

VLAADA CHVATIL

DUNGEON PETZ

THE DUNGEON LAY IN SHAMBLES, THE DUNGEON LORD WAS VANQUISHED, AND THE SPARE PICK-AXE SUPPLY WAS RUNNING LOW. IT WAS A TOUGH DAY TO BE AN IMP.

AS THE IMPS TRUDGED BACK TO TOWN, THINKING ABOUT WHERE THEY COULD FIND ANOTHER JOB, ONE OF THEM SAID, "YOU KNOW WHAT THIS TOWN NEEDS? A PET SHOP."

A PET SHOP FOR DUNGEON LORDS? WHAT A GREAT IDEA! ORIGINAL! YEAH, AND NO ONE ELSE IS DOING IT! NO COMPETITION! WE'LL BE RICH! WE'RE NATURAL ENTREPRENEURS! YEAH, NATURAL MANURES!

AND NOW YOU HAVE OPENED THE FIRST PET SHOP IN TOWN. RIGHT NEXT DOOR TO THE OTHER FIRST PET SHOP IN TOWN. ACROSS THE STREET FROM TWO MORE. YOUR IMPISH HEART SWELLS WITH OPTIMISM, FOR YOU KNOW THAT YOUR SOUND BUSINESS ACUMEN, YOUR ATTENTION TO DETAIL, AND YOUR LONG-HANDLED MANURE SHOVEL WILL GIVE YOUR PET SHOP A REPUTATION THAT STANDS HEAD, SHOULDERS, AND POINTY EARS ABOVE THE REST.
YOU CAN'T KEEP A GOOD IMP DOWN.



INTRODUCTION

In Dungeon Petz, you run a pet shop for dungeon lords. You start with your family of imps, some gold, and one dirty old cage.

The game consists of five or six rounds. In each round, you send your family members out to buy baby pets, cages for pets, food for pets, etc. Those imps who are not out shopping are busy caring for the pets, entertaining them, cleaning their cages, and watching them grow. Beginning with the second round, your pets will participate in local pet shows. The prizes you win will boost your reputation. In the third round, the local dungeon lords begin arriving, looking for pets. The more closely you match their tastes, the better your reputation will be.

Exhibitions and customers are revealed in advance, so you can plan for them – either by purchasing a suitable pet or by working to get the most from the pets you already have. However, these pets are living creatures. When they do something unpredictable, you will have to improvise.

At the end of the game, you get extra reputation for your economic success and your shop's appearance. The player with the most reputation points wins.

A FEW WORDS FROM VLAADA

I dedicate this game to my wife Marcela. She was its first playtester, and she helped me a lot. And she seems to be really enjoying the game. I hope you will, too.

For a long time I have wanted to create a game where you have to handle entities that behave on their own. Here it is. You cannot be in complete control of your pets. It sometimes happens that they want to play when you need them to be combative, or that they refuse to eat a treat an old dungeon lady gives them and poop on the floor instead. In such cases, please do not be mad at them, at the game (or at the designer :). Treat your pets with love, and everything will turn out okay.

Also, after Dungeon Lords, I wanted to create another game David Cochard would illustrate. It was probably the first game I started to create with the artist in mind, and it was a pleasure to work with David again.

Please do not be scared by a longer rulebook. Sometimes I explain the game in detail instead of just describing it. In fact, the game is not difficult, and all the important information is on each player's game board. In the text, **the important information is written like this**.

ABOUT THIS RULEBOOK

The game is for 2 to 4 players. In this rulebook, we will describe it as a 4-player game.

Rules for a 2- or 3-player game will be written in boxes like this one. If you are playing with four, you can ignore them.

Most of this rulebook explains the basic rules – the ones you should use for your first game, or when introducing new players. Advanced rules are explained in their own section. They give you more control over the game, and reduce randomness. Read them and consider whether to include some or all of them in future games.

The Appendix has rules for specific exhibitions and artifacts. It also includes profiles of all pets and customers.

SETTING UP THE GAME



PLAYER BOARDS

Each player chooses a color and takes the 10 imp figures, 2 minion figures, Achievement Tile, and Burrow Board in that color. The Burrow Board depicts the living quarters and storehouse of an imp family. The upper part of the Burrow Board is a screen with Quick Reference Tables.



Each player also takes one Pet Display Board. These do not come in separate colors.



STARTING PLAYER TOKEN

The player who most recently fed a pet gets the Starting Player Token. Of course, you can also choose the starting player randomly, arbitrarily, or by fiat. Just pick somebody.

PROGRESS BOARD

The Progress Board tracks the progress of the game. All players need to see it clearly, but only one player needs to be able to reach it.

This board is also two-sided. When playing with 4 players, make sure you use the side with four imps in the corner. Note that **a 4-player game has five rounds**.



For a 2- or 3-player game, use the other side of the Progress Board, with two and three imps in the corner. Note that a **2- or 3-player game has six rounds**.



CENTRAL BOARD

The Central Board is placed in the center of the table, so that everyone can see and reach it easily. It depicts the town with all the possibilities it offers.

The Central Board is two-sided. When playing with 4 players, make sure you use the side **without arrows between spaces**.



For a 2- or 3-player game, use the other side of the Central Board, the one **with arrows between spaces**.



BEFORE THE FIRST GAME

CARDBOARD PIECES

Carefully punch the cardboard pieces out of the punchboards.

STICKERS

The Starting Player Token and 8 wooden minion figures can be decorated with stickers.

Note: There are 2 minions in each color, but you have enough stickers for three. The imps hoped to persuade all three minions from their old dungeon to join them, but one decided to retire.

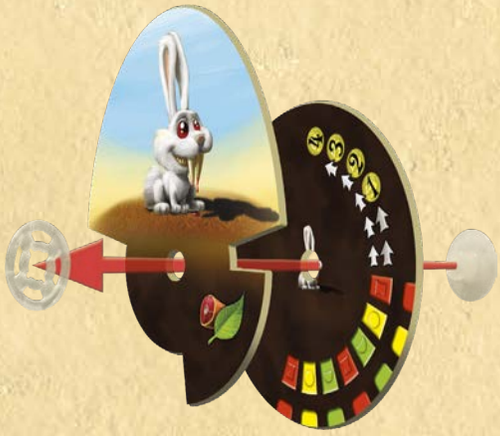


PETS

Assemble the 18 pets. Each consists of one egg-shaped piece and a round wheel. Use the plastic fastener to join them together, as shown. Once the pet is assembled, its wheel should rotate easily (but not so easily that it won't stay in place).

Note: Small pictures in the centers of the wheels indicate which wheel goes with which egg-shaped piece. They will not be visible once the pet is assembled. Please take care that each pet gets the proper wheel.

Note: Do not throw away unused fasteners; you never know when a bonus pet might appear.



PROGRESS BOARD

THE PROGRESS BOARD HELPS YOU KEEP TRACK OF WHAT APPLIES EACH PARTICULAR ROUND.

PROGRESS MARKER

Put the Progress Marker on the first space (1) of the Progress Track. At the end of each round, it moves one space to the right, until it reaches the Final Scoring Space.

EXTRA IMPS

Each player puts one of his or her imps in each of these four spaces. These imps are distant relatives, eager to join the family business. The ones farther to the right live farther away, so they can't arrive until the corresponding round.



EXHIBITIONS

Randomize the eight exhibition tiles, and **deal one to each exhibition space**, face down. Remove the remaining exhibitions from the game without anyone looking at them. Then **turn up the first exhibition tile** (the one for round 2). An exhibition tile has two parts. The upper part depicts the rules for scoring that round's exhibition. The lower part determines what food will arrive in the food market that round. **Round 1 has no exhibition tile, so the food is depicted directly on the Progress Board.**



CUSTOMERS

Randomize the eight customer tiles, and **deal one to each customer space**, face down. Remove the remaining customer tiles from the game without anyone looking at them. Then **turn up the first customer tile** (the one for round 3).

Note that the last round will have 2 customers (both of which are still face down).

FINAL SCORING EXHIBITIONS

These two exhibitions take place at the end of the game. The top one scores the economic value of your pet shop. The bottom one scores your shop's appearance.

CENTRAL BOARD

ACTION SPACES



The Central Board depicts 14 square action spaces. During the game, you will send your imps to these spaces to take various actions: buying pets, buying cages, buying food, etc.



The 2- and 3-player side of the Central Board has four extra action spaces. These smaller squares are dummy action spaces. The action spaces on this side of the board are organized in 3 groups of 6 spaces connected by arrows. One space in each group is marked with a small dot.



For a 3-player game, take 3 imps of the non-player color and put **one imp on each action space marked with a dot**. A neutral imp blocks its action space so that the players cannot use it that round. At the start of each round (except round 1) the neutral imps move one space ahead, following the arrows, so that different actions will be blocked each round.

A 2-player game is similar except that you take 6 imps in a non-player color and **block two action spaces in each group** – the one marked with a dot, and the one that is three spaces away from it (following the arrows).



PET PILE

Mix up the pets and put them in a face-down pile near the Central Board.

Hint: Alternatively, you can keep the pets in a small pouch and draw them out at random.



YOUNGER PET OPTIONS

Draw **3 pets** from the pile and place them face-up in the lower half of the pet corral. Note that the imps are putting up signs to remind you that these pets should be size 2. Set the pets' wheels to reveal the first two colored bars.

In a 2- or 3-player game, one of the lower pet-buying action spaces is blocked by a neutral imp. Because of that, turn up **only 2 pets**. (You will turn up **3 pets** only in rounds in which neither lower pet-buying action space is blocked.)

