PlayTest Penguins Vs Kittens (PvsK) © Board Game

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FIFTH. FEEDBACK. After playing at least one game of ***Penguins Vs Kittens (PvsK Game) © Board Game,*** the PLAYTESTER should send an email to pvskgame@gmail.com, responding to the survey attached at the end of this document. This survey is divided in two parts: a) survey questions, which should not be filled in b) survey response sheet, which must be completed by all participants in the game (s).

SIXTH. ACCEPTANCE OF THE AGREEMENT. By downloading the playtest file, the PLAYTESTER accepts the Clauses, Terms and Conditions, mentioned in this document.

Penguins Vs Kittens (PvsK) ©

Content of the game

- 1 deck of 36 Kitten's cards (2 of a kind) & 1 decks of 36 Penguin's cards (2 of a kind).
- 40 fish tokens (victory points): 16 fish tokens of value 3, and 24 fish tokens of value 1.
- Fun and joy! And sometimes fur balls or feathers.

Setup of the game (for 1vs1, 2vs2 and 3vs3 players)

1. Divide the players in one team of Penguins and one team of Kittens (half and a half).
2. Each team takes the deck of 36 cards of their type (Penguins or Kittens) and shuffle them. Each team will use the same deck and the same discard pile during the game (in case of 1vs1, take only 18 cards of their type with only one copy of each card).
3. Place the fish tokens in the table:
    a. For 1 vs. 1, place 5 fish tokens of value 3, and 10 fish tokens of value 1.
    b. For 2 vs. 2, place 8 fish tokens of value 3, and 12 fish tokens of value 1.
    c. For 3 vs. 3, place 10 fish tokens of value 3, and 16 fish tokens of value 1.
    d. For 4 vs 4, place 13 fish tokens of value 3, and 20 fish tokens of value 1.
    e. For 5 vs 5, place 16 fish tokens of value 3, and 24 fish tokens of value 1.
4. Give 2 cards (from respective decks) to each player.
5. Important, before the start of the game, choose a watch or a clock for the purpose of some cards.

Phases

A round is completed when all the players in a team have played one turn. During a turn a player must:

1. Play or discard one card.
2. Take cards until they fill their hand size (2 cards).

End of the game

The game finishes when one of this conditions occur:

1. A player cannot take a card from the deck because it's empty (the round must be ended). You can play with the remaining cards in your hand. If you have to play a card, but don't have any cards and the deck is empty, that means every pet has been adopted by humans. The game must stop.
2. There's no more food to fish (the round must be ended). If there's no more fish tokens and someone earns them, write it in a paper and add to the result at the end of the game.

Victory condition

Count the fish tokens each team has. The team with more points wins the game, and wins the battle in the race to rule and conquer the world!

Important!

1. Although the game is with teams, no one can see the cards of their companions, neither tell which card anyone has.
2. As lovely a pet can be, you can't have two of the same in the table. If there's a card that remains on the table, your team can't play another copy of it until that card is discarded.
3. Victory is the only possible way to conquer the world with cuteness. If there is a tie caused by a card (contest, quantity of stuff, etc), that means there's no victory condition. For example: If you play Model Kitten and there's a tie in the quantity of stuff that one team is has, the kittens doesn't win the 2 fishes.
4. Sometimes, pets doesn't follow the rules and that's when we don't love them that much, but let's be realistic, you always do what the pets wants. When cards and rules text conflict, pets are always right, which means card text wins. If cards conflict, the order of the pet to not do something is strongest, so the one that says you can't do it wins against the one that says you can.

All contests must last nor less than 1 min. If by that time there's no winner in the contest/duel/battle, it's considered that the player of that card doesn't gain it's benefits.

