

CLAWS, JAWS, and PAWS™

A PERILOUS PET PROJECT

2-6 PLAYERS • AGES 8+ • AVG. GAME: 20 MIN.

For multi-language instructions and how-to videos for this game, please visit www.haywiregroup.com

WHAT'S IN THE BOX?

6 colored collection boards • 36 colored creature tiles • 1 bidding grid • 20 bidding cards

OBJECT OF THE GAME

Your goal is to win bids to collect creature tiles that match the creatures on your collection board. You'll score one point for each creature tile that matches the creature on your collection board (two points if the creature tile also matches the color of your collection board). The winner is the player with the most points after four rounds of play.

THE PETS



- **Bumble the Honey Badger** - Bumble has very thick fur which helps protect him from bee stings when he's trying to steal honey (or whatever other meal he can get his paws on). He sleeps in tunnels underground and prides himself on a clean house. He will however, destroy *your* house for fun.



- **King the Cobra** - King is the world's longest venomous snake and can look a full grown person in the eye when she's standing up (so don't stand up). As if that wasn't scary enough, she's also an expert swimmer and climber. In other words, you have nowhere to hide.



- **Gonzo the Howler Monkey** - Gonzo prefers to stay at the top of the trees where he can find the best fruits and nuts. If he thinks there are other animals coming for his food he will let out a loud howl (so don't plan on getting much sleep around him).



- **Bones the Piranha** - Bones keeps the dentist very busy, because every 100 days he loses his teeth and replaces them with brand new (sharper) ones. He doesn't like being kept in a fish bowl but instead enjoys a nice warm river with plenty of food, preferably alive when he finds it.



- **Lassie the Raptor** - The good news: Lassie loves her family and prefers to hunt with her pack to secure a delicious dinner. The bad news: She's always hungry, so don't hang around if she has that famished look in her eye.



- **Tickle the Scorpion** - Tickle has eight legs which makes her part of the arachnid family; she's cousins with the spider. She has florescent chemicals in her shell that make her glow in a black light. It also makes her fun to bring to your next slumber party.

SETUP

The illustration below shows an example of a 4-player game setup. Refer to it as you set up your game.

1. Each player chooses a collection board with a different colored frame and places it in front of themselves.
2. Shuffle all 36 creature tiles, then deal them out equally, in face down piles, to all players.
3. Shuffle the 20 bidding cards, then deal each player a face down hand of four cards. Place the remaining cards off to the side for the next game. **Important: In a 6 player game, only hand out three bidding cards to each player (there will only be three rounds).**
4. Place the bidding grid in the center of the play area.

SETUP EXAMPLE



HOW TO PLAY

The youngest player goes first. Play continues clockwise. The game is played in four rounds. Follow the rules below for each round of play.

FILL UP THE BIDDING GRID

1. On your turn, take the top creature tile from your pile, then place it face up on any open square of the bidding grid.
2. Keep placing creature tiles in turn, until all nine squares of the bidding grid are full.



STRATEGY TIP

Try to place the type and color of the creature you want in the same row or column...

and try to block other players from doing the same!



BIDDING GRID EXAMPLE



EXAMPLE: Players have taken turns placing their creature tiles on the grid to fill it up.

PLACE YOUR BIDS

Now players place their bidding cards to find out in which order they can collect their creature tiles!

1. The player to the left of the player who went first chooses one of their bidding cards and places it face down next to the grid, with the arrow pointing to the row that they're bidding for.
2. All other players in turn do the same.

BIDDING EXAMPLE 1



Players have placed their bidding cards so that they point to the row or column with the creatures they're hoping to collect.

COLLECT YOUR CREATURES!

1. Once all players have placed their bidding cards, they count "1, 2, 3!" and turn them face up at the same time.

BIDDING EXAMPLE 2



2. The player with the highest-numbered bidding card wins the bid. The winner collects all of the creature tiles in the row they bid on. The player with the next-highest numbered bidding card does the same, and so on.

STRATEGY TIP

Bid for as many creature tiles as you can that match the color of your collection board . . .



. . . because a color match **DOUBLES** your points!



CREATURE COLLECTING EXAMPLES

Players collect their creature tiles in order, from the highest bid number to the lowest. Discard any tiles that remain on the bidding grid after each player has collected their creatures.



1. This player collects 3 tiles.

2. This player collects 2 tiles.



3. This player collects 2 tiles.

4. This player collects 1 tile.

PLACE YOUR CREATURES

Place the creatures you've collected on the matching spaces of your collection board. All players do the same. This ends the round.

If you collect more than one color of the same creature, just pile those creature tiles on that matching square.

Important: Place the creature tile that matches the color of your collection board on top of the pile.

CREATURE PLACEMENT EXAMPLE



The "green" player, who won the bid, placed their 3 creature tiles on their collection board.

PLAYING A NEW ROUND

Starting with the next player to the left, play Rounds 2, 3, and 4 the same way you played Round 1.

HOW TO WIN

At the end of Round 4, all players tally the scores of the creatures they've collected, counting **only the top creature tile** on each square of their collection boards.

Score 1 point for each creature that does not match the color of your collection board.

Score 2 points for each creature that matches the color of your collection board.

The player who scored the most points wins the game!

In case of a tie, the winner is the player with the most creature tiles on their collection board. If there's still a tie, just play again!

SCORING EXAMPLES

At the end of Round 4, the players tallied their scores. Who won the game?

The "green" player scored 2 points each for their two green creatures, and 1 point each for the other 4 creatures. Total score: 8 points.

The "blue" player scored 2 points each for their three blue creatures, and 1 point each for the other 3 creatures. Total score: 9 points.

The "yellow" player scored 2 points each for their two yellow creatures, and 1 point each for the other 4 creatures. Total score: 8 points.

The "purple" player scored 2 points each for their four purple creatures, and 1 point each for the other 2 creatures. Total score: 10 points. Purple wins!

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