OLDER PET OPTIONS

Draw **1 more pet** from the pile and place it face-up in the upper half of the pet corral. Set the pet's wheel to reveal the first 3 colored bars, as shown on the imps' signs.



CAGE STACK

The big rectangular tiles represent cages. Mix them up and put them in a face-down stack next to the Central Board.



CAGE OPTIONS

Draw **3 cages** from the top of the cage stack and place them face up in the three pits.

In a 2-player game, one of the cage-buying action spaces is blocked by a neutral imp. Because of that, turn up **only 2 cages**. (You will turn up 3 cages only in rounds in which neither cage-buying action space is blocked.)



ADDON STACK

These narrow rectangular tiles are addons for the cages. Mix them up and put them in a face-down stack next to the Central Board.

ADDON OPTIONS

Draw **2 addons** from the top of the addons stack and place them face up on these two spaces.

ARTIFACTS STACK

Mix up the round artifact tiles and put them in a face-down stack next to the Central Board.



ARTIFACT TENTS

Draw **2 artifacts** from the top of the stack and place them face-up on the two blue tents.

In a 2-player game, the artifact-buying action space is blocked by a neutral imp. Because of that, deal **no artifacts** to the blue tents for round 1.

FOOD TOKENS

There are two types of food: Vegetables are green, and meat is red. Sort the food tokens into the two storage areas on the Central Board.

FOOD MARKET

The market has 3 food stands: one sells meat, one sells vegetables, and one sells a mixed offer of both. Put 2 vegetable tokens in the green stand, 2 meat tokens in the red stand, and 1 of each in the mixed-food stand, **as depicted on the Progress Board**.



In a 2- or 3-player game, the mixed-food stand action space is blocked by a neutral imp. You deal no food there in round 1. This is depicted on the Progress Board:







NEED DECKS

Sort the Need Cards by color into 4 decks. Shuffle each deck separately and place it face-down next to the Central Board. Leave room for 4 discard piles. When a deck runs out, you will shuffle the discard pile and use it to make a new deck.

POTION STACK

Set the five Potion Cards in a stack on the hospital building.



SUFFERING TOKENS

Place these plastic tokens near the Central Board. They represent suffering. Whenever your pet suffers it will get a token.



MANURE TOKENS

Heap these tokens near the Central Board. They represent manure. Yes, this is what the pet business is really about.



MUTATION TOKENS

Place these tokens near the Central Board. They represent mutations. If your pet mutates it will get one of these tokens. The two sides are equivalent.

GOLD TOKENS

Gold is yellow. Put all the gold tokens into the bank in the center of the board. Yes, this is what the pet business is all about!

MINION FIGURES

Each player has one minion figure on **space 0 of the scoring track**. These minions keep track of the players' reputations. Your goal is to have the highest reputation at the end of the game.

Each player's other minion figure sits on **space 0 of the exhibition tent**. These minions keep track of the players' scores in the exhibitions.

PLAYER BOARDS

SCREEN / QUICK REFERENCE TABLES

The upper part of your Burrow Board is used as a screen to hide your plans during a certain phase of the game.

It also has Quick Reference Tables. The left part depicts the 6 phases of a round. The middle part shows how the symbols are distributed in the 4 Need Decks. The right part reminds you of how to meet your pets' needs (and why you should). The meanings of these tables will become clear once you have read the rules.

IMP QUARTERS AND TREASURY

Your imps live here when not at work. This is also where you keep your gold. You start with **6 imps** of your color here (the ones remaining after you put four on the Progress Board) plus **2 gold** tokens from the bank.

INITIAL CAGE

You start with one cage, pre-printed on the board. It's not as good as the ones you can buy in town, but hey, it's free! The red 1 means it has strength 1. The purple 1 means it has antimagic 1. It has no special ability icons.

Note: The sum of the parameters of this cage is 2. The cages you buy in town sum to 3 (if you include the number of special ability symbols they have).

INITIAL MANURE

Put **1 manure token in your initial cage**. Yes, the cage is a little dirty, but hey, it's free!





EXITS

When you send your imps on shopping trips, they go out these 6 exits.

FOOD STORAGE

The top row is for vegetables and the bottom row is for meat. Fresh food starts in the left-most chamber. When it ages, it moves one chamber to the right. Really old food is thrown out. Hey, imps have standards.

At the start of the game, you have **no food**.

ARTIFACT STORAGE

Right now, your basement is **empty**, except for some old useless junk. Someday, you will use it to store mighty artifacts – rare books and tools of unbelievable power. At least you hope they will have unbelievable power and not turn out to be more useless junk.

CAGE PLOTS

You have plots for 4 cages. During the game, you can buy more cages and install them in the empty plots (or even over your initial cage, if you want to get rid of it).

ADDON SPACES

Each cage (including the initial cage) can have 1 addon. Addons improve your cages.



ACHIEVEMENT TILE

Keep this on the table next to your pet shop. You might not need it in your first game, but if you score more than 50 reputation points: Ta dah! A great achievement! Put your Achievement Tile on the 0-space of the Scoring Track with the 50 side up. If your minion counts up 50 more points: Bump ba-da dah! The ultimate achievement! Flip the tile over to the other side. If your minion counts up 50 more points: Bingeley bingeley beep! Flip it over to the third side. Hey, wait a minute. Are you cheating?



INITIAL HAND

Draw **4 Need Cards, one of each color**. These are secret. You may look at them, but you keep them in your hand.

In a 2- or 3-player game, return the non-player boards, minions, Achievement Tiles, and imps to the box, except for the 6 or 3 neutral imps that are used to block action spaces on the Central Board.



THE ROUND

Each round consists of 6 phases. These are summarized in the left-hand Quick Reference Table on your Burrow Board.

Each phase has multiple steps, each represented by a pictogram. Follow these steps in order, from the top down.

PHASE 1 - SETUP
PHASE 2 - SHOPPING
PHASE 3 - NEED CARDS
PHASE 4 - SHOWING OFF
PHASE 5 - BUSINESS
PHASE 6 - AGING



PHASE 1 - SETUP



This phase has 3 steps:

- Reveal new information.
- Add new stuff.
- Get income.

These steps may be done in any order. All players can work on setup simultaneously. Just don't forget to take your income.

For your first round, the first 2 steps were taken care of when you set up the game boards. All you have to do is get your income.

GETTING INCOME

The imps in your shop no longer dig gold, but you have relatives who do. Each round, they send you some ... just not so much that their dungeon lord would notice.

Each round (including the first one), all players get income. **The starting player and the player on his or her left get 1 gold. The other two players get 2 gold.** Take your gold from the bank on the Central Board.

In a 2- or 3-player game, the **starting player gets 1 gold, and the others get 2 gold.**

Note: After getting income for the first round, each player will have 3 or 4 gold tokens.

YOU CAN SKIP TO PHASE 2 - SHOPPING AND READ THE REST OF THIS SECTION WHEN YOU SET UP FOR ROUND 2.

REVEALING NEW INFORMATION

In setting up the game, you should have revealed the exhibition for round 2 and the customer for round 3. You have no more information to reveal in round 1. In later rounds, do the following:



Turn up the first unrevealed exhibition tile (if there still is one). Players will always know the exhibitions for the current round and the next one.



Turn up the first unrevealed customer tile. Players will always know the customers for the current round and the next two rounds.

The final round has 2 customers. When you reveal the first one, reveal the second one, too.

ADDING NEW STUFF

When you set up the game, you got the Central Board ready for round 1. In later rounds, do the following:

In a 2- or 3-player game, you start by moving each neutral imp to the next action space. (Follow the arrows.) An action with a neutral imp is blocked. An imp on one of the four dummy action spaces is not blocking any action. He is just resting for that round.



NEW FOOD



The new round's exhibition tile (the one in the same column as the Progress Marker) has **numbers at the bottom that tell you how much food should be in the three food stands.** Food tokens in the food stands do not accumulate from one round to the next. Discard any leftover food and put fresh food in the food stands, according to the numbers shown on the exhibition tile. (Well, okay, if you re-use a food token, the imps probably won't know the difference.)

If an action space next to a food stand is blocked by a neutral imp, **that stand should have no food this round.** The imp just bought it all.

In addition, if a neutral imp is on the small green dummy action space, **the number of vegetable tokens in the mixed-food stand is 1 less** than the value shown on the exhibition tile. Similarly, a neutral imp on the red dummy action space means the mixed-food stand gets **1 less meat.** This food just mysteriously disappeared. Perhaps the neutral imp was hungry.

NEW ARTIFACTS

Remove any artifacts left over from the previous round, and place **2 new artifacts** in the artifact tents, face up.

If the action space next to the blue tents is blocked by a neutral imp, **do not add** any new artifacts.

NEW CAGES

At least one cage will be left over from the previous round. Take the lowest of the leftover cages, put it in the uppermost pit and discard the rest. Deal **2 new cages** to the lower pits, face up.

If one of the two cage-buying action spaces is blocked by a neutral imp, you deal **only 1 new cage**, leaving one pit empty. Apparently, the neutral imp took one cage before you could get there. (If both cage-buying action spaces are blocked, you have moved the neutral imps incorrectly.)

NEW ADDONS

As with cages, at least one addon will be left over from the previous round. Move it to the top addon space. If there are two, discard the upper one and move the lower one into the top space. Either way, put **1 new addon** in the lower space.

If the addon-buying action space is blocked by a neutral imp, **skip this step**. Don't add or discard any addons until the next round.

NEW PETS

There is always at least one size 2 pet left in the lower half of the pet corral, but it would be too harsh to just discard a young pet.

