Super Auto Pets®

Card Battle



Rulebook



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OVERVIEW

Create your personal team of pets from those in the shop, cleverly order them for maximum awesomeness, and then send them off to Auto Battle! The player with the most trophies after 6 rounds is the winner!

*Note: Pages 1-11 of this rulebook will teach you the general rules for **Super Auto Pets Card Battle** and everything you need to know to play the Classic Pack. If playing with the Magic or Golden Packs, also read pages 12-13.*

CLASSIC PACK COMPONENTS

92 Pet Cards · 32 Food Cards · 7 Trophy Tokens · 4 Rock Dice · 6 Gold Tokens
10 Damage Cubes · 1 Shop Tile · 1 First Player Token · 2 Player Reference Cards



FIRST PLAYER TOKEN

Who goes first during the Shop Phase, and which pet's abilities resolve first.



GOLD TOKENS

Gold is used to purchase cards during the Shop Phase.



DAMAGE CUBES

Damage cubes track damage on pets during battle.



ROCK DICE

Some pets throw Rocks. Use rock dice to determine the damage dealt.



TROPHIES

Trophies are awarded for winning battles. The winner of round 6 earns 2 trophies. Collect the most trophies to win the game!



PET CARDS

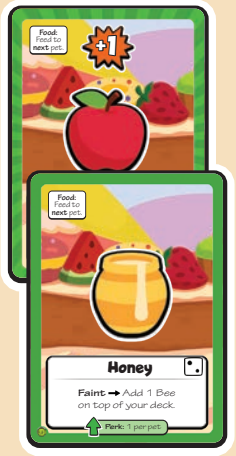
Pet cards are purchased during the Shop Phase and go off to Auto Battle in the Battle Phase. You can have up to 5 when you enter the Battle Phase.

Power: How much damage this pet deals when attacking, and how much damage it can receive before fainting.

Tier: Which tier deck the pet belongs to.

Hat: A pet's hat icon, used in the Triple action.

Abilities: What a pet does and when its ability triggers (Sell, Triple, etc.)



FOOD CARDS

Arrange food cards on top of pets in your deck to feed them. Pets can eat any number of food cards, but only one perk can be active.

Apples: These are temporary food cards that boost power, and are discarded during each Trophy Phase.

Perks: Perk foods give pets bonuses, are kept between rounds, and can be eaten by a different pet each round. If a second perk food is eaten by a pet, discard the first one.

GAME SETUP

1. Create 6 tier decks by sorting the cards according to their tier, and shuffling each deck. Line up the 6 tier decks in order in a row off to the side of the play area.



Tier 2 card

2. Place 1 trophy by each tier deck 1-5, and 2 trophies by tier deck 6.
3. Place the shop tile "below" the tier decks as shown. There should be space to place cards on either side.
4. Leave space for a play area between the two players. This is called the active zone.
5. Create a face-up pile for each card type with a star ★ for its tier.
6. Create a supply of damage cubes and rock dice.
7. Give each player 3 gold tokens.
8. Give the first player token to the player with the most pets in real life.



Optional: Super Auto Name Generator
Roll a rock die for each column and choose a word from each to generate a fun team name!

Result	Pick One	Pick One
⬜	The Rude... The HUUUGE... The Screaming...	Bagels Teapots Fuddy-Duddies
🪨	The Smooth... The Fizzy... The Gasping...	Burglars Robots Turtles
🪨🪨	The Helpless... The Iconic... The Super Auto...	Hipsters Eggplants Pets

PLAYING A ROUND

Each round consists of 3 phases:

SHOP PHASE → BATTLE PHASE → TROPHY PHASE

The game is over after 6 rounds have been played.

SHOP PHASE

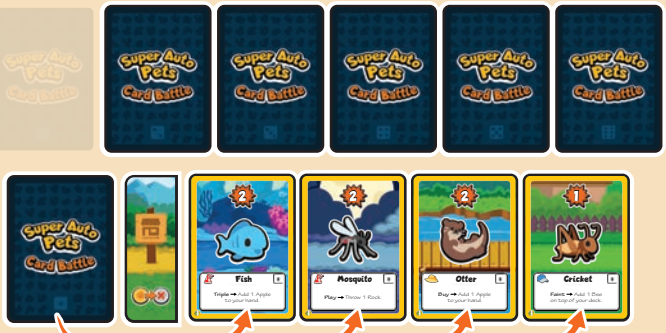
During the Shop Phase, resolve the following steps in order:

1. RESET GOLD 2. CREATE SHOP 3. SHOP TURNS

1. **RESET GOLD:** Each player sets their 3 gold tokens to their face-up sides.



