Action Phase**, you must discard exactly 2 **Monkeys** by placing them face up in the **Discard Pile**, and perform the corresponding **Action**. You cannot perform more than 1 **Action** per **Turn**. In case you don't have 2 **Monkeys** in your hand, skip this phase.

Monkeys are of 4 different colors: **Blue**, **Green**, **Orange** and **White**.

A **White Monkey** can be played as any color.



When you perform an **Action**, you cannot pick a player with no cards. If you are the only player with cards, the **Action** has no effect, but you still get to discard your **Monkeys** and lower your hand size.

Random Swap (2 Blue Monkeys)

Pick another player. You simultaneously draw 1 card from each other. The draws happen at the same time. If you have no cards left in your hand, this Action works like a Steal.

Steal (1 Blue Monkey & 1 Green Monkey)

Pick another player and steal 1 random card from their hand.

Mini-Tornado (1 Blue Monkey & 1 Orange Monkey)

The player with **The Pug** reveals **The Pug**, while every other player chooses and reveals 1 of their cards. Shuffle all revealed cards and deal them 1-by-1 starting from yourself, in clockwise order.

If a player has no cards, they don't reveal any, but they participate in the dealing part anyway. In this case, there are fewer cards and the last players are not dealt any.

50-50 (2 Green Monkeys)

Pick another player. They place their best 2 cards face down in the middle of the table. Draw 1 of those 2 cards, while they keep the other one. Cards are in descending order as follows:

The Pug > **Monkeys: White** > **Orange** > **Green** > **Blue** > **Donkeys**

If you pick a player with just 1 card, this Action works like a Steal.

Taxes (1 Green Monkey & 1 Orange Monkey)

Pick another player. They must give you the best card in their hand.

Big-Tornado (2 Orange Monkeys)

Collect all cards from the hand of every player. Shuffle them together with your hand and deal them 1-by-1 starting from yourself, in clockwise order.

As in the Mini-Tornado, a player with no cards don't give you any but participate in the dealing part anyway.

MYTHICAL CREATURES & DONKEYS

At the beginning of the 1st Round 3 **Mythical Creatures** are randomly drawn from their deck and placed face up in the middle of the table.

One-time-only Effect

Every **Mythical Creature** has a **One-time-only** effect, that can be activated only once, in two different instances:



A In the first case, a player activates the effect of a **Mythical Creature** when they discard 2 **Monkeys** with the same **Magical Item**, in their **Action Phase**. Every **Monkey** has a **Magical Item**, highlighted by a golden halo, which can appear in other **Monkeys** of different colors too. A player discarding 2 **Monkeys** with the same **Magical Item** **MUST** resolve their **Action** first, and then activate 1 of the **Mythical Creatures'** effects available on the table.

B In the second case, a player who has only **Donkeys** in their hand during **ANYONE's Donkey Phase** (even their own) can show their hand to activate 1 of the **Mythical Creatures'** effects. In this case, they don't discard the **Donkeys**, but just show them! A player can activate more than 1 effect, even consecutively, if they end up with just **Donkeys** again.



As soon as the **Mythical Creature's** effect is resolved, the **Mythical Creature** is discarded for the rest of the **Game** and immediately replaced by a new **Mythical Creature** randomly drawn from the deck. Some effects are stronger than others, always choose the **Mythical Creature** wisely!