All pets in the lower half get bigger. Set their wheels to size 3 (showing 3 bars) and move them into the upper half of the pet corral. You see? The upper half has enough space for all of them, so none of them have to be discarded.

Oh. But what if the upper half has pets left over from previous rounds? Well, it doesn't make any sense to keep those around any longer. Before moving pets from the lower half to the upper half, **discard all pets in the upper half.** They are removed from the game, but don't worry: They go to farms in the country where they live happily ever after. For each pet discarded, **add 1 meat token to the meat stand** in the food market. Um, it's just a rule.

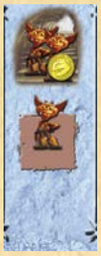
Once the lower half is empty, reveal **3 new baby pets, set them to size 2**, and put them in the lower half of the pet corral.

If the older-pet-buying action space is blocked by a neutral imp, he buys one of the aging pets. Take the leftmost pet that you moved from the lower half to the upper half and remove it from the game. (The strange rule about extra meat does not apply to it.)

If one of the lower two pet-buying action spaces is blocked, deal **only 2 new pets** to the lower half.

PHASE 2 - SHOPPING

Imps are smart shoppers. They shop even better in groups. A bigger group has a better chance of finding good stuff. You can improve their chances by giving them some gold, but they don't require it. Imps are really smart shoppers.



The Shopping phase has two steps:

- First, all players simultaneously and secretly divide their imps and gold into groups.
- Next, the groups are revealed, and the players decide where to send their imps, starting with the biggest groups.

GROUPING IMPS

All players **put up the screens** on their Burrow Boards to hide their groups from each other. Each player **divides his or her imps and gold into 6 groups** (at most). When everyone is ready, all players drop their screens to reveal their groups for the next step.

Each group has 1 or more imps and possibly some gold. There is no limit to how many imps and gold tokens you can put in a group. No group is required to have gold, but every group must have **at least one imp**. You cannot send gold to go shopping alone. If you closely look at a gold token, you will see why. Yes, that's right: It has no legs.

Your Burrow Board has 6 exits. Put your groups on these spaces, ordered by size, with the biggest group on the left. The size of your group is determined by the total number of imp figures plus gold tokens. (The order in which you place groups of the same size is not important.)



You can make fewer than 6 groups if you want. You can make a few big groups or many small groups or a mix of sizes. You may keep some imps and/or gold in your Imp Quarters and Treasury area if you don't want to assign them all to groups. However, it might be a good strategy to assign all your imps to groups, because during the next step, you can decide to not send them shopping.

Note: Imps love to brag. For this reason, the number of imps and gold tokens you have is always public knowledge. Even when the screens are up, if someone asks how many you have, you must answer truthfully and proudly.

CHOOSING ACTIONS

Now it's time to go shopping! The biggest groups go first. A group's size is equal to its total number of imp figures plus gold tokens. So a group of 3 imps, a group of 2 imps and 1 gold token, and a group of 1 imp and 2 gold tokens are all the same size.

BIGGEST GROUPS GO FIRST

Start this step by finding the player with the biggest group. This player's **biggest group is the first one sent shopping**.

If multiple players are tied for the biggest group, those players will **take turns in clockwise order**, starting at the Starting Player Token. If you have multiple groups of the biggest size, you will choose one of them to send to town on your turn. You will have to wait until your turn comes again to send another one.

Example:



Four groups have size 4, and no player has a bigger group. Red has the Starting Player Token, so she is the first to send a biggest group. Following clockwise order, it is Yellow's turn next. He can send the group with 4 imps or the group with 1 imp and 3 gold. Green doesn't get a turn because she has no group of size 4. Blue sends his biggest group. Going around again, we see that Red has no more groups that big, so we skip to Yellow, who sends whichever group of 4 he has left.

Once all groups of the biggest size are gone, move on to **the next biggest size** and send them the same way. (Use the Starting Player Token to determine order again, regardless of who had the last turn sending a biggest group.) Continue in this way until every group has been dealt with.

Example:



Yellow has the biggest group, so he gets to start by sending his group of 6. No one has a group of 5. Green and Blue both have groups of 4, so they will take turns. Going around the table from the Starting Player Token, we see that Green plays first. Then Blue sends his group of 4. Then Green sends her second group of 4. We have multiple groups of 3, so Red will play first. Then Yellow. Then Blue. And finally Red sends her second group of 3. Red has the only group of 2, so she sends that. Finally, players send their single-imp groups in order – Red, Green, Blue, Green, Blue, Blue. All groups have been sent.

A GROUP DOES NOT HAVE TO GO

When it is your turn to send a group, you have two options:

- Send the group to buy something: Choose an **unoccupied action space** on the Central Board and **put all the group's imps on that space. The group's gold (if any) goes to the bank** in the center of the Central Board. It has been spent. Perform your chosen action immediately (as explained in the next section). Your imps remain on that space for the rest of the round, preventing other players from choosing that space. Your imps will return home at the end of the round, but the gold is gone.
- Or keep the group home: **Put all the group's imps and gold back in your Imp Quarters and Treasury area.** You may keep a group home for any reason. Maybe you don't like any of the action spaces that are left. Maybe you need those imps to take care of pets later in the round. Maybe you don't want to lose the gold. It is up to you.

You make this decision every time it is your turn to send a group. If you have two (or more) groups you could send, you pick one of them to send or keep home and wait until your next turn to decide what the other group does. (The order of same-sized groups on your Burrow Board is not important.)



Note: Dummy action spaces have no effect, and no player can send a group there.

ACTION SPACES IN THE MARKET

The upper right corner of the Central Board has a market where you can buy food and artifacts. When you pick one of these spaces, you get everything that space offers.

GETTING FOOD



When you choose a food-buying action space, **take all food tokens** from the corresponding food stand and put them in the leftmost Food Storage space of your Burrow Board. Vegetables go in the upper row. Meat goes in the lower row. There is no limit to the number of tokens a Food Storage space can hold, but your food will age from round to round.



Example: This player has just acquired 1 vegetable and 1 meat token from the mixed-food stand.

GETTING ARTIFACTS



These mysterious tents hold two mystical items of great magical power ... at least, that's what the merchant said.

When you choose the artifact-buying action space, **take both artifacts** and put them in the Artifact Storage section of your Burrow Board. Their vast powers are yours from the moment you acquire them until the end of the game. Their functions are explained in the Appendix.

ACTION SPACES NEAR THE PET CORRAL

The action spaces on the left side of the Central Board offer the big stuff: cages, addons, and pets! When you pick one of these spaces, you choose one of the available items.

CHOOSING A CAGE

When you choose one of these action spaces, you **get 1 of the available cages**. The first player to choose this action takes 1 of three cages. The second player takes 1 of the two cages left. There are only two action spaces, so the third cage cannot be taken this round.



A group must have at least 2 imps to take this action. A single imp cannot carry a cage by himself. Cages are just too heavy. To remind themselves of this rule, the imps have rolled out square rugs marked with 2 imps. A group with one imp cannot take this action, regardless of how much gold it has.

When you get a new cage, put it on one of the 4 plots on your Pet Display Board. You may put it on an empty plot or replace an older cage (including the initial cage pre-printed on your Pet Display Board). When you replace a cage, discard it, and transfer its contents (pet and all manure tokens) to the new cage. (Addons are not discarded when you add or replace a cage.)

Technical Note: Actually, you don't have to decide immediately. You may set your new cage aside and wait until the beginning of phase 3 to decide where to place it.

CHOOSING AN ADDON



When you choose this action space, you **take 1 of the available addons**. The other one cannot be taken this round. Note that any type of group can use this action space. (Addons aren't as heavy as cages.)

Each plot on your Pet Display Board has a space for one addon. An addon improves the statistics of that plot's cage. You may put an addon on an empty plot, but it will have no effect until that plot gets a cage.

Addons and cages cannot be moved to a different plot. However, as with cages, you may discard an old addon to replace it with a new one.

Technical Note: Actually, you don't have to decide immediately. You may set your new addon aside and wait until the beginning of phase 3 to decide where to place it.

BUYING A PET



Three action spaces allow you to buy pets. The lower two allow you to **choose a size-2 pet from the lower row** of the pet corral. The upper space allows you to **choose a size-3 pet from the upper row**. When you choose a pet-buying action space, take 1 pet from the corresponding row.

Note: Three baby pets are dealt to the lower row, but only two can be taken this round, so there will always be at least one pet moved to the upper row next round. The upper row may have more than one pet, but only one can be taken.

A group must have gold to take this action. No matter how much your imps haggle and beg, pets are too valuable to be given away for free. To remind you of this rule, each action space is marked with a smiling imp and a shiny gold piece. A group with no gold tokens cannot take this action, regardless of how many imps it has.

When you gain a new pet, put it anywhere on your Pet Display Board. You don't have to put it in a cage until the beginning of phase 3. It is legal to take a pet that you have no cage for, but you will probably want to get a cage for it sometime during this phase.

ACTION SPACES NEAR THE HOSPITAL

The four action spaces in the lower right corner have various functions.

INVITING NEW IMPS



At the start of the game, 4 of your imps were put on the Progress Board to represent relatives from distant lands. They are eager to help you run your business, just as soon as you find time to fill out their immigration forms.

When you choose this action space, take from the Progress Board **all imps of your color corresponding to this round and earlier rounds**, i.e., the imp below the Progress Marker and all those on spaces to the left.

The new imps join the group on the action space and remain there until the end of the round. They will go back to your Burrow Board when the rest of the group does, and you will be able to use them in subsequent rounds.

Example: In round 1, Red sent a group to the imp-inviting action space and gained 1 imp. In Round 2, Yellow sent a group and gained 2 imps. At the start of round 3, the Progress Board looks like this.



