

HORRIBLE HOUSE PETS

a cabo-golf game

OBJECTIVE

Have the lowest score when any player goes over 100 points.

HOW?

Figure out which cards you have and accumulate fewer points than anyone else by replacing your high cards for low ones from the deck, swapping your high cards for your opponents' low cards, and trading matching cards for a single card.

TIP: Play a couple of practice hands before keeping score.

CONTENTS

These instructions, two decks containing 104 Horrible House Pet Cards, and four Cheat Sheet Cards.

Each deck contains two 0's, two 13's, and four of all other cards 1-12.



SET UP

Grab a pencil and paper for keeping score.

Remove the Cheat Sheet Cards from the card decks and use as a quick reference while playing.

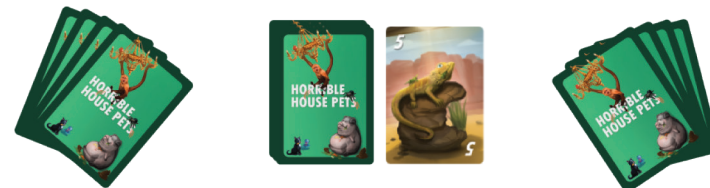
2-4 PLAYERS: Use only one deck. Shuffle well.

5-7 PLAYERS: Use both decks. Shuffle well.

HOW TO START

The player who is the biggest pet lover is the dealer for the first round. The dealer will shift one player to the left after each round.

The dealer deals every player four Horrible House Pet Cards face down. Don't look at them yet! Place the remaining cards face down as the draw pile and one card beside it, face up, to start the discard pile.



If the draw pile runs out of cards:

Shuffle the discard pile, except the most recently discarded card. Place the shuffled cards face down as the replenished draw pile.

HORRIBLE HOUSE PETS

CHEAT SHEET

On your turn, choose 1 of 3 options:

- Draw a card from the draw pile.
- Draw a card from the discard pile.
- Call "HORRIBLE HOUSE PETS!"

ACTION CARDS (only from draw pile)

- PEEK: look at one of your own cards.
- SPY: look at another player's card.
- SWAP: swap your card with another player's card. No peeking at either!

Discard the Action Card after use.

Without looking at any of the dealt cards, lay them face down in front of you to form your set. You can place them in any pattern as long as they are placed in a single layer. Their order and location must remain the same throughout the round.

All players may look at two of their cards, but only once. Remember these two cards — you can't look at them again!

The player to the left of the dealer goes first. Gameplay continues in a clockwise direction.

HOW TO PLAY

On your turn, choose one of these three options:

1. Pick up the top card from the draw pile. Look at it and decide if you'd like to keep it, use the action, or discard it.

If you decide to keep it, replace it, face down, with one of the cards in your set. Any card in your set may be replaced, even the ones you don't know yet. Discard the replaced card face up on the discard pile.

If it is an Action Card and you wish to use the action, carry out the action (see "Action Cards") and then discard it.



If you don't want the card, discard it face up on the discard pile.

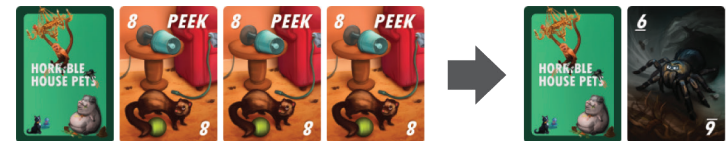
2. Pick up the top card from the discard pile. Replace it, face down, with one of the cards in your set. Actions may not be used when the card is drawn from the discard pile.

3. Call "HORRIBLE HOUSE PETS" to trigger the end of the round (see "Calling 'Horrible House Pets'"). End your turn without drawing any cards. All other players get one more turn and then the round is over (see "Scoring").

MATCHING CARDS

Reduce the number of cards in your set by replacing a drawn card with two-, three-, or four-of-a-kind matches. Matches can only be made with numbers, not with actions.