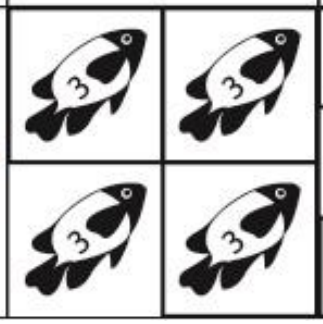
Pop/Rock Contest: Starting by the opposite team, they must name a pop/Rock singer/group/band according to the type of the duel.

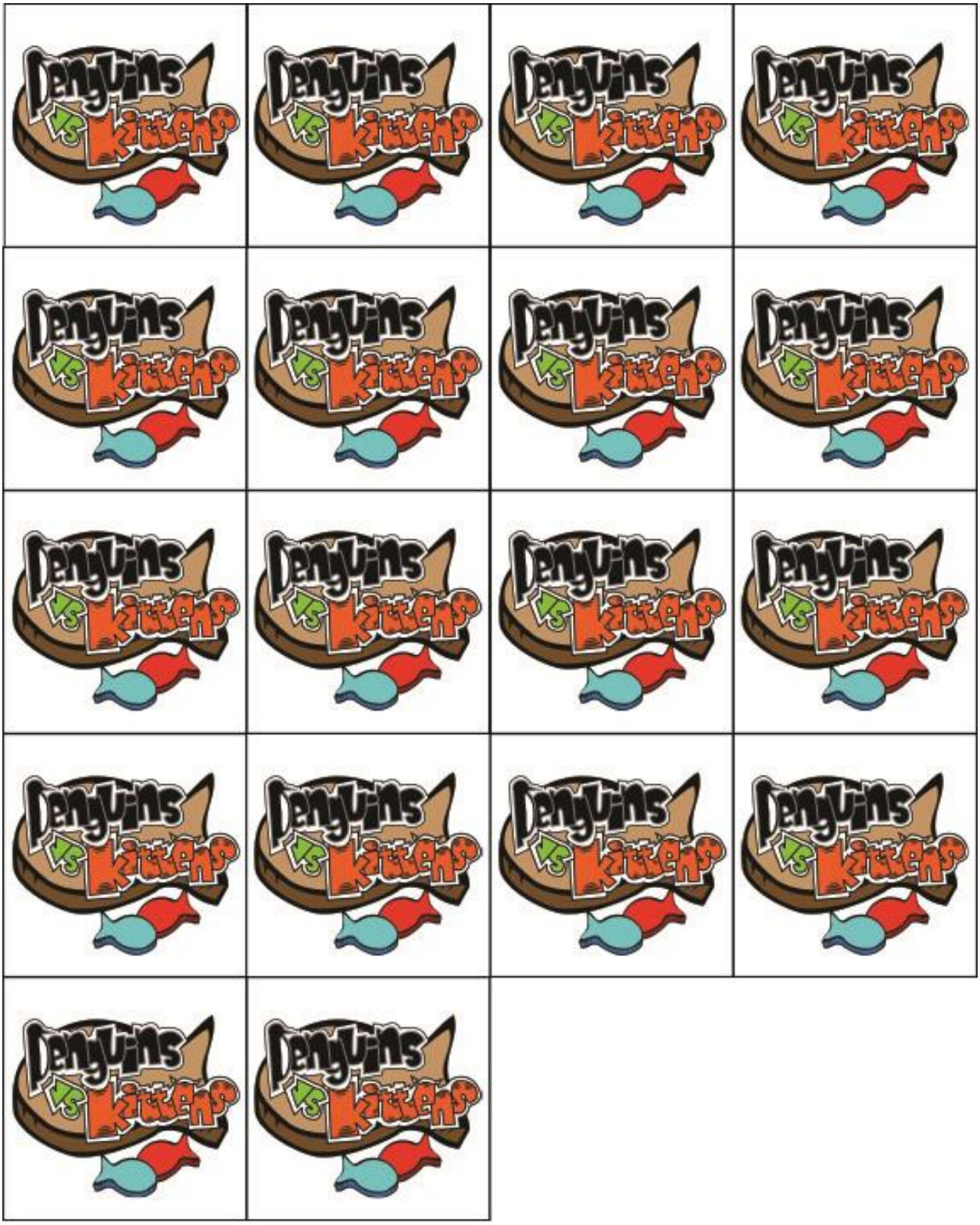
Stare Contest: the players must look at their eyes without blinking. If by any reason anyone blinks, the one who blinked is declared the loser of the contest. Remember to not touch the opponent.