Green or Blue could use this action space to gain 3 imps in round 3, but let's suppose Red got there first, sending a group of 2 imps and 1 gold token. The gold is discarded to the Bank, and the group's 2 imps are placed on the action space. Two red imps (from the second and third spaces on the Progress Board) are added to the group.



VISITING THE HOSPITAL



The hospital-visiting action space has two colors to remind you that it does two things.

When you choose this action space, **draw one Potion Card.** Also, **if you have any imps in the hospital, take them out and add them to the group.** The imps from the hospital will remain on the action space until the end of the round. They will return to your Burrow Board when the rest of the group does.



Example: Blue has two imps in the hospital from the previous rounds. He wants them back, so he sends his group of 1 imp and 2 gold tokens to this space. (He could wait to send a smaller group there, but that would be risky; even a player with no imps in the hospital might want the free potion.) He returns the 2 gold tokens to the bank and puts the 1 imp on the hospital-visiting action space. He draws one Potion Card and moves both imps from the hospital to the action space.



Note: If one of your other imps gets wounded later in the round, he goes to the hospital, not to the action space. Your hospital visit only picks up the imps that were there when you chose the action.

VOLUNTEERING FOR JUDGING



Every exhibition needs trustworthy, unbiased judges. Your imps can volunteer for the job.

When you choose this action space, **move your minion figure on the exhibition tent ahead to the space marked 2.** This will give you an advantage in phase 4.

Note: Round 1 has no exhibition. It makes no sense to choose this action in the first round.

BOOKING TIME ON THE PLATFORM



You can sell your pets anywhere, but you build your reputation faster if you sell them from the platform. Unfortunately, it can be difficult to book time there.

Note: This is the most complex action space. If you wish, you may skip this section now and return to it after we explain how pets are sold in phase 5.

Although you cannot sell any pets until customers start arriving in round 3, you still might want to use this space in round 1 or 2. This is because this action space works differently.

At the end of the round, **imps on this action space do not return to your Burrow Board.** Instead, they will move over to the right side of the platform. **When you sell a pet, you may use 1 of your imps on the platform:** Remove the imp from either the platform action space or the right side of the platform and put it in the sold pet's cage. It will return to your Burrow Board at the end of the round. The only way to get an imp back from the platform is to use it when selling a pet.

As with all action spaces, only one player can use this space each round. At the end of the round, you will move your group to the right side of the platform, making the action available again. After several rounds, the platform may have several colors of imps.

Note: This action is a long-term commitment. Each round, you can only sell one pet from the platform, so a large group of imps on the platform will return to you one-at-a-time over several rounds. If you think you need a big group to get here ahead of the other players, consider sending few imps and a lot of gold.

Example: Nobody chose this action in round 1. Anticipating that she would want to use the platform in later rounds, Green sent a single imp here in round 2. At the end of the round, the imp was moved to the right side of the platform.

In round 3, Yellow knows that everyone will want a chance to get the platform bonus so he sends a good-sized group here: 2 imps and 2 gold. That will allow him to use the platform bonus in rounds 3 and 4, without tying up too many imps.



When players sell pets to the customer in round 3, Yellow uses one of his imps to get the platform bonus. That imp returns home. Green is selling a pet, too, but she is disappointed by the points she would get. She wants to use the platform bonus on a really good score. She decides to sell the pet without using the bonus and save her platform imp for round 4. The green imp stays on the right side of the platform, where it is joined by the remaining yellow imp at the end of the round.



PHASE 3 - NEED CARDS



Now it's time to have fun with your pets! This phase has three steps:

- Arrange cages and pets.
- Draw Need Cards.
- Assign Need Cards to pets.

These steps are followed in order. **Everyone may play simultaneously.** As soon as you have arranged your cages and pets, you may draw your Need Cards without waiting for other players. However, if you believe that other players' decisions will affect yours, you may wait to finish your step until it has been finished by all players before you (in clockwise order, starting with the starting player).

ARRANGING CAGES AND PETS

First, you have to assign each of your pets its own cage, where it will stay for the rest of this round.

NEW CAGES AND ADDONS

This is the time when you make your final decision about where to place any cages and addons you acquired this round. You probably knew where you wanted to put them when you got them in phase 2, which is why the rules for placing cages and addons were given in that section. But if you weren't sure of where to put them, or if you have changed your mind, you must make your final decision now.

You will not be able to move your cages or addons to a different plot later in the game. Cages and addons acquired in previous rounds cannot be moved now, but they can be discarded and replaced, as described earlier.

PETS

Now each pet must be put in a cage. Pets do not have to stay in the cages they occupied earlier. If you move a pet, its suffering and mutation tokens move with it, while any manure tokens remain in the cage.

At the end of this step, **each pet must have its own cage.** It is not possible to keep two pets in one cage (although it is allowed to swap two pets even if you do not have another empty cage).

If you have fewer cages than pets, you have to let the extra pets go. Remove them from the game. You may also voluntarily decide to release some pets even if you have enough cages. In any case, a **released pet counts as a lost pet**, and you may lose reputation for it. (See Losing a Pet, at the end of the next section).

DRAWING NEED CARDS

Once all your new cages and addons are in place and all your pets are in cages, it is time to draw Need Cards.

You should have 4 Need Cards in your hand, one of each color. (You may have more if you have books in your Artifact Storage.) **Now for each revealed colored bar on each of your pets, draw one Need Card of that color.**





Example: If these two are your pets, you draw 1 green, 2 purple, and 2 yellow Need Cards. You draw no red Need Cards. (Snakitty's red bars have not been revealed yet.) You will end up with 1 red, 2 green, 3 purple, and 3 yellow Need Cards in your hand.

Warning: Once you start drawing cards, you cannot change how pets are assigned to cages, so think twice before proceeding to this step.

Note: Players can all draw their cards simultaneously, but if someone thinks it matters, you should draw cards in order, beginning at the Starting Player Token and proceeding clockwise. If a deck runs out of cards, you shuffle its discard pile to make a new deck. In some situations, drawing before or after this shuffle might be important.

Note: If your group prefers, one player may deal cards to everyone, color-by-color, in order. Or each player could deal out a different deck. Leave your cards face down until you have finished assigning pets to cages.

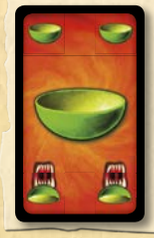
ASSIGNING NEED CARDS TO PETS

Now it is time to make key pet care decisions.

Each pet must be assigned **one card for each revealed color bar.** The color of the card must match the color of the bar. Arrange the cards in a column, as shown, then put them next to the pet, face down.







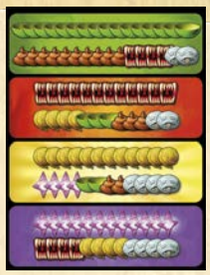
Note: Some cards have double symbols at the bottom. Don't worry about what the double symbols mean. They are for an advanced variant of the game.

For now, play all cards right-side up.

Each Need Card assigns 1 need to its pet. This need is represented by a big symbol in the center of the card. It is this symbol, not the card's color, that matters to your pet.

You want to assign needs that you can meet. For example, it is not good to assign hunger to a pet that you cannot feed, nor to assign anger to a pet in a weak cage. In the next section, we will cover this in detail.

A pet's needs influence its behavior, which may make it easier or harder to sell. In later rounds, the Customer satisfaction and your performance in the exhibitions is determined by the Need Cards you assign.



Note: It is difficult to be prepared to meet all your pets' needs, because you don't know which cards you will draw. However, knowing the card distribution gives you an idea of what to expect. The middle Quick Reference Table on your Burrow Board depicts the distribution in each deck. For example, half of the purple deck is magic needs , and the other half consists of 4 anger needs , 4 play needs , and 4 disease needs .



Example: This pet has yellow and purple needs. The purple deck has no hunger cards. The yellow deck has only 2 hunger cards. You might not need any food for this pet.

Note: You draw one card for each color bar and then you assign one card for each color bar. This means you will end up with one card of each color in your hand again. These extra cards give you a bit of flexibility.

Example: Suppose you decide not to buy any food for your pet. If you have the misfortune to draw one of the 2 hunger cards in the yellow deck, you can keep it in your hand and assign your pet a different yellow need. On the other hand, if you start the round with a yellow hunger card in your hand, you might want to try to get some food so that you can meet your pet's needs if you draw a second hunger card.

Note: It may be advantageous to have pets that share colors. This gives you more options for assigning cards.

Example:



Birdie eats vegetables, while Snakitty eats meat. Snakitty has a green bar, so it has a good chance of being hungry. To plan for this, you took 2 meat tokens in phase 2. Birdie eats vegetables, but you do not have to worry about feeding it: Even if you draw two yellow hunger cards, you can assign one to the meat-eating Snakitty and keep the other one in your hand.

POTIONS

You acquire potions by visiting the hospital in phase 2. When assigning Need Cards to pets, a Potion Card may replace a Need Card of any color.



Example: You must assign this pet 1 green and 1 yellow card. If you have a Potion Card, you may instead assign this pet 1 potion and 1 yellow card, or 1 green card and a potion. If you have 2 Potion Cards, you may assign this pet both of them.

The symbol on the Potion Card indicates that the creature will sleep peacefully, which is a need that requires nothing. Thus a potion may come in really handy when something goes wrong.

Example:



You start the game with a green hunger card. In phase 2, you acquire this pet. It seems likely that it will need food, but the other players have already taken all the meat from the market. You should consider sending a group of imps to the hospital to get a potion. Then you would not have to worry. Even if you drew another green hunger card, you could just assign the potion instead. And if you do not draw a hunger card, then you will be able to keep your potion and use it when you need it.

