

SECRET STORE

RULES SUMMARY

EXPANSION SETUP

These steps are added to the Game Setup steps outlined in the Core Game rulebook (pg 2).

PREPARING THE DUNGEON (after Step 4)

- 5) Shuffle the Store and Bounty decks, then place it face-down in the positions shown below.
- 6) Shuffle the new Rank-2 Catventurers into the Catventurer deck.
- 7) Place the Coin tokens within reach of all players.



PREPARING THE PARTIES (after Step 3)

- 4) Deal each player a Secret Store Buff card, a Treasurer, and 1 Coin.



CHOOSING A NOBLE

After selecting the Cat King, players must now select their Noble. Each player **chooses one of the Nobles he was dealt, adding it to his party.**

All unchosen Nobles are returned to the game box face-down (don't show your rivals!). Each player should have now a party of 5 Catventurers!



Note: If your group decides to play on Veteran or Expert mode (Core rulebook pg 16), perform all the steps for that mode before Choosing a Noble.

CONTENTS

Store Deck (26 Cards)

Bounty Deck (20 Cards)

Other Cards

- 4 x Rank 2 Catventurers
- 5 x Treasurers
- 5 x Secret Store Buffs

Other Components

- 28 x Value 1 Coins
- 14 x Value 3 Coins
- Rules Summary



COINS

Coins are a new resource that can be gained through either Bounties or Catventurer abilities. **Whenever a player gains a Coin, it is kept in that player's Stash.**



Coins come in two denominations. You may make exchanges with the supply at any time. **Whenever a Coin is spent, return it to the supply.**

When counting Experience Points (XP) at the end of the game, players also **add to their total XP the value of all Coins in their Stash.**

FINAL SCORING



Note: An updated Scoring sheet for this expansion can be downloaded and printed at: purrrballs.sg/catventure

FREQUENTLY ASKED QUESTIONS

Secret Store Buff card: As the Secret Store buff has no cost, its cost is considered to be zero for the purpose of resolving abilities.

Omni Attack Icon: This Attack icon can be treated as either , or .

Unsellable: This card cannot be Cashed in for Bounties.

Treasurer: No matter how many rivals played Nobles, you only gain 1 additional Coin.

Winged Mantle: This ability must be used before resolving your played Catventurer or Buffs.

Royal Ring: You may perform this effect before or after resolving your Noble's ability.

BOUNTIES

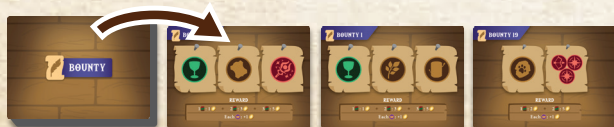
Bounties are the primary means by which most players will gain Coins. Every Bounty card has 2 or 3 icons denoting the Loot it requires. The bottom panel of the Bounty card shows how much gold is received.

Example: This Bounty can accept a Chests, a Fish, and a Weapon with one Melee and any one Attack icon. The player receives 1/4/7 Coins for 1/2/3 cards sold, and 1 Coin for each Royal Emblem on those cards.



DUNGEON PHASE

During the Dungeon phase, after drawing Monsters, the Cat King draws Bounty cards from the Bounty deck and adds them to the Bounty Pool. The Cat King draws Bounty cards until the Bounty Pool is at the **Bounty Limit**. The Bounty Limit is equal to **one less than the number of players**.



The Bounty Pool (for 4 players)

If no cards can be drawn due to the Pool being at the Bounty Limit, the Cat King returns a Bounty from the Bounty Pool to the game box, then draws a new one.

If the **Bounty deck runs out of cards, no more Bounties will be drawn for the remainder of the game.**

Bounty cards **remain in the Bounty Pool between Levels**.

Example: In a 4 player game, the Bounty Limit would be 3. If one Bounty card was left in the Pool from the previous round, the Cat King would draw two new Bounty cards for the Pool.

LOOT PHASE

During the Loot phase, after choosing a Loot card, players may choose to Cash in one Bounty card. They declare which Bounty card in the Pool they are Cash-ing in and the Loot cards they are selling. **Loot cards gained in the same round may be sold. Exhausted Loot cards cannot be sold.**

The player gains Coins from the supply depending on what Loot he Cashed in, then returns the Cashed in Bounty card and sold Loot cards to the game box.

Example: It is Hako's turn. She can choose either the Gems or the Herbs, both of which she doesn't need. However, as there is a Bounty that requires Gems, she takes the Gems, and Cashes in the Bounty for 1 Coin.

STORE

Store cards provide players with flexibility and form an alternative for those unable to get the Loot cards they need. **The cost of each Store card is indicated in the bottom right corner.** Whenever a player gains a Store card, it is kept in that player's Stash.



There are three types of Store cards:

- Triggered** Store cards have benefits that are triggered when specific conditions are met.
- Instant** Store cards provide an immediate benefit, and are then returned to the game box.
- Passive** Store cards have icons that are similar to Loot cards.

DUNGEON PHASE

During the Dungeon phase, after drawing Bounties, the Cat King draws Store cards from the Store deck and adds them to the **Stock** face-down. The Cat King **draws one Store card, plus one additional for each Royal Emblem on cards currently in the Pool.**



If the Store deck ever runs out of cards, no more Store cards will be added to the Stock for the remainder of the game.

At the end of each Level, return all Store cards in the Stock to the game box.

SELECTION & ACTION PHASES

To purchase cards from the Stock, players must **select the Secret Store Buff card** during the Selection phase. In the Action phase, they resolve the Secret Store Buff and may then **choose to look at and purchase any cards in the Stock**. Any unpurchased cards are returned to the Stock face-down.

Example: It is Kumo's turn to perform his actions. Since he revealed the Secret Store Buff, he chooses to look at the cards in the Stock. Kumo chooses to purchase the Chalice and Treant Branch, paying 3 Gold to the supply.

