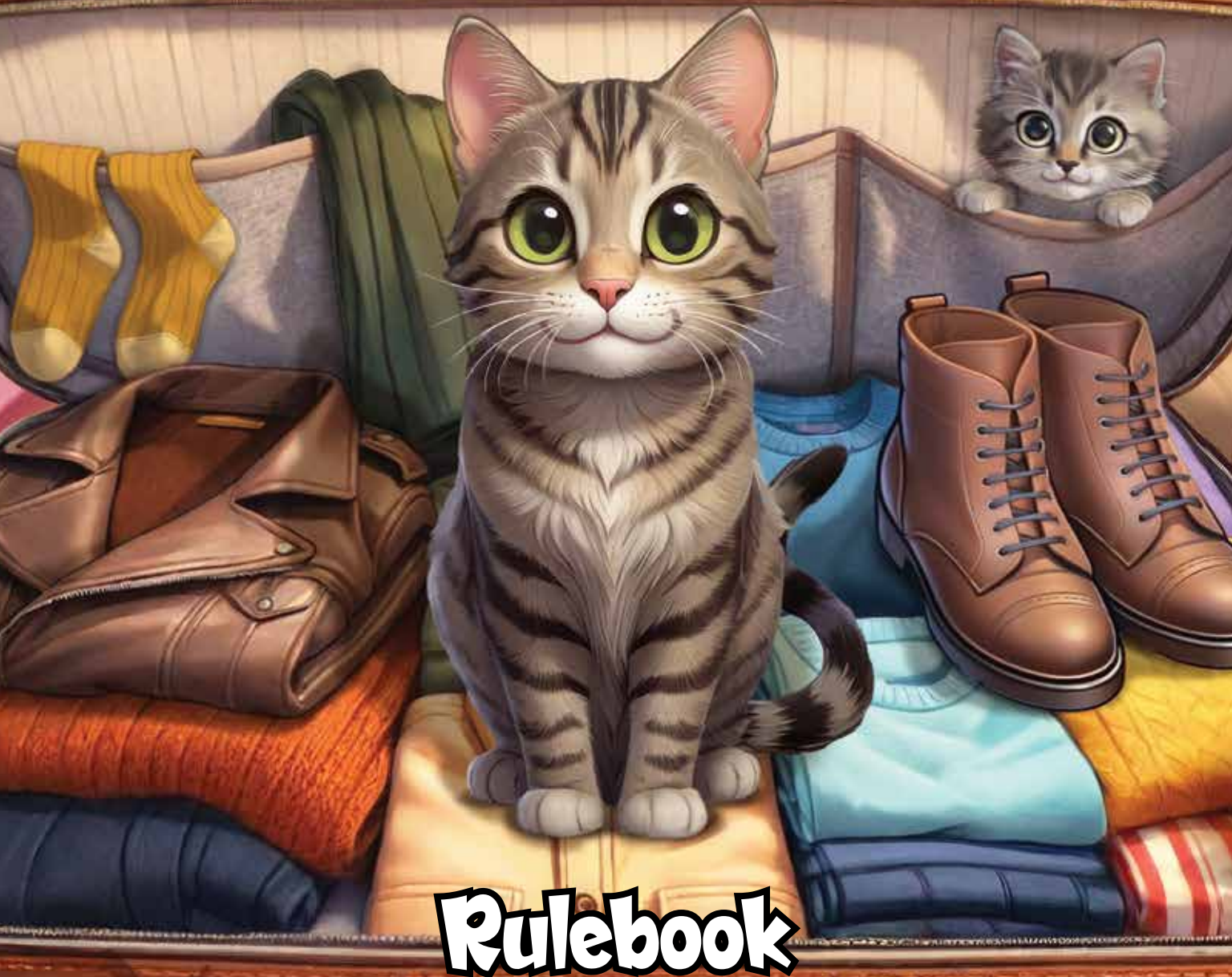


# PACK THE *Essentials*™



**Rulebook**

# Summary

Every cat owner knows there is only one rule when packing for a trip - whether for business or pleasure, never forget to pack your cats! In Pack the Essentials, players take on the role of travelers who want to bring as many of their trusty felines with them as possible in their suitcases. Lure cats into your luggage by using Pack Rat toys. Fill your suitcase with matching colors to the best of your ability, while making sure to look at your To-Do Lists before you head out the door!

How many cats can you fit in your suitcase? There is only one way to find out! Let's get packing!