SPEED OF PLAY

Players with no pets will not draw or assign Need Cards. Late in the game, players with 2 or 3 grown pets will have a lot to consider, while a player with a single young pet won't have much to do. If you have several pets, please be considerate and try to make your decisions swiftly.

If you have few pets, please be patient. You can spend the time planning ahead for future customers and exhibitions. (And you can also take time to admire the detailed game boards.)

PHASE 4 – SHOWING OFF



Now it is time to care for your pets and show them off at the exhibition.

Each player gets one turn, starting with the starting player and continuing clockwise. Each player will reveal the cards assigned and show how they are handled, concluding with the calculation of his or her exhibition score (except in round 1).

Once all players have dealt with needs and computed their exhibition scores, they will earn reputation points based on their order of finish in the exhibition.

EVALUATING NEEDS



When it is your turn to show off, reveal all the needs you assigned to your pets. The Quick Reference Table in the upper right corner of your Burrow Board reminds you of the consequences of each need symbol. Symbols should be evaluated in the order shown. In some cases, order matters.

HUNGER NEEDS



For each hunger need assigned to a pet, you must **either spend one food token, or put one suffering token on the pet**. The food token must correspond to the type depicted on the pet:



Herbivorous pets eat only vegetables (green tokens).



Carnivorous pets eat only meat (red tokens).



Omnivorous pets eat any kind of food (any combination of green and/or red tokens).

For every hunger need that is not met with food, you must add 1 suffering token to the pet. This is not good. The suffering token will remain on the pet for the rest of the game. You will not gain as much reputation from selling the pet. Suffering might also give you a disadvantage in certain exhibitions.



Warning: If the number of suffering tokens on a pet is equal to or greater than its size (number of visible bars), it perishes. (See Losing a Pet at the end of this section.) That's right. If you can't meet your pet's needs, you might kill it. Your pet will be removed from the game. You could lose reputation points. And you will **feel guilty**.



If your pet can eat vegetables, and if it is in a cage with this symbol, **one hunger need is automatically satisfied.** The pet grazes, so it can get by with one less vegetable token. This symbol can only satisfy one hunger need, so if the pet has more, the rest will have to be met with food tokens. If your pet is carnivorous or if no hunger need is assigned to it, this symbol has no effect.



An addon with this symbol **works analogously**. It feeds a pet that **can eat meat**. It has no effect on herbivores.

Note: If a plot has both of these symbols (on its cage and/or its addon) it can satisfy two hunger needs for an omnivorous pet (but only one hunger need for a carnivorous or herbivorous pet).

POOP NEEDS



Your pet can meet this need all by itself. For each poop need assigned to a pet, **add 1 manure token to its cage.**



When one or more poop needs are assigned to a pet in a cage with this symbol, **add 1 less manure token.** The pet still poops, but the cage gets no manure token. It just soaks in. If multiple poop needs are assigned, all but one produce manure tokens as usual. If no poop needs are assigned to the pet, this ability has no effect. (It does not absorb old manure tokens.)

Note: The manure tokens have no immediate effect. Later, you could sell the pet or move it to another cage and your imps could clean this cage out. Lots of manure might hurt your score in certain exhibitions. You also have to worry about manure when you assign disease symbols, as explained further on.

PLAY NEEDS



For each play need assigned to your pet, **you must either employ an imp to entertain it or put one suffering token on it.** Pets suffer when they get bored. All suffering tokens work the same way, as explained under Hunger, above. So it is possible to bore your pet to death.

To meet this need you will need to use **an available imp – one that is still on your Burrow Board**. The imps that you sent to town have not returned yet, so your only available imps are the ones you did not assign to a group and the ones from groups that you decided to keep at home.

The good news is that one imp can entertain two pets at once: When you put an imp on one of the four gaps **between two cages, it meets 1 play need for each of the 2 adjacent pets**. (It is also no longer an "available imp". Playing with the pets keeps it pretty busy.) One imp cannot satisfy 2 play needs for the same pet, but you can use multiple imps to satisfy a pet's multiple play needs.

And before you ask: No, you cannot put your imp in the center of the Pet Display Board to entertain pets in all four plots or in two non-adjacent plots.



A cage or addon with this symbol has toys or play equipment for the pet. One play need is **automatically satisfied**. Multiple such symbols can satisfy multiple play needs.

Example:



In phase 2, Red acquires these two pets and one cage with a playground. She knows the cage can meet one play need, but considering her cards, she decides to keep an imp at home instead of sending it to town.



In phase 3, she draws these cards. She has no way to assign these pets only one play need. So she does it this way:



The imp satisfies 1 play need for each pet. Birdie has 2 play needs, but one of these is satisfied by the cage. Red could have assigned a yellow poop card instead of the yellow play card to one of the pets, but she would still have needed the imp there. It was more efficient (and sanitary) to use the imp's ability to play with 2 pets.

ANGER NEEDS



When your pet needs to get angry, it just does. You don't have to worry about satisfying it. You just have to worry about containing it.



Compare the total number of anger needs assigned to your pet with the strength of its cage – the big red number in upper left corner. An addon with a 1 symbol adds 1 to the strength of the cage.

As long as the number of anger needs is less than or equal to the total strength, nothing happens. But **if a pet's anger needs exceed its cage's strength, the pet attempts to escape.**

Now there are two possibilities. If you have enough imps on your Burrow Board, you can try to catch the pet. You need **one available imp for every anger need** that is not handled by the cage or its addon. **Move that many imps to the hospital** on the Central Board. The pet does not escape. Your injured imps will remain in the hospital until you send a group to get them in a later round. (Imps heal up quickly, but they like the attention and sympathy they get in the hospital. They won't leave until someone comes to visit them.)

If you don't have enough imps left on your Burrow Board or if you don't want them injured, then **your pet escapes**. You lose it, and you may also lose some reputation points. (See Losing a Pet, later in this section.)

MAGIC NEEDS



The magic need indicates that the pet is emanating magic. This need works similar to anger except that what matters is the cage's antimagic.



Compare the total number of magic needs assigned to your pet with the antimagic of its cage – the big purple number in the upper right corner. An addon with a 1 symbol adds 1 to the antimagic of the cage.

As long as the number of magic needs is less than or equal to the total antimagic, nothing happens. But **if a pet's magic needs exceed its cage's antimagic, the pet mutates.** Put **1 mutation token** on the pet **for each magic need** that is not handled by the cage or its addon.



A mutation token represents weird growths that appear on your pet – extra eyes, tentacles, etc. The two sides of the token are equivalent. A pet with 1 mutation token might have some penalties later, but it is still okay.

A pet with 2 mutation tokens disappears into another dimension.



You lose the pet, which may cost you some reputation points. (See Losing a Pet, later in this section.) It goes away to a place where creatures with two eyes and no tentacles are considered freaky weird. It's a lot like having your pet die from suffering except that **you do not have to feel so guilty.** There is always a chance that someday a postcard covered in ectoplasmic slime will pop into our dimension and inform you that your pet is safe and well.

DISEASE NEEDS



This need means your pet is in danger of getting sick. Its resistance to disease depends on how many disease needs it has and how messy its cage is.

A pet with no disease needs does not get sick. Without disease, your pet can stay healthy even living up to its neck in manure. Now there's a vivid thought.

If you assigned at least one disease need to your pet, **add the number of disease needs to the number of manure tokens in its cage.** If the total is 2 or less, nothing happens. A pet in a clean cage can have 2 disease needs without getting sick. A pet with one manure token can handle one disease need. You don't want to assign disease needs to a pet that has 2 or more manure tokens in its cage.

Warning: Note that poop needs are evaluated before disease needs. Take this into account when you assign cards. Even a pet in a clean cage will have trouble if you assign it 2 poop needs and 1 disease need.

If the total number of disease needs and manure tokens is **higher than 2**, you give the pet **one suffering token** because it got sick, **plus one suffering token for each point by which it exceeded 2.** So a sum of 2 means zero suffering tokens, but a sum of 3 means two suffering tokens. A sum of 4 means three suffering tokens, etc.

Warning: Keeping a pet in a cage with many manure tokens is risky. It stays healthy as long as you don't have to assign disease needs to it, but sometimes you have no choice.

POTIONS



A potion makes your pet sleep happily. If animal rights activists complain about you drugging your pets, point them to this section of the rules so they can see how nasty the other cards can be.

When it is time to evaluate this card, **don't do anything to your pet.** Instead, you must do something with your hand: Your potion replaced a card of a certain color, so you are still holding one more card than usual in that color. For each potion you assigned this round, you must **discard one card of the color the potion replaced**. The only way to keep more than 1 card of each color is with artifact books.

SPEEDING PLAY

Some players find it easier to plan if they move available imps when they assign need cards, placing them between cages if they will be entertaining pets or next to the red numbers if they will help catch them. This is fine. It can actually speed up play. You might also set aside the food that will be eaten and collect the tokens you will need to add while you are waiting for others to finish phase 3. However, because of exhibitions, sometimes you might want to wait until it is your turn in phase 4 to reveal your plans.



SCORING AN EXHIBITION

After round 1, every round has an exhibition, which you have seen well in advance. When it is your turn to show off, you deal with all your pets' needs, and then **you count your exhibition score**. Once everyone's score has been counted on the exhibition tent, players score reputation points based on their order of finish in the exhibition.



EXHIBITION TILE



- The symbol in the upper left corner depicts whether it is a single-pet exhibition or a full-display exhibition.
- The symbols in the light frame depict what counts positively toward your exhibition score.
- The symbols in the dark frame depict what counts negatively against your exhibition score.
- The umbrellas at the bottom told you what food to put in the market during setup. They are not relevant to the exhibition now.