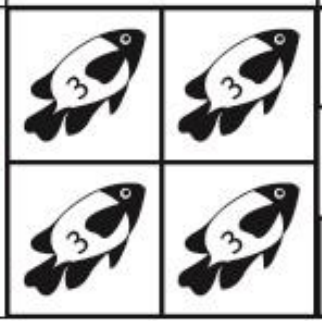
Thumb War / Arm Wrestling: ***Remember to not hurt anyone.***

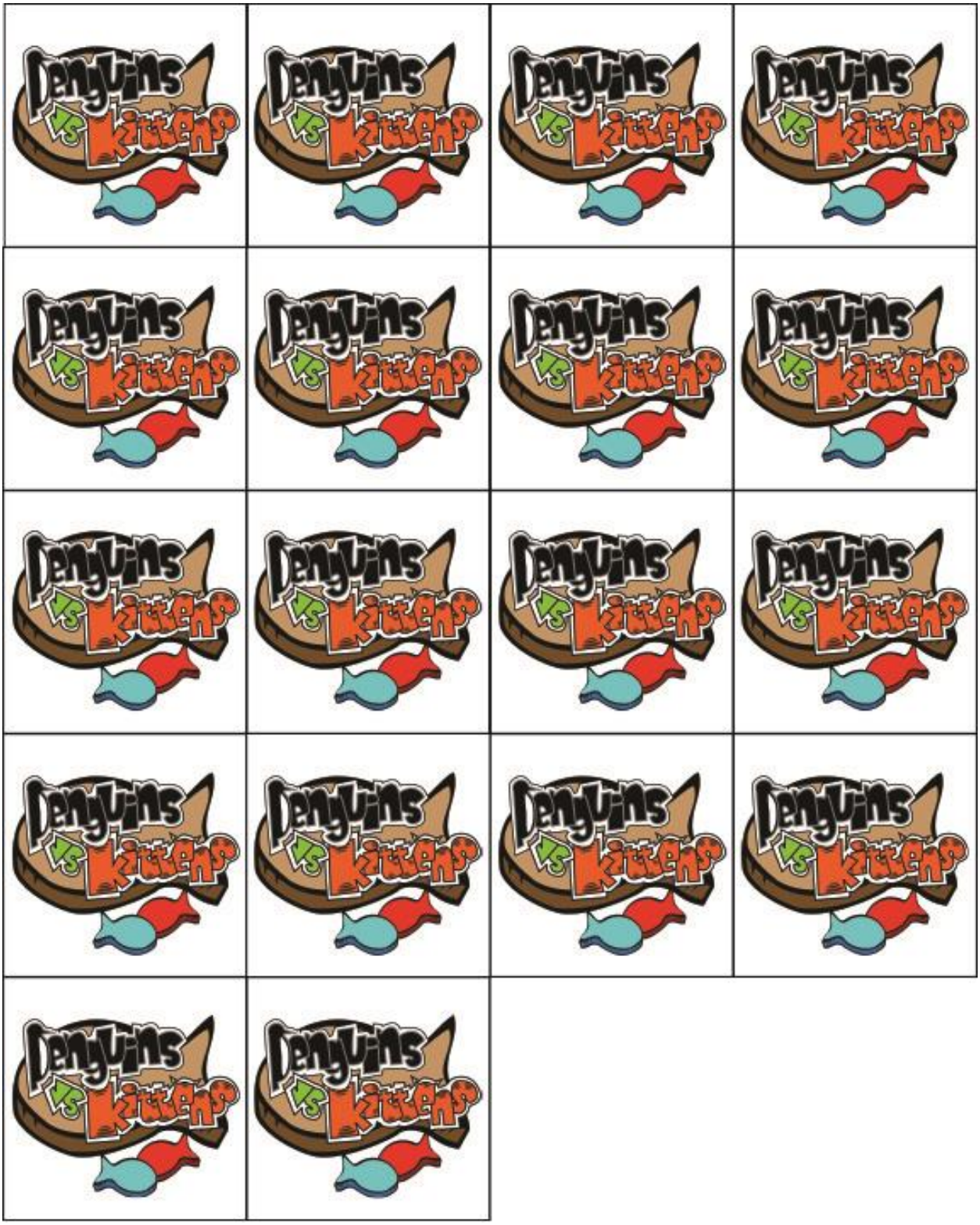
Taiji Mabu Position

Yoga Stand Challenge

Baby Penguin If there is a kid under 6 years in the room, your team wins 3 fishes. 1	**Cute Kitten** If there isn't a kid under 6 years in the room, your team wins 2 fishes, because you're the only baby in this room. 2	**Cyberpunk Penguin** If your team has more electronic gadgets that the other team, your team wins 2 fishes. 3	**Steampunk Kitten** If your team has the oldest electronic gadget, your team wins 2 fishes. 4
Martian Penguin If there are more foreigners persons in your team than the other, your team wins 2 fishes. 5	**Alien Kitten** If your team speaks more languages than the other, your team wins 2 fishes. 6	**Mafia Penguin** Leave this card in front of you. While this card is in front of you, each time every opponent starts their turn they must kiss your hand. If anyone refuses to do it, their team loses 3 fishes and discard this card. 7	**Yakuza Kitten** Leave this card in front of you. While this card is in front of you, each time every opponent starts their turn they must stand and make a bow to you. If anyone refuses to do it, their team loses 3 fishes, and discard this card. 8