# Contents



# Setup

- A. Place the **Game Board** on the table with the 2+ players side face up. (It has "2+" in the bottom right corner.)
- B. Place the **Round Marker** on the "1" space at the top of the Game Board.
- C. Separate the **To-Do List Cards** by group number (#1, #2, #3). Shuffle and randomly select 1 card from each group and place each on its corresponding space on the Game Board. Put the unused To-Do Lists back in the box.
- D. Whoever most recently packed a bag goes first. Give them the **First Player Marker**. *In a solo game, you always go first.*
- E. Each player gets a **Cat Pawn** and its matching **Suitcase Board** (Player Board), one **Pack Rat**, and a **Reference Card**. Together players decide which side of the Suitcases to play. One side is identical for all players while the other side has a different layout for each player, indicated by shapes (◆★●●) on the top of the Suitcase.
- F. Place the supply of **Pack Rat Tokens** and **Pom-pom Tokens** near the Game Board.
- G. Place the supply of **Underwear** and **Sock Tiles** near the game board. Separate them by color and shape, with the item side face up and the cat side face down.
- H. The remaining tiles are **Accessory Tiles** with an item on one side (shirts, shoes, etc.) and a cat on the other. Put these tiles in the **Drawstring Bag** and shake it. Draw four random Accessory Tiles and place them **item side face up** in the 4 Tile spaces on the Game Board.
- I. Place the **Cat Lady Tokens** near the Game Board in a 1-3 player game. In a 4 player game, return them to the box.
- J. Place the **Reference Sheet** and **Dry-Erase Marker** to the side of the Game Board. *(The end-of-game Score Sheet is on the back of the Reference Sheet.)*
- K. *The **Cat Lady Cards** are only used in solo games. See "Solo Mode" on page 7 for additional information.*

Watch the tutorial video and find FAQs at [WiseWizardGames.com/pack](https://www.wisewizardgames.com/pack)



**Tile Color Guide**



Peach



Banana



Lavender



Mint

Turn the Suitcase to the side for different layouts in future games.



**PACK THE ESSENTIALS**

2 3 4 5 6 7 8 9 10 12

**A**

**B**

**C**

**Draft Order**

1 <sup>st</sup>	2 <sup>nd</sup>
3 <sup>rd</sup>	4 <sup>th</sup>

**Tile 1** **Tile 2** **Tile 3** **Tile 4**

**To-Do List #1A**

- 3 points for every completely filled column in your Suitcase.

**To-Do List #2C**

- 2 points for every Underwear OR Sock Item in your Suitcase, whichever you have fewer of.

**To-Do List #3A**

- 3 points for every pair of five-spoke tiles in your suitcase.

**J**



## Overview

Pack the Essentials is played over 12 rounds. Each round, players select their draft order, receive draft bonuses, draft tiles, and place their new tiles on their Suitcase Board. At the end of the 12th round, scores are tallied and whoever has the highest score wins!

## How to Win

In Pack the Essentials, you win by having the most points at the end of the game. There are 3 ways to score points:

1. Connect tiles of **matching colors**, trying to create larger groups to score more points.
2. Pack **Cats** into your **Suitcase**.
3. Complete **To-Do List** goals.

## Playing the Game

### 1. Select Draft Order

At the start of each round, beginning with the player with the First Player Marker and going clockwise, each player selects their draft order by placing their Cat Pawn onto the Game Board in an empty draft position of their choice. In 1-3 player games, fill each extra draft space with a random face down Cat Lady Token.

Having the First Player Marker **does not** mean you pick the first tile! It means you pick your draft order first. Tiles are then drafted based on draft order.

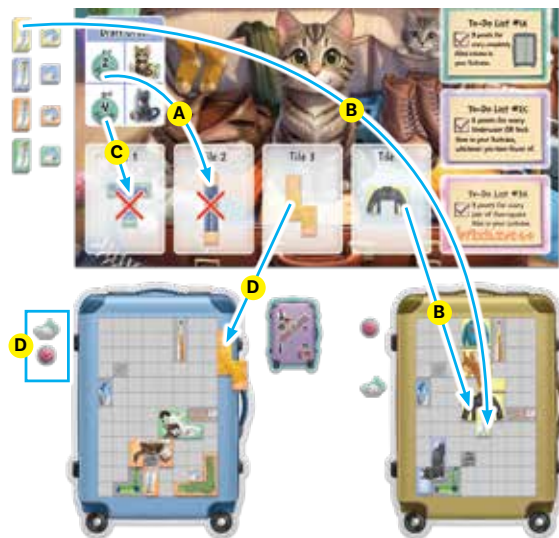


### 2. Take Your Bonuses and Draft Your Tile

Beginning with the first player and going clockwise, each player completes all of the following steps before the next player proceeds to do the same:

1. Retrieve the draft bonuses indicated on your draft order position (Underwear, Socks, Pack Rats and/or Pom-poms). Place these bonuses next to your Suitcase. The Underwear and Sock Tiles are limited, so get them before they run out!
2. Draft an available Accessory Tile from one of the 4 Tile spaces on the Game Board.
3. Retrieve your Cat Pawn and end your turn.
4. Once you've passed your turn to the next player, you place the tile(s) you gained this round.