The Appendix gives details on all the exhibitions. These are the general rules:

SINGLE-PET EXHIBITIONS



This type of exhibition is for a single pet. **Choose 1 of your pets** to be scored in the exhibition.



The Arena is a simple exhibition: Each anger need is worth 2 points; each disease need is worth -1 point. When scoring your pet, you consider all needs that were assigned to the pet this round. Needs assigned in previous rounds do not matter.

Example:





This pet scores 2 × 2 – 1 = 3 for the depicted Arena exhibition. This is your highest-scoring pet so you announce that it will be the pet you enter in the exhibition. Move your minion figure to space 3 of the exhibition tent.

Warning: Many exhibitions give penalties not only for assigned needs but also for mutation tokens or suffering tokens on the pet, or for manure tokens in its cage.

FULL-DISPLAY EXHIBITIONS

This type of exhibition scores **your entire Pet Display Board**. The scoring will consider needs assigned to your pets as well as mutation tokens and suffering tokens. If the exhibition counts manure tokens, you include all your manure tokens, **even manure tokens in the empty cages.**

Example:



Red was prepared for Children's Day. She acquired two playful pets and kept an imp at home to play with them. Unfortunately, she assigned too much magic to Birdie, and it mutated. And Snakitty made a mess in its cage. This exhibition scores 3 × 2 – 1 – 2 = 3 exhibition points. Red puts her minion on the third space of the exhibition tent.

COMPARING EXHIBITION RESULTS

After everyone is done showing off, the minions on the exhibition tent show how everyone did. Don't forget that a player who sent a group to the exhibition-judging action space gets **a bonus of 2 exhibition points**.

If your **exhibition score is zero or less**, leave your minion on space 0. **You do not take part in this exhibition.**



These imps are there to remind you how many reputation points you get for an exhibition. The player who scored the highest in the exhibition gets 8 reputation points. The second player gets 6. The third player gets 4. The fourth player gets 2. But **a player who did not score more than 0 points in the exhibition gets no reputation points.** (So, for example, if two players' minions are on the exhibition tent's space 0, only the 8-point and 6-point awards are given out.)

In a full-display exhibition, you can score reputation points even when you have no pets. It is possible to get a positive exhibition score using only the judging action or the Whip of Obedience. However, **to score reputation points in a single-pet exhibition, you must have a pet.**

If two or more players are **tied**, they each receive **the reputation award for that place reduced by 1 for every other player tied with them**. See the examples.

Example:



Red and Yellow each score 7 reputation points for first place. Blue is not second; he is third. So Blue scores 4 points. Green scores nothing because she did not participate in the exhibition.

Example:



Blue scores 8 reputation points for first place. Red, Green, and Yellow score 4 points. (Second place is worth 6, minus 2 because 2 extra players came in second.)

Everyone with a positive score in the exhibition will gain some reputation points. Once players have moved their minion figures on the scoring track, remove the exhibition tile from the Progress Board so it is clear that the exhibition is over.

With 2 or 3 players, this works the same way. The amount of points awarded is printed on the Central Board:



3-PLAYER GAME



2-PLAYER GAME

LOSING A PET

These are the ways in which you might lose a pet:

- In the first step of phase 3, you lose any pet that you do not put in a cage.
- When a pet has suffering tokens equal to or greater than its size (number of visible bars), you lose it, regardless of whether the tokens came from sickness, starvation, or boredom.
- When the number of anger needs assigned to a pet exceeds the strength of its cage, you lose the pet unless you send enough available imps to the hospital to cover the difference.
- When a pet has 2 or more mutation tokens, you lose it.

In any of these cases, the result is the same for you: **Remove the pet from the game,** and return any suffering and mutation tokens it had to the bank. Discard all needs and potions assigned to the pet. (They will not count in exhibitions this round.) However, all manure tokens remain in the lost pet's cage. Of course.

In addition, you **lose one reputation point for every full 10 points you have**. (You lose 0 points if you have less than 10. You lose 1 point if you have 10 to 19, etc.) As long as your shop is unknown, no one cares what you do, but the more famous you become, the more damaging it is to lose a pet. Note that it doesn't matter how you lost your pet. Even if you claim you gave it freedom or sent it to a better dimension, the public will still suspect you buried it somewhere in your backyard.

PHASE 5 – BUSINESS



Yeah, now we can get down to business:

- Sell a pet. Oh. Actually, we have to wait for the first customer in round 3 before we can sell a pet. Skip this step in the first two rounds. However, you will do the following:
- Discard assigned cards.
- Use any available imps.

SELLING A PET

Beginning in round 3, you will have a customer who wants to buy some pets (two customers in the final round). You can see the customer several rounds ahead, so you should have plenty of time to plan. The customer will buy **1 pet from each player**, as long as he or she likes it. Players sell their pets in order, beginning with the starting player and proceeding clockwise. If you don't want to sell a pet, you don't have to.

You can only sell a pet that is **size 4 or larger**. Smaller pets are too young to be sold to a customer. Note that on pets of size 3 or smaller this icon reminds you that the pet cannot be sold.

Note: When you buy a pet, it is size 2 or 3. You can enter it in an exhibition, but you cannot sell it until a later round.

CUSTOMER PREFERENCES



Matching a customer's preferences is similar to scoring an exhibition. Aspects the customer wants are in the light frame, and aspects the customer doesn't want are in the dark frame. Symbols refer either to Need Cards assigned to the pet this round or to suffering or mutation

tokens on the pet (regardless of whether the tokens were acquired this round or earlier). From the symbols, you calculate a match score between the pet and the customer. (Converting the match score into reputation points is explained in the following sections.)

Note: Manure tokens in the cage are never scored when selling a pet. The customer is buying the pet, not the cage. A customer's poop symbol refers to the number of poop needs assigned to the pet this round, not to the manure tokens in the cage.

You can sell a pet to a customer only when the customer likes it. **The match score has to be greater than zero.** If the match is zero or negative, you cannot sell that pet to that customer.

Example:



This match is scored as follows: +4 for two , +1 for one , –1 for one , –1 for one . The total is 3. Dungeon Girl likes the pet and is willing to buy it.

Note: All customers agree on one thing: They don't like suffering tokens.



For most customers, card-color does not matter. Only the symbol in the center of the card matters. However, these two rainbow-colored symbols indicate that only one card of each color counts toward matching that symbol.

Example:



Farmer Troll is looking for variety: Two colors of count for +6 points! Note that only one of the green counts. This pet also scores +1 for and –2 for . The total is 5 match points.

When selling a pet, the **reputation you gain depends on the match with the customer.** The happier the customer is, the more reputation you get. You can sell your pet either on the black market or on the public platform.

SELLING ON THE BLACK MARKET



The imp hiding behind the platform reminds you that if you do not sell from the platform, your multiplier is ×2. Just announce which pet you are selling and remove it from the game. You score **reputation points equal to 2 times your match score**. You also get some gold, as explained below.

SELLING FROM THE PLATFORM



It is more advantageous to sell from a public place. That way everyone can see your happy customer receiving the perfect pet. This is how reputation is built.

During the Shopping phase, you had a chance to send a group of imps to stand on the platform. To sell from the platform, you must have **at least one imp on the platform** on the Central Board. (Imps on the platform's action space count as being "on the platform".) Announce that you are selling from the platform, remove your pet from the game, and **move one imp from the platform to the pet's empty cage**. (You can't put him on your Burrow Board yet, because that is the place for imps that have not been used this round.) You score **reputation points equal to 3 times your match score**. You also get some gold, as explained below.

RECEIVING GOLD



You receive the **amount of gold depicted on the pet**, in the small window on the right. This depends only on the size of the pet. It does not depend on the match score, nor on whether you sold from the platform. Note that pets of size 3 or less cannot be sold.

Note: Carnivorous pets are difficult to raise, so they have the highest prices. Omnivorous pets are the least demanding, so they have the lowest prices.



If the pet has a **mutation token**, you get **2 gold less**. This is the law. You are not allowed to sell a mutant for full price.

Imps have trouble understanding discounts. If the pet's usual price is 2, you get 0 gold for selling it as a mutant. If the pet's usual price is 1, you must pay the customer 1 gold when you sell the mutant. (If you can't pay, then you can't "sell" the pet.)

Note: No pet has 2 mutation tokens. Such pets vanished into another dimension during phase 3. The maximum penalty is 2 gold.

MORE ABOUT CUSTOMERS

Once everyone has had the opportunity to sell one pet to the current round's customer, remove the customer tile from the game.

The last round has 2 customers, and every player can sell one pet to each. However, even in the last round, **only one pet can be sold from the platform.** If you are selling two pets, you have to sell at least one of them on the black market.

Customer Puzzle:



Dungeon Girl and Dungeon Mistress each want to buy one of your pets in the last round of the game. You have 2 imps on the platform. Which pets should you sell to get the most reputation points? How many points and gold tokens will you earn?

Try to figure it out for yourself before you look at the solution. If you get the right answer, then you probably understand customers perfectly.

Solution: *Snakitty has a match score of 3 for Dungeon Girl (who thinks it is too aggressive) and 2 for Dungeon Mistress (who didn't want to see it poop this round). Birdie has a match score of 4 for Dungeon Girl and 3 for Dungeon Mistress. (Neither likes the suffering token.) So you can either pair the pets for match scores of 3 and 3 or for scores of 4 and 2. The two choices look the same, but they are not: You can only sell 1 pet from the platform (even though you still have 2 imps there). The better choice is to sell Birdie to Dungeon Girl from the platform (for 12 reputation points) and Snakitty to Dungeon Mistress on the black market (for 4 reputation points). You score a total of 16 points.*

How much gold do you get? You get 4 gold tokens. Each pet is worth 3, but Birdie's mutation lowers its price to 1.