Pirate Kitten Put this card in front of you. Your team wins 3 fishes and you must speak without separate your teeth for rest of the game. If you speak normal before the end of the game, your team lose 3 fishes and discard this card. 9	**Bucaneer Penguin** Put this card in front of you. Your team wins 3 fishes and you must play the rest of the game with one eye close and one hand in your back. If you stop doing this, your team loses 3 fishes and discard this card. 10	**Emperor Penguin** Put this card in front of you. If someone in the other team talks to you without calling you "Emperor", your team wins 3 fishes, then discard this card. 11	**Commander Kitten** Put this card in front of you. If someone in the other team looks at your eyes, your team wins 3 fishes, then discard this card. 12
The Penguin's Miracle Take 2 random cards from the opponent's deck and send them to their discard pile. 13	**The Kitten's Resurrection** Take your discard pile and choose 2 cards (except this), put them in your deck and then shuffle it. 14	**Mad Kitten** You must do a riddle to the other team, if the other team doesn't answer correctly before 1 minute, your team wins 3 fishes. 15	**Psychopath Penguin** You must challenge the other team for a Stare Contest, but the other team choose your opponent. If you win, gain 2 fishes for your team. 16
Sumo Penguin You must challenge the other team for a Thumb War, but the other team choose your opponent. If you win, gain 2 fishes for your team. 17	**Wrestler Kitten** You must challenge the other team for a Arm Wrestling, but the other team choose your opponentIf you win, gain 2 fishes for your team. 18		 Version 1.03