Whenever a Cat Lady takes their turn, flip over their token to reveal a bold number matching a Tile space on the Game Board. Remove the Accessory Tile from that space and return it to the box. If that tile has already been drafted, follow the numbers along the bottom of the token from left to right until a tile is removed. Then this Cat Lady's turn is done.



Example: (A) The first Cat Lady Token is flipped and drafts 1st removing Tile 2 from the game by returning it to the box. (B) Leyla drafts 2nd, gaining a Sock Tile of her choosing. She drafts Tile 4 and places both of her new tiles item side up. (C) The second Cat Lady Token is flipped. Tile 4 has already been taken, so the Cat Lady removes Tile 1 instead (as indicated on the Cat Lady Token). (D) Nick receives a Pom-pom, a Pack Rat, and the remaining tile on the Game Board.



## Tile Placement

Tiles are most often placed item side up. Tiles can be rotated and placed anywhere in the Suitcase that the player would like provided that they:

- Do not extend beyond the edge of the 8x12 grid on the Suitcase.
- Do not overlap another tile.
- Do not overlap prefilled Staple Item spaces. Prefilled Staple Item spaces **do count** as completed spaces when scoring To-Do List Cards.

### Staple Items



- You must place all the tiles collected in the round including the bonus Underwear or Sock Tiles.
- Tiles **do not** need to touch previously placed tiles.
- Players may try out different placements for their new tiles on their Suitcase before locking in their final positions.
- If after trying out different placement configurations, a player cannot fit one or more of their tiles on their Suitcase, they return any unplaced tiles (including Underwear and Socks) to the box.

**Placing a Tile Cat Side Up:** Whenever you place a tile (Accessories, Underwear, and Socks), you may place it cat side up if you return one of your Pack Rats to the supply. Players begin with one Pack Rat at the start of the game and can gain additional Pack Rats by drafting in 3rd or 4th position.

Be mindful of the shape of the tile. Sometimes a tile will no longer fit if you choose to flip it. Other times it will only fit when flipped. It is always helpful to have a Pack Rat available.



*Nick decides to spend a Pack Rat to place his drafted tile cat-side up, so that he can nestle it perfectly amongst his other peach tiles.*

- Each cat is worth 5 points at the end of the game.
- Pack Rats may be played immediately or saved for future rounds. You can use up to two Pack Rats on your turn.
- Once a tile is placed, it can not be flipped on a future turn, even if a Pack Rat is obtained.



At the end of the game, players will score each of their largest color groups for each color. Try to place same-color tiles together (including Accessories, Underwear, Socks, and cats). To be part of a color group, the tiles must share at least one edge.

## 3. End of Round Reset

Once everyone has drafted and placed their tiles, finish up the round as follows.

- Check to make sure all players have claimed their drafting bonuses, placed their tiles, and removed their Cat Pawns from the Game Board.
- Make sure any Cat Lady Tokens have been removed and shuffled face down.
- Pass the First Player Marker clockwise to the next player.
- Advance the Round Marker forward one space.
- Draw four new Accessory Tiles from the bag and put them on the Game Board item side up.

You are now ready for the next round!

Keep playing rounds until the end of Round 12. At that point, commence final scoring to determine a winner!

# Scoring

The end-of-game Score Sheet is on the back of the Reference Sheet. Total all scores for each player using the Score Sheet and Dry Erase marker. Points will be earned by:

- **Matching Colors** - ANY tile of a given color is considered to be part of its particular color grouping, so long as it is touching another tile of the same color on at least one edge. It does not matter if the tile is an item or a cat. Each tile just counts as one tile regardless of its size.
- **Cats** - Each cat in a player's Suitcase scores 5 points.
- **To-Do Lists** - Score each To-Do List according to the requirements listed on it. Players should now place all Pom-poms they gained during the game into their Suitcases in order to fill empty spaces. This may help them score more points for To-Do-List #1.



Each player scores points for their largest tile group in **each color** as follows. (If multiple groups are tied for the largest of a given color, only one of them scores.)

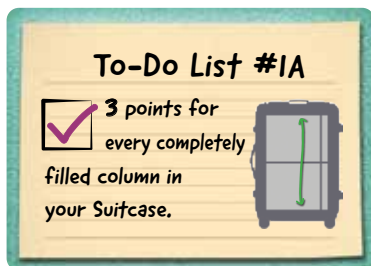
Number of Tiles in Color Group											
1	2	3	4	5	6	7	8	9	10	11	12+
1	3	5	8	11	15	19	24	29	35	41	48
Points Earned											

Nick has two groups of mint tiles: one with ten tiles connected, and a second group with only one tile. When scoring mint, he would score only the group of ten connected tiles, which would score him 35 points! He would then score points for the other colors on his Suitcase Board in the same way.