Discarding Assigned Cards

Even in rounds without exhibitions or customers, you need to remember to discard the assigned needs at this time. Need Cards go the appropriate color's discard pile. Potion Cards go back to the stack on the Central Board.

Using Unused Imps

Even after shopping, playing with pets, and catching escapees, you might still have available imps on the Burrow Board. Tell them not to despair: Every imp will get a job this round. Each available imp either cleans cages or earns 1 gold token.

You assign imps to clean cages by moving them to the center of the Pet Display Board. **Each such imp removes up to 2 manure tokens from empty cages.** It does not matter whether the 2 manure tokens come from the same cage or from two different cages. **All that matters is that the manure tokens come from cages that are empty.** You cannot move pets at this time. A cage with a pet cannot be cleaned.

After cleaning cages, **take one gold** for each imp that is **still available**. This imp earns you money for time spent on odd jobs around town, such as putting up signs, painting action spaces, or mowing the pet corral. (Anything but gold digging, really. That's why he left the dungeons.)

So you see, it doesn't hurt to keep some of your imps home in phase 2. They come in handy when taking care of pets, and if it turns out you don't need them, they earn gold that will make your groups bigger next round.

Phase 6 - Aging



In this phase, three things happen:

- Your pets grow up.
- Your food loses freshness.
- Your imps finally return home.

These are all bookkeeping steps. You make no decisions in this phase. All players can play simultaneously. We do recommend doing the steps in order so you don't forget anything.

Aging Pets



The window on the right side of your pet should show 1 or 2 arrows, which indicates whether you turn the wheel to reveal 1 or 2 more colored bars. A pet of size 7 will not grow any more.

Note: A pet of size 2 or 3 grows by two; a pet of size 4 or more (i.e., a pet that can be sold) grows by one. (Recall that during the Setup phase, size-2 pets left in the pet corral only grow to size 3. This should not surprise you: Of course baby pets grow faster under the care of your pet store.)

Note: You may skip this step in the final round. The size of your pets does not matter in the final scoring.

Aging Food



For each food type, food in the rightmost chamber becomes too rotten to eat. Move those food tokens back to the Central Board. Then move all food remaining on your Burrow Board one chamber to the right. (These food tokens are closer to being thrown away, but they still look like fresh food tokens to your pets.)

Note: Meat spoils faster than vegetables. When you get a meat token, you must use it that round or the next. Otherwise it will be discarded.

Note: You must do this step even in the last round, because food is counted in the final scoring.

Imps Return Home

Now most of your imps will return home:

- Take back all the imps on your Pet Display Board.
- Take back all your imps from action spaces on the Central Board, except imps on the platform.
- If you have imps on the platform's action space, you should move them to the right side of the platform.
- Imps on the platform and imps in the hospital remain on the Central Board.

This is also the step in which you move your exhibition minion figure back to space 0.

Starting the Next Round

To start the next round, move the Progress Marker to the next space of the Progress Board and determine the new starting player:



After most rounds, the Starting Player Token simply moves clockwise.



Before the final round, the Starting Player Token should be given to the player with the lowest reputation. In case of ties, pass it to the left and keep passing until it gets to one of the players with the lowest reputation.



In a 2- or 3-player game, simply pass the Starting Player Token to the left at the end of each round. It is a 6-round game, and this gives each player the token the same number of times.



At the end of the final round, it is time for final scoring.



END OF THE GAME

FINAL SCORING

The final scoring is treated as **2 exhibitions**: one to score your business acumen, and one to score your pet display.

The exhibitions are scored separately. In each one, you count up everyone's exhibition scores, compare their minion figures on the exhibition tent, and award reputation points based on the order of finish. No one gets the +2 bonus for being the judge.

As usual, players with exhibition scores of 0 or less are not awarded reputation points . However, there is one difference between these exhibitions and regular exhibitions: **If your exhibition score is negative, you lose 1 reputation point for every exhibition point below 0.**

BUSINESS ACUMEN EXHIBITION



You score 1 exhibition point for each food token and each artifact tile on your Burrow Board. You score 1 exhibition point for each Potion Card in your hand. You score ½ an exhibition point for each gold token you have. Do not round the result. For example, if you score 3½, put your minion figure on the line between spaces 3 and 4.

You lose 2 exhibition points for each imp that is not home at the end of the game. This includes not only the imps in the hospital and on the platform, but also any imps on the Progress Board – your poor distant relatives who are still waiting for you to help them process their work visas. You will lose exhibition points unless you have all 10 imps on your Burrow Board.

Note: And if you score, say, –½, then you must move your reputation-scoring minion back half a space.

PET DISPLAY EXHIBITION



You score 2 exhibition points for each pet on your Pet Display Board. You score 1 exhibition point for each addon and each cage (including the one pre-printed on the board, if you did not replace it).

You lose 1 exhibition point for each token on your Pet Display Board: This includes mutation and suffering tokens on pets as well as manure tokens in all cages (with or without a pet).

THE WINNER

After the final scoring, **the player with most reputation points wins.** In case of a tie, the tied players share victory.



VISUAL RECORD OF THE GAME

I liked to do this when I was testing the game, so I will share it with you.

If your table is big enough, you can make a display of satisfied customers. Each time you finish selling pets, set the customer and his or her new pets out on display instead of putting them back in the box. When you play well, the pets really seem to suit the personalities of their new owners.

(And, of course, you could also designate some dark corner of the table for the pets that did not fare so well.)

FULL VARIANT

These rules were left out of the basic variant of the game to make the explanation simpler. We think they are good rules because they make the game more fair, more strategic, and more interesting, but feel free to not use one or more of them if that is the way you prefer to play.

DOUBLE-SYMBOLED CARDS



You may have noticed that each Need Deck has a dominant need. The green deck has mostly hunger cards. The red deck has mostly anger cards. The yellow deck has mostly play cards. The purple deck has mostly magic cards. These cards all have single symbols in their corners.

Cards that are less frequent in their decks have single symbols at the top but double symbols on the bottom. The double symbol depicts the symbol on the card and also the dominant symbol for that color.

In this variant, you can choose to play a double-symboled card as though it were 2 needs. If you play it with the single symbol on top, it works in the usual way. If you play it with the double symbol on top, it gives the pet both depicted needs. It is more difficult to satisfy more needs, but it can also give you better scores in exhibitions or when matching a pet to a customer.



The way you lay your cards down is important. When you assign needs in phase 3, the card must be oriented to show whether you chose to use it as 1 need or 2. When you reveal cards in phase 4, be sure to flip the stack over, so that the upper symbols stay on top.

Note: This rule reduces the randomness of the game. If you have been preparing for a customer who really likes playful pets, you will be upset if you draw many yellow cards and get no needs. With this rule, every card in the yellow deck can be used to give the pet a need. You might have to meet some needs that you were not expecting, but at least you also get the needs that will score you points.

Note: Sometimes both needs on a card might be advantageous. If a customer likes aggressive and magical creatures, then a purple anger card turned upside down will count toward the match twice.

MORE FORESIGHT

Once you are experienced, you can make your game more strategic by revealing two exhibition tiles and two customer tiles at the beginning of the game.

(For an extreme variant, you can reveal all information at the start, but it is not always fun to plan so far ahead.)

ADVANCED MEAT STAND RULE

As you know, pets in the upper half of the pet corral must go to a farm if they are not purchased. Normally when this happens, you add 1 extra meat token to the meat stand. But when Stareplant is sent to a farm, you should add 1 vegetable token to the meat stand instead. If Baby Golem is sent to a farm, add 1 gold token to the meat stand. If Ghosty is sent to a farm, do not add anything. As in the basic variant, there is no thematic reason for this rule.

FINAL ROUND ORDER

In the final round of a 4-player game, determine the starting player as described on page 16. But instead of playing clockwise, play in order from lowest score to highest. If two players have the same score, the one closer (in clockwise order) to the starting player goes first. (You can arrange the tied players' minions to remind you of the order.)

APPENDIX

NUMBER OF COMPONENTS

Components are not intended to be limited. If you run out of any type of token, find a convenient substitute.

There should be enough Need Cards in each color. Don't forget that whenever a deck runs out, you shuffle its discard pile to make a new deck. However, it might be theoretically possible for the deck and the discard pile to run out. If that ever happens, players should draw their cards in order (based on the Starting Player Token) and those players who can't draw actual cards should be given substitutes that represent the dominant type of card in the deck. (Hunger for green cards, etc.)

CUSTOMERS



DUNGEON MASTER

Looking for a vicious, magical beast to improve his image. (Recently, the word got out that he likes gardening and sudoku.)



DUNGEON GRANNY

Just wants something to take care of. Don't give her any of that new-fangled magic.



DUNGEON MISTRESS

Knows what's in. Playful is in. Angry is in. Magical is in. Poop? So not in.



DUNGEON GIRL

Hoping to find a little critter as sweet and playful as she is.



WARLOCK

Looking for a familiar. Would prefer one that is metaphysically stable.



PORKY ORKY

Looking for a pet that shares his interests.



FARMER TROLL

Could grow bumper crops if he had a little magic and a variety of fertilizers. Doesn't need any reputation problems, so keep your suffering pets to yourself.



LICH LORD

The Lich Lord loves diseases. But eating? That's just sick.