Penguins
Vs
Kittens

Rap Kitten You must rap for at least 20 seconds. If you do that, your team wins 2 fishes. 19	**Beatbox Penguin** You must beatbox for at least 20 seconds. If you do that, your team wins 2 fishes. 20	**Taiji Kitten** You must challenge the other team for a Taiji Mabu Position (watch the image), but the other team choose your opponent. If you win, gain 3 fishes for your team. 21	**Yoga Penguin** You must challenge the other team for a Stand Challenge, but the other team choose your opponent. The duelists must stand with only one leg, the first to use both legs loses> If you win, gain 3 fishes for your team. 22
Rock Penguin You must do the Rock Contest, the other team chooses your opponent. Starting with them, each one must name a rock singer or band. The first one that doesn't answer in 5 seconds, loses. If you win gain 2 fishes for your team. 23	**Pop Kitten** You must do the Pop Contest, the other team chooses your opponent. Starting with them, each one must name a pop singer or band. The first one that doesn't answer in 5 seconds, loses. If you win gain 2 fishes for their team. 24	**Model Kitten** If more players in your team are wearing green, yellow, brown and/or orange, your team wins 2 fishes. 25	**Fashion Penguin** If more players in your team are wearing blue, violet, pink and/or red, your team wins 2 fishes. 26