For example, you know you have three 8's in your set and you draw a 6. Set the 6 aside temporarily, then pick up the 8's all at once. Reveal the 8's to the other players, place them in the discard pile, and then place the single drawn card (the 6) face down in your set.



You can end a hand with three, two, or even one card in your set using this matching technique!

MATCHING BLUNDER PENALTY

If you attempt to match cards from your set but reveal a mismatch, you must place those cards back in your set. As a penalty, add the drawn card to your set, face down. End your turn without discarding. Dang.

ACTION CARDS

Horrible House Pet Cards numbered 7 through 12 have actions on them: PEEK, SPY, and SWAP. If these Action Cards are drawn from the draw pile, you may use the listed action. Actions may not be used when the card is drawn from the discard pile.



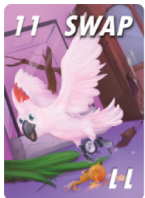
PEEK (7 & 8)

Look at one of your own cards without anybody else seeing it.



SPY (9 & 10)

Look at another player's card without anybody else seeing it.



SWAP (11 & 12)

Trade one your own cards with another player's card. Neither the swapper nor swappee may look at either card. Any card in a set may be swapped, even the ones you haven't seen yet (blind swap).

Always discard the Action Card after using the action.

CALLING "HORRIBLE HOUSE PETS"

When you believe you have fewer points than anyone else, or you're just a horrible person, you may use your turn to call "HORRIBLE HOUSE PETS!" This ends your turn. Do not draw a card.

All other players take one more turn (but not you).

The round is over when everyone else has taken their last turn.

SCORING

After everyone has taken their last turn, each player reveals their cards and adds the points of all the cards in their set.

The player with the lowest score receives zero points.

Everyone else scores the number of points in their set.

If the player who called the round doesn't have the lowest score, they add five penalty points to their score. If more than one player ties for the lowest score in this case, both receive zero points.

ENDING THE GAME

Once any player exceeds 100 points, the player with the lowest score wins the game!

If any player gets exactly 100 points, their score lowers to 50 and the game continues (only once per player per game).

HORRIBLE HOUSE RULES (VARIANTS)

After learning the game and playing a few times, incorporate some of these exciting new variants into your gameplay:

CRS RULE: Players wait to look at their two cards until just before their first draw. This may help those of you with CRS (Can't Remember Crap) to get off to a better start.

FREELoader: If you receive the lowest score but did not call "HORRIBLE HOUSE PETS", you still score the number of points for your set.

KAMIKAZE: If you're ballsy enough to end a round with two 12's and two 13's, then you receive zero points and everyone else receives 50 points that round, regardless of who called "HORRIBLE HOUSE PETS". Can you have more than four cards and still accomplish the Kamikaze? No. Just no.

SINISTER SWAP: When playing a SWAP Action Card, a player may swap cards between two other players. This makes the game more horrible!

SHORTER GAME: Play until a player exceeds 50 points.

TIME LIMIT: Play until your pizza delivery or last game night guest arrives. The doorbell ends the game.

KILL ME NOW: Start with more than four cards. This is especially fun when playing with only two people, adding more dimensions to the game. An example would be to start with six cards and look at three of them before each round.

CABO is an old classic card game which is very similar to an even older game called Golf. We fell in love with it and wanted to dress it up with Horrible House Pets, and get you addicted to it as well!



Also check out Creeps of Keister Island and Redneck Rap Sheet.

Same game, different artwork.

For a Gut Bustin' great time, also play...

Redneck Life Board Game

Trailer Park Wars! Game

Oh Gnome You Don't! Board Game

Cheap Shot Game of Insult Rummy

Flea Marketeers Board Game

Gobs of Jobs Board Game for Kids

Creeps of Keister Island Card Game

Redneck Rap Sheet Card Game



By Lisa Bowman-Steenson

Artwork by Sam Turner

GD Graphic Design by Brandon Jon McGee

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