After totaling each player's final score, whoever has the highest score wins! In the event of a tie, whoever has the least amount of empty spaces on their Suitcase Board wins. If still tied, whoever has the most Pom-poms on their Suitcase wins. If still tied, the victory is shared.



# Scoring Example



## Player 1 (Nick)



### Matching Colors

**Peach** - Nick placed 6 peach tiles next to each other, scoring **15 points**.

**Banana** - Nick placed 1 banana tile, scoring **1 point**.

**Mint** - Nick placed 10 mint tiles next to each other, scoring **35 points**.

**Lavender** - Nick placed 2 lavender tiles next to each other, scoring **3 points**.

### Cat Tiles

Nick flipped 6 tiles to the cat sides, scoring **30 points**.

### To-Do Lists

**To-Do List #1** - Nick filled 5 columns (and was just 2 spaces short of a 6th!), so he scores **15 points**.

**To-Do List #2** - Nick placed 4 Underwear Tiles and 4 Sock Tiles, so he scores **8 points**.

**To-Do List #3** - Nick has 6 five-square tiles, scoring him a total of **9 points**.

**Total Score: 116**

## Player 2 (Leyla)



### Matching Colors

**Peach** - Leyla placed 1 peach tile, scoring **1 point**.

**Banana** - Leyla placed 9 banana tiles next to each other, scoring **29 points**.

**Mint** - Leyla placed 7 mint tiles next to each other, scoring **19 points**.

**Lavender** - Leyla placed 2 lavender tiles next to each other, scoring **3 points**.

### Cat Tiles

Leyla flipped 6 tiles to the cat sides, scoring **30 points**.

### To-Do Lists

**To-Do List #1** - Leyla filled 6 columns to score **18 points**.

**To-Do List #2** - Leyla had 1 Underwear Tile and 6 Sock Tiles, so she received **2 points** since Underwear had fewer tiles.

**To-Do List #3** - Leyla has 10 five-square tiles to score **15 points**.

**Total Score: 117 — Leyla is the winner!**

# Solo Mode



Set up the game just like a 2+ player game, but with the Game Board on the solo side (A) and only one Suitcase Board (B) (flipped to the side with no shape icon on it). Which To-Do List Cards to use will be determined by the Cat Lady Cards. The Cat Lady Cards are double-sided. One side has Cat Lady placement rules and the other side has victory conditions. Select a card to determine this game's Victory Conditions (C) and then shuffle the rest of the Cat Lady cards, placing them Cat Lady placement side down on the designated Game Board space (D). Retrieve the To-Do Lists (E) based on the selected Victory Condition card. You start the game with the First Player Marker (F). Follow the normal 2+ player rules for play with the following exceptions: You have the First Player Marker on odd numbered rounds and may therefore choose any draft position. On even numbered rounds, flip over a Cat Lady Card to its placement side. This shows 1-3 draft positions with an "X" that are blocked for this round.



At the end of 12 rounds, score your Suitcase as you would in a 2+ player game to see how well you packed! After scoring you need to check to see if you beat the Victory Condition point goal for that game. If you did, congratulations! Record your score in the "Purr-sonal Bests" chart below. If not, try again or try another Victory Condition card next time.

## Purr-sonal Bests

Date	Name	To-Dos (E.g. "1A, 2C, 3B")	Score



During every round, place your Cat Pawn on an available draft position (any not currently blocked by any "X"). Then add Cat Lady Tokens to all remaining empty draft positions as usual, even those marked with an "X." Then play the round out in draft order, removing tiles for Cat Lady Tokens, and taking your draft bonus and tile on your turn, as in the standard rules. Discard the drawn Cat Lady Card at the end of each even numbered round.

## Credits

**Game Designer, Solo Designer:** Jacqueline Atkins  
**Solo Designer, Developer:** Danielle Reynolds  
**Graphic Designers:** Kalissa Fitzgerald, Cody Jones  
**Artists:** Antonis Papantonio, Josh Nelson  
**Editors:** Michael Kussy, Adam Lachmanski, Jeremy Rozenhart  
**Playtesters:** Andrew Smith, Anitra Smith, Asher Smith, Ashwin Kamath, Ben Drew, Ben Goldman, Bob Reynolds, Clara Mount, David Albin, David Gordon, Debbie Moynihan, Dee Dee Kramer, Dennis Gill, Derek Funkhouser, Heather Rose, Jessica Deschenes, Jonathan Jungck, Kali Reynolds, Kiva Fecteau, Levi Verges, Mackenzie Jungck, Michael Kussy, Nate Dougherty, Nick Bentley, Peggy Reynolds, Rob Dougherty, Sam Zline, Scott Jarman, TAM, Tiffany Collazo, Yahaira Gonzalez, Zoe Cramer

© 2024 Wise Wizard Games