2. **CREATE SHOP:** Set the current round's tier deck beside the shop tile to create this round's shop deck (e.g. tier 1 for round 1). Reveal 4 cards from the shop deck to create the shop display.

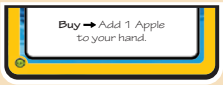


3. **SHOP TURNS:** Starting with the First Player, each player takes turns until all players have passed. On a player's turn, they must take one of the following actions:

- **Buy:** Spend 1 gold by flipping it to its spent side. Then, choose to either buy a card from the shop display or from the top of the shop deck, adding it to your hand.

  After buying a card, if it has a **Buy** ability, reveal it and resolve that ability. If the card was bought from the shop display, refill the empty slot from the shop deck.

- **Sell:** Reveal any number of pets from your hand and discard them. Add 1 Apple to your hand for each pet sold. Then, resolve any **Sell** abilities on the sold pets. Food cards cannot be sold.

- **Triple:** Tripling is a special Buy action that does not cost gold. Instead, reveal 3 pets with the same hat and discard them. Then, secretly draw 2 cards from the top of the **NEXT** tier deck. Add 1 of the drawn cards to your hand and place the other on the bottom of that tier deck.

  Note: *Do not resolve Sell abilities. Do resolve Triple abilities on the discarded cards. Do reveal and resolve if the kept card has a Buy ability.*

- **Pass:** If you have 5 or fewer pets, you may flip over your player reference card to show you are passing. Once you have passed, you can no longer take actions this Shop Phase.

Once all players have passed, discard the shop deck and display, and proceed to this round's Battle Phase!

Pro tip: *discard cards to separate tier discard piles for easy clean up.*



BATTLE PHASE

During the Battle Phase, resolve the following steps in order:

1. BATTLE PREP 2. AUTO BATTLE

1. **BATTLE PREP:** Reveal any pets with **Battle Prep** abilities and activate them. Then, secretly arrange your cards however you like, determining the order in which your cards will be played. The **TOP** card of your deck will be played first, and then the next, and then the next, and so on. When you are ready, place your deck face-up in front of you.



2. **AUTO BATTLE:** Repeat the Play and Attack steps below until one or both players cannot play a pet.

   Play: If you do not have a pet in your active zone (the space between the players) play the top card of your deck by placing it in the active zone.

   - If you play a food card, continue to play cards until you have played a pet. If you play a perk food and you already have one, discard the previous one to your fainted pile, next to your deck.
   - After you play a pet, it eats any food in your active zone. Arrange those foods as shown so their bonuses are visible.



   - The First Player resolves any **Play** abilities on their pet, if it was played during this step. Then the other player does the same.
   - If one or both players are out of cards and do not have a pet in their active zone, move to the Trophy Phase.

Attack: Once both players have a pet in their active zone, those pets attack one another.

- Each pet deals damage equal to its power to the opposing pet. Place damage cubes to track the damage dealt to each pet. A pet that receives damage is Hurt; if it has damage on it equal to or higher than its power, it also Faints.

  Note: Damage on a pet does not reduce how much damage it deals. Always deal damage equal to a pet's power!

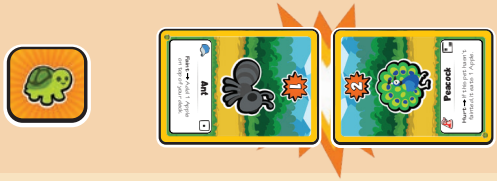
- The First Player resolves any triggered (Hurt/Faint) abilities on their pet. Then the other player does the same.

- If your pet fainted, discard it and all food cards it had eaten to your fainted pile, next to your deck.

  Pro tip: rotate your fainted pile to distinguish it from your deck.

Attack Example

The Ant and the Peacock attack each other.



The Ant deals 1 damage to the Peacock and the Peacock deals 2 damage to the Ant. Place damage cubes.