Neko-kun Penguin See one of the cards from an opponent player, you can play it immediately like it was from your team, and then return the card to the owner. 27	**Pengu-chan Kitten** See one of the cards from an opponent player, you can play it immediately like it was from your team, and then return the card to the owner. 28	**Ninja Kitten** Take this card and put it in the kitten's discard pile, shuffle it and take the top revealed card. You can play that card immediately if is not a Ninja Kitten 29	**Samurai Penguin** Discard this card, shuffle the penguin's deck and take the top card. You can play that card immediately. 30
Time Traveler Penguin Choose a card from your hand and play it. At the end of your turn, that card returns to your hand. 31	**Paradox Kitten** Take the top card of your deck and play it. Put that card again in your deck and shuffle it. 32	**Armageddon Kitten** All the players must discard their hand and take cards until reach their hand size. 33	**Apocalipsis Penguin** All the players must discard their hand and take cards until reach their hand size. 34
Baron Kitten If in the moment you play this card is an odd hour (no matter the minutes), for example: 9:00 or 15:00, your team wins 2 fishes. 35	**Count Pengula** If in the moment you play this card is an even hour (no matter the minutes), for example: 10:00 or 16:00, your team wins 2 fishes. 36		 Version 1.03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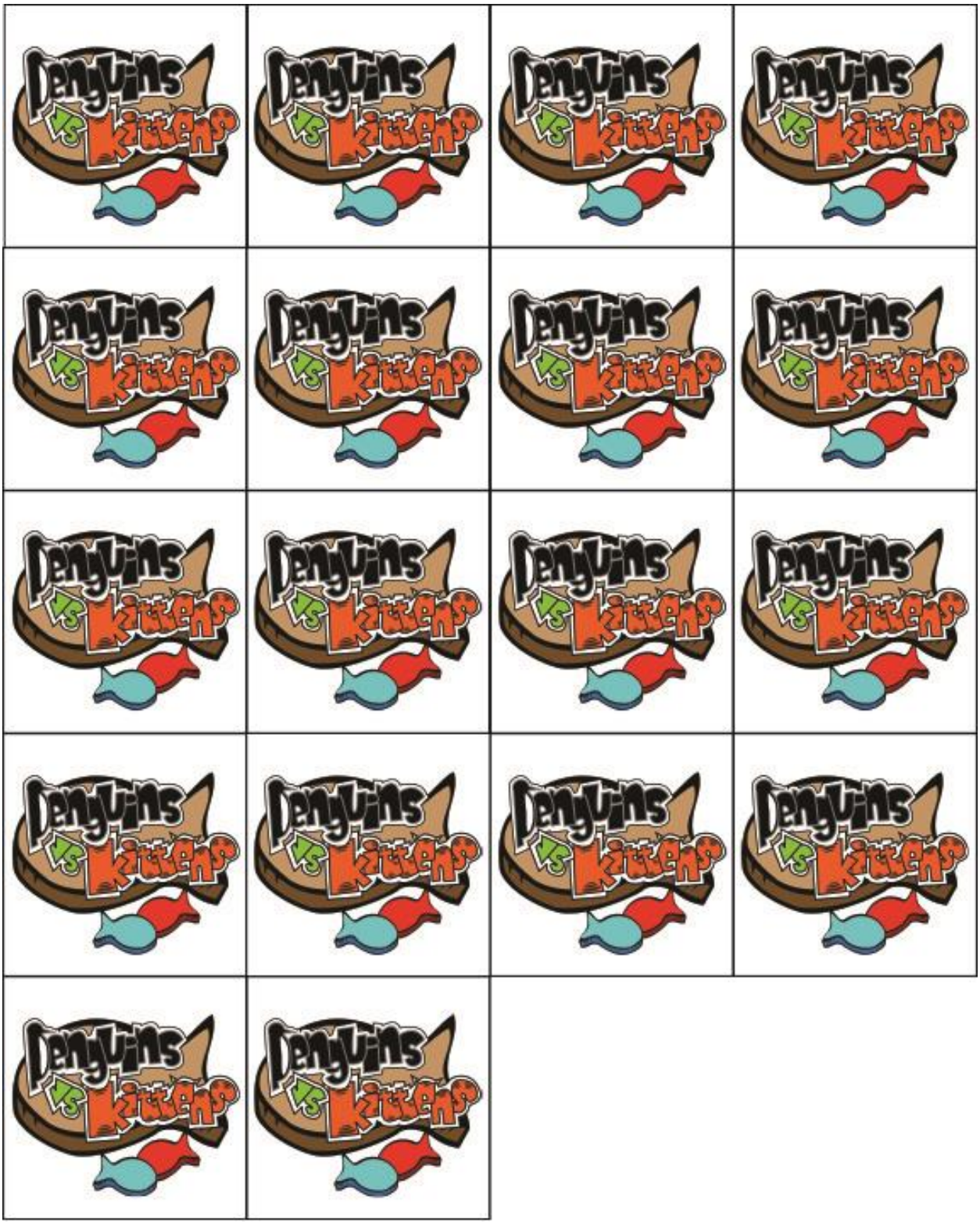
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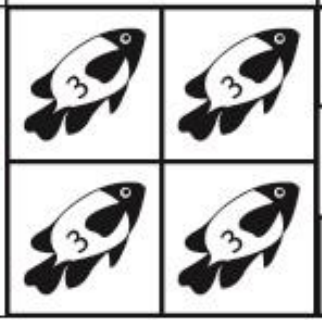