The Ant was Hurt and Faints. Its **Faint** ability triggers. The Peacock was Hurt. Its **Hurt** ability triggers. Place the Ant into its owner's fainted pile.

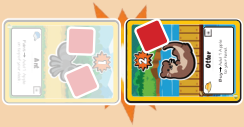
Auto Battle Example A

Andreas and Matthias are about to start an Auto Battle.
They've each secretly ordered their cards to create a face-up deck.

Play: They each play the top card of their deck into the active zone.



Attack: The Ant (1) and the Otter (2) Attack each other. The Ant faints and the Otter receives 1 damage.



Faint Ability Triggered:
The Ant's **Faint** ability adds 1 Apple to the top of Andreas' deck.



Play: Andreas no longer has a pet in the active zone, so he plays cards off the top of his deck, stopping when a pet comes into play.

He plays the Apple and the Fish.
The Fish "eats" the Apple.



Attack: The Fish (3) and the Otter (2) Attack each other. The Fish receives 2 damage and the Otter faints.



Play continues in this manner (playing cards and attacking) until a player can no longer play a pet into the active zone.

TROPHY PHASE



If only one player has a pet remaining in their active zone, that player has won the battle and claims the current round's trophy. If neither player has a pet remaining, the battle has ended in a draw and neither player claims the trophy. Remove it from the game.

If the First Player claims the trophy, they must pass the first player token to the other player, who becomes the new First Player. Otherwise, the First Player keeps the token.

After the Trophy Phase, players return temporary cards (Apples, Bees, etc.) to the supply. Return all pets and perk foods to their owners' hands.

If this was the 6th round of the game, the game is over. Otherwise, start a new round beginning with the Shop Phase.

GAME OVER

After the 6th round of play, each player counts their trophies. The player with the most trophies has won the game! If the players are tied, whoever claimed a trophy most recently is the winner.

Congrats! You should now know enough to play the game!
The following pages are for reference and clarification.



GOLDEN PACK

94 Pet Cards 32 Food Cards 20 Trumpet Cards
7 Trophy Tokens 4 Rock Dice 6 Gold Tokens 10 Damage Cubes
1 Shop Tile 1 First Player Token 2 Player Reference Cards







TRUMPETS

Trumpets are a resource you can gain in the Golden Pack. Not only can you spend them to activate abilities, when your deck is out of pets, you play a Golden Retriever to save the day!

- When gaining a Trumpet, add it to your play area, not your hand or deck. When spending a Trumpet, return it to the supply.
- When you are out of cards in the Battle Phase and do not have a pet in your active zone, if you have any Trumpets:
  - Play a Golden Retriever pet from the supply into your active zone.
  - Its "printed power" is equal to your Trumpets. Those Trumpets can no longer be used for other purposes.
  - When it faints, discard your Trumpets.
- After the Trophy Phase, return all Trumpets and Golden Retrievers to the supply.

MAGIC PACK

80 Pet Cards · 32 Food Cards · 20 Mana Cards · 16 Ailment Cards
7 Trophy Tokens · 4 Rock Dice · 6 Gold Tokens · 10 Damage Cubes
1 Shop Tile · 1 First Player Token · 2 Player Reference Cards



MANA

Mana is a resource you can gain in the Magic Pack which can be spent to activate spectacular abilities!

- When gaining Mana, add it to your play area, not your hand or deck. When spending Mana, return it to the supply.
- Mana is **not** discarded after each round. Instead, Mana stays in your play area until spent, allowing you to save and spend it throughout the game.



AILMENTS

Ailments are temporary cards that afflict pets with a negative effect during battle.

- Ailments are not considered to be food or perks.
- There is no limit to the number of ailments a pet can have, and their effects stack. For example, a pet with 3 Spooked and 2 Exposed ailments on it will deal 3 less damage (min 0) when attacking and receive 2 extra damage when it is hit.
- After the Trophy Phase, return all Ailments to the supply.



4 & 6 PLAYER MODE

Want to expand the fun beyond just 2 players?
By adding additional Packs to your collection, you can!