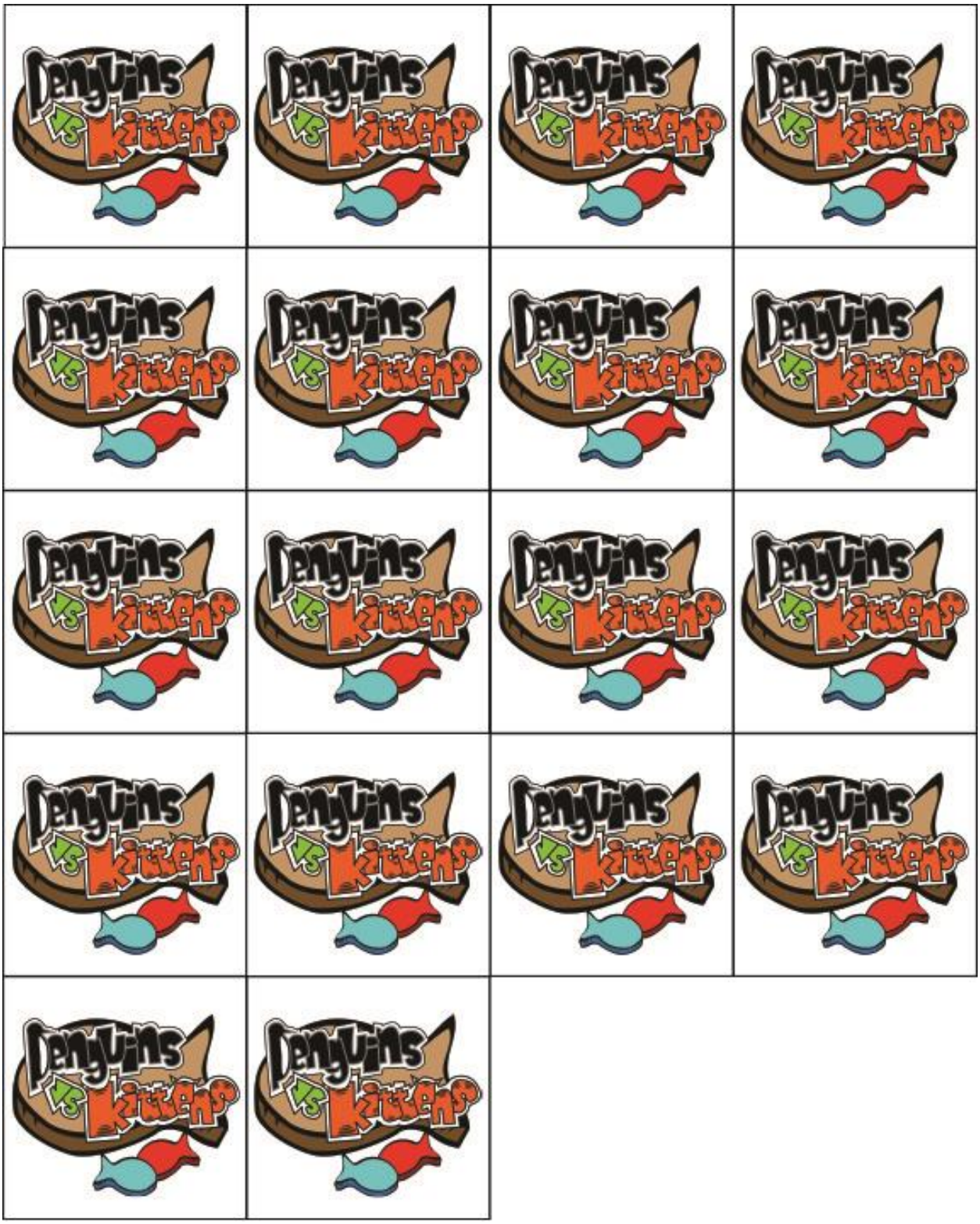
Baron Kitten If in the moment you play this card is an odd hour (no matter the minutes), for example: 9:00 or 15:00, your team wins 2 fishes. 35	**Count Pengula** If in the moment you play this card is an even hour (no matter the minutes), for example: 10:00 or 16:00, your team wins 2 fishes. 36		 Version 1.03


Penguins
Vs
Kittens

Questions: Survey test PvsK Game ©.

(Do not fill this page, use the answer page, pg. 13)

1. Do you consider it a balanced game regardless of which side you choose
   A. Yes, totally balanced.
   B. Penguins have advantage!
   C. Cats have advantage!
   D. Not sure, I need to test it more times.

2. Do you consider it a fun game?
   A. Yes! Very Funny.
   B. Yes, but it can be better.
   C. Don't know what to say.
   D. The truth is that it must improve.
   E. I didn't have fun at all.

3. The time spent for a complete game, it seemed:
   A. Perfect.
   B. It could be shorter.
   C. It could be longer.

4. Your favorite card so far, and why:

_____ __

5. The card you least liked, and why

_____ __

6. Finally… ¿Penguins or Kittens?

   A. Penguins.
   B. Kittens.

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Survey response sheet test ***PvsK Game ©***

(to be filled only once) with the answers of each player during the playtest.

Name & Last name	Email	1 A-D	2 A-E	3 A-C	4. Favorite card & why	5. Least liked card & why:	6.¿P or K?