- Use at least 2 Packs for 4 players and at least 3 Packs for 6. Shuffle all tier 1 cards together, all tier 2 cards together, etc.
- Assign each player a letter. Give 1 of the extra shop tiles to player A. This tile will be used as a first shopper token.
- Players will battle in pairs as shown below. Place enough trophies by each tier deck that each battle's winner can get one (double for round 6).
- During the Shop Phase, players take turns in alphabetical order, starting with the First Shopper.
- Determine the First Player for each battle by flipping a gold token.
- Pass the first shopper token to the next player in alphabetical order at the end of each round.
- If the game ends in a tie, if only one of the tied players won round 6, they are the winner. If still tied, look to round 5, etc. If any tied players had exactly the same record, share that victory!

Round:	1	2	3	4	5	6
4 Players	A⚡B C⚡D	A⚡C B⚡D	A⚡D B⚡C	A⚡B C⚡D	A⚡C B⚡D	A⚡D B⚡C
6 Players	A⚡B C⚡D E⚡F	A⚡C B⚡E D⚡F	A⚡D B⚡F C⚡E	A⚡E B⚡D C⚡F	A⚡F B⚡C D⚡E	A⚡B C⚡D E⚡F

All packs and accessories available at

PlaidHatGames.com



GLOSSARY OF TERMS

Active Zone: The play area where your active pet and food cards are.

Faint/KO: A pet faints when it has damage on it equal to or greater than its power. A fainted pet in play still triggers its abilities, but it cannot gain power. If a pet causes another pet to faint, it has KO'd it.

Hit/Hurt: A pet is hurt when it is dealt non-zero damage. Receiving 0 damage counts as being hit, but not as being hurt.

Power: A pet's power is its printed power, plus any power added from food or other pet abilities. A pet's power is not reduced when it takes damage. A pet faints when it has damage on it equal to or greater than its power.

Rocks: Throwing one or more Rocks means rolling that many rock dice, counting the number of rock icons rolled, and dealing that much damage to the opponent's active pet, unless other targets are specified. Rock damage is considered to be a single instance of damage.

Set-Aside: Some abilities tell you to set aside a card. In this case, keep it to the side of the play area as a reminder to use its effects as indicated. Pets that are set aside are considered fainted, but are not in your fainted pile. When resolving an ability that checks for the number of fainted pets (like Shark), set-aside pets DO count as fainted pets.



ADVANCED TIMING

When playing out a battle, some situations can get complex when multiple abilities and sources of damage are flying around.

First, remember these key rules:

- When resolving multiple abilities at the same time, the First Player resolves their abilities first.
- Players resolve their own simultaneous abilities in the order of their choice.
- Once a pet has damage on it equal to or greater than its power, it is marked as fainted, and cannot gain additional power.
- Pets' abilities trigger even if they're marked as fainted.

Here is the definitive sequence for handling complex battle situations:

1. Food and pets are played into the active zone.
   - If one or both players are out of cards and do not have a pet in their active zone, proceed to the Trophy Phase.
2. Resolve any **Play** abilities on active pets that were just played (including set-aside effects that trigger when a pet is played).
   - Mark pets as fainted if damage greater than or equal to power.
   - Resolve any Hurt/Faint/etc. abilities in player order.
3. **Faint:** Any active pets that are marked as fainted are now discarded to their owner's fainted pile.
   - If a pet fainted, return to step 1 to put another pet into play.
   - If no pet fainted, proceed to step 4 (Attack).
4. **Attack:** Active pets deal damage to each other equal to their power.
   - Mark pets as fainted if damage greater than or equal to power.
   - Resolve any Hurt/Faint/etc. abilities in player order.
5. **Faint:** Any active pets that are marked as fainted are now discarded to their owner's fainted pile.
   - If a pet fainted, return to step 1 to put another pet into play.
   - If no pet fainted, return to step 4 (Attack).

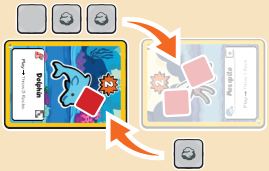
Auto Battle Example B

Play: Andreas and Matthias each play the top card of their decks into the active zone.



Play Abilities Triggered: Both pets have **Play** abilities, so both are resolved. Andreas rolls 3 rock dice for his Dolphin with a result of 0/1/1. Matthias rolls 1 rock die for his Mosquito with a result of 1.

The Mosquito faints.



Play: Matthias plays the Flamingo.



Attack: The Dolphin (2) and the Flamingo (1) Attack each other. The Dolphin receives 1 damage. It now has a total of 2 damage and faints. The Flamingo also faints.



Faint Ability Triggered:
The Flamingo's **Faint** ability adds 2 Apples to the top of Matthias' deck.



Play: Andreas plays the Honey and then the Badger. Matthias plays 2 Apples and then the Peacock.



Attack: The Badger (3) and the Peacock (4) Attack each other. The Badger faints. The Peacock receives 3 damage.



Faint Abilities Triggered: The Badger's **Faint** ability causes it to be set aside. The rest of the ability will be triggered when Andreas plays his next pet.

The Honey's **Faint** ability adds 1 Bee to the top of Andreas' deck.

Hurt Ability Triggered: The Peacock's **Hurt** ability gives it 1 Apple.



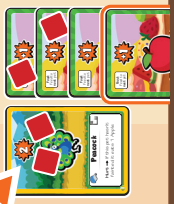
Play: Andreas plays the Bee, triggering the Badger's set-aside ability.

Set-Aside Ability Triggered: Andreas rolls 2 rock dice for the Bee: 0/2 and 2 rock dice for the Peacock: 1/0.

The Bee faints and the Peacock receives 1 damage.



Hurt Ability Triggered: The Peacock's **Hurt** ability gives it another Apple.



Play: Andreas has no more pets to play, so Matthias wins the trophy for this round!



FAQ

Q: Does Rock damage count as attacking and/or hurting a pet?

A: No, it is not an attack, and yes, it hurts the target.

Q: When rolling multiple rock dice, do they each deal damage individually?

A: No. Each time you roll rock dice, they deal a single instance of damage equal to the total roll.

Q: Are damage cubes and cards with a ☆ (Apples, Bees, etc.) a limited supply?

A: They should be treated as unlimited. If you run out in battle, use any suitable substitution, or borrow them from a player's fainted pile, but keep in mind that some pets require you to know how many cards are in a fainted pile. If you run out of damage cubes, we suggest turning Apple cards on their side to indicate damage received.

Q: Can I Triple in round 6?

A: Yes, just draw from the top of the current shop deck.

Q: Can I take a Buy action if I already have 5 pets?

A: Yes, you may have more than 5 pets during the Shop Phase. Just get down to 5 or fewer (by Selling or Tripling) before passing and moving on to the Battle Phase.

Q: If a pet loses power (e.g. from Skunk discarding Apples) and that pet had damage on it, does the damage stay?

A: Yes, any damage is always on the pet, not associated with any attached cards. If losing power this way would cause a pet to have damage on it equal to or greater than its new power, the pet faints.

Q: Does my opponent know what my sold pets are?

A: Yes, any sold or tripled pets must be revealed.

Q: What happens if two pets happen to get locked in an infinite loop of attacks?

A: If pets attack each other 9 times in a row, they both faint and the battle proceeds.

Q: How do two Dolphins throwing rocks at each other work?

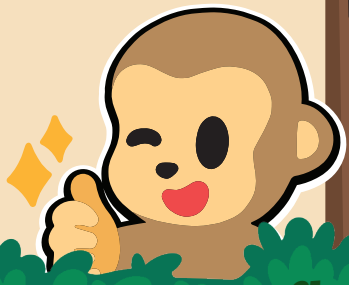
A: Both Dolphins will be able to throw their rocks, even if the first player's Dolphin KOs the second player's Dolphin with its rocks. Remember, players always get to activate their Play abilities, even if a pet faints before its ability resolves.

Q: But what if the first player's Dolphin throws rocks and KOs the second player's Dog? Will the Dog get to eat Apples with its Play ability?

A: Good question! While the Dog technically gets to activate its Play ability, since it was marked as fainted, it cannot gain additional Power, and will be discarded (see Advanced Timing).

Q: XYZ doesn't work exactly like the video game! How could you?!

A: The goal of ***Super Auto Pets Card Battle*** isn't to be an exact interpretation of the video game. It is meant to be inspired by the video game, but ultimately functions independently.



CASSIC PACK TIER LIST



GOLDEN PACK TIER LIST



MAGIC PACK TIER LIST



CREDITS

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