EXHIBITIONS



ARENA

In a hidden underground chamber, a chanting crowd prepares to witness this most ancient and primal of competitions. Creatures enter the arena and stare angrily at each other. The contest can end only one way: With the judges declaring one of them "meaner looking".

Choose one of your pets. Score 2 points for each anger need assigned to it. Deduct 1 point for each disease need assigned to it.



FREESTYLE

What does your pet do well? Is it a big eater? Highly magical? Incredibly aggressive? Or is it just really good at pooping?

Choose one of your pets, and choose one need. Score 2 points each such need assigned to your pet. Deduct 2 points for each suffering token on your pet.



MOODY MEDLEY

So many moods. So little time.

Choose one of your pets. Score 2 points for each different type of need assigned to your pet. (A potion counts as its own type.) Deduct 2 points for each suffering token on your pet.



EATING CONTEST

Does punctuation matter? Ask the imps what happened when they advertised an imp eating-contest as an "imp-eating contest". Now they just run these contests for their pets.

Choose one of your pets. Score 2 points for each hunger need assigned to it. Deduct 1 point for each disease need assigned to it. (Yes, it's an "eating contest" but your pet scores the same points regardless of whether it actually ate food this round.)



BEAUTY PAGEANT

Imps have trouble judging this contest. Some prefer fangs. Some prefer horns. Others think a truly beautiful pet must have tentacles. Really, there is nothing you can do to train your pet for this exhibition. Just keep it clean and happy ... and try to get your imps on the judging panel.

Choose one of your pets. Score 1 point for each card color assigned to it. (Potion Cards count as their own color.) Deduct 1 point for each suffering or mutation token on the pet. Deduct 1 point for each manure token in its cage.



BREEDERS' PRIZE

It's difficult to keep a breed genetically pure, especially if it emanates magic.

Score 2 points for each of your pets. Deduct 1 point for each mutation token on your pets.



CHILDRENS' DAY

Bring in the kiddies to look at your playful pets! But clean up first. Sure, the kids might love to see some mutated monster in a manure-filled cage, but their parents will be doing the judging.

Score 2 points for each play need assigned to your pets. Deduct 2 points for each mutation token on your pets. Deduct 1 point for each manure token in your cages (whether they have pets or not).



MAGIC SHOW

Watch me pull a rabbit out of this hat: Aaaaah! Direbunny!

Score 1 point for each magic need assigned to your pets. That's all. Magic is just that simple.

PETS



UNI

Uni is a unicorn. At least, he says he is. He's friendly, playful, magical, and he has a horn. So what if he doesn't look like the posters in little girls' bedrooms?



TROLLIE

Trollie is not a vegetarian by nature. He's a vegetarian by choice. He's very playful and not aggressive at all ... but sometimes he doesn't realize his own strength.



GHOSTY

Baby Ghosty can be hard to train. But once you've taught him that passing through the cage walls is "a no-no", you've got most of your problems licked. Then all you have to worry about is keeping him in our dimension.



DRAGO

Drago will make you re-think your opinion of dragons. As his friends will tell you, he is friendly, open-minded, and reliable. And his weakness for princess-shaped cookies? Nothing to worry about.



STAREPLANT

It is not a very demanding plant. Just water it once a week and take it to a play every other day. And then, watch the magic happen.



WORMIE

It didn't take long for Wormie to fall in love with our beautiful green meadows. He does like his vegetables pretty hot, though. His motto is "Spice must flow".



SNAKITTY

What do snakes and cats have in common? They both love basking in the sun. For snakitty, this love has become a passion.



BIRDIE

When Mother Magic created Birdie, she made it fly. Then, because all creatures that fly have wings, she gave Birdie some. And so, when Birdie hovers over a flower sucking out its magical essence, sometimes it flaps its wings, to keep up the image.



LIFFFARD

You have to fpend moft of your life wif fomefing tafty ftuffed in your mouf to fully underftand why Lifffard lookf fo happy all the time.



BABY GOLEM

It might be easier to just build a full-grown golem, but the imps like to think inside the box. They raise all the other pets from cubs, so why not golems? They just have to visit his cage from time to time with a toolkit.



CTHULIE

The imps once tried to summon the "Ancient Nightmare of Unspeakable Horror". Only once. When Cthulie appeared, it bounced around, licked their faces, and then pooped in a corner of the pentagram. The imps realized they would never be any good at unspeakable horror.



DUNGUIN

Dunguin has to eat anything it can get, as catching fish close to the south magic pole is very tricky. Half of the fish are invisible, another half defend themselves with fireballs, and the third half are actually tentacles of multidimensional monsters. Even math does not work well there!



BUBL

Bubl loves to spend time in its bowl. It leaves only when it needs to poop. Or when you knock on the bowl. Bubl really hates that. You'd be surprised how fast it can pursue you across the lawn.



SNAPPY

Snappy will sit for hours at the edge of his cage wagging his tail, whining, and fixing passersby with his devoted gaze. He knows that sooner or later someone will reach through the bars to pet him.



FIERY FAIRY

A being of pure fire and magic, this restless little creature is not easy to care for, but everyone loves fairies... What? Yes, of course it's a fairy. Everyone loves fairies!



FLUFFY

Yes, she has eight legs, but please don't make assumptions about this sensitive creature's species. If you shout "Eeeek! A Spider!", frightened Fluffy will probably jump into your arms squeaking, "Where?!"



STEGOBULLY

Stegobully is a quiet, bucolic grazer. Just don't show him anything red. Or blue. Or yellow. In fact, to be safe, don't show him any color. Stegobully doesn't like being reminded that he is colorblind.



DIREBUNNY

Perhaps his ancestors ate too many four-leafed clovers. A full-grown Direbunny is strong enough to bring down a Stegobully and bouncy enough to catch fully laden swallows.

GRAND COMPENDIUM OF RARE AND VALUABLE ARTIFACTS

BOOKS

Buy one of these fine tomes and you will be amazed at its effect on your employees' skills. Your imps will improve with each turn of the page, as they gain the confidence to face any crisis. (Now if only they could read.)



Books allow you to have more cards in your hand. Each book offers 2 colors. When you get a book, **you must choose one of the colors.** Draw a Need Card of that color. From now on, you will always have **1 extra card in that color.** Place the book in your Artifact Storage so that the chosen color is on top. Choose wisely. You cannot switch later.

CRYSTAL BALL



This ball allows your imps to see into the future. They might not understand what they see, but they like the pretty colors.

Before drawing new cards in phase 3, you may **discard up to 3 cards and draw a replacement card for each one** from the corresponding deck.

LONG-HANDLED SHOVEL



Whoever came up with the idea of adding a long handle to a shovel must have been a genius.

During Showing Off, one available imp can remove up to 2 manure tokens, even from occupied cages. You may use this ability any time during phase 4. In particular, you can use it after dealing with poop needs but before dealing with disease needs. You may use the imp with the shovel to remove 1 manure token, 2 manure tokens at once, or 1 manure token at two different times during Showing Off.

Put the available imp in the center of your Pet Display Board to show that he has been given the job of shovel-wielder. When you remove a manure token, put it on the artifact tile to remind you not to exceed its capacity.

The long-handled shovel can be used every round. Clear the manure tokens off the artifact tile when the imps return home.

IMP ARMOR



Armor made from anti-magic foam: It's safe. It's comfortable. It makes you look like a cool robot! Buy one, get one free.

Each round, up to 2 of your imps can be protected by suits of armor. Those 2 imps will not be sent to the hospital when they catch an escaping pet. Alternatively, an armored imp can prevent a mutation by absorbing excess magic.

You can use the imp armor when evaluating needs in phase 4. Take an available imp and put it on top of **the red or purple number** on any cage. **The imp acts as a +1 bonus.** You may do this with **2 available imps per round**. They can boost the same cage or different cages. They can boost the same type of number or different types. The armor prevents the imps from being sent to the hospital.

EMPLOYEE OF THE MONTH



When the imps heard about this concept, they just loved it ... but they do it a little differently. Each month, the imp who gets this trophy has to work as hard as two imps.

With this artifact, **one of your imps counts twice when cleaning cages, entertaining pets, or catching them.** Simply announce your Employee of the Month and the job he is doing.

This can be combined with other artifacts: An Employee of the Month with a Long-Handled Shovel can remove up to 4 manure tokens in phase 4. An Employee of the Month in imp armor can give a cage a +2 bonus to one number.

An imp with the Employee of the Month trophy can clean up to 4 manure tokens in phase 5, but he **cannot make two gold**. Unfortunately, the fact that he works like two does not mean he gets paid like two.

WHIP OF OBEDIENCE



This whip is imbued with a mystical power: When you hold it, exhibition judges are reluctant to do things that make you angry.

With this whip, you get **+½ to all exhibitions** during the game. When counting your exhibition score, move your minion half a space more. So the whip breaks ties, and sometimes it also allows you to participate in an exhibition that you normally couldn't enter (by increasing your exhibition score from 0 to ½).

The whip has **no effect on the final scoring exhibitions**. It counts as 1 point in the Business Acumen Exhibition, like any other artifact tile, but it does not give you a +½ bonus.

MAGIC BOX



No one knows the age of this artifact, but it can't be that old. The frozen trilobite you found inside tasted pretty good.

When you get this artifact, **take 1 food token** of any color from the bank and put it on the tile. This token **can be used as food of either type**, regardless of its color. (It's a frozen piece of ... something.) This food token **does not age**.

If your Magic Box is empty, **you can re-use it**: Before moving or discarding food tokens during the Aging Food step of phase 6, you may put 1 of them into the empty box instead. The token becomes food of either type. To remind you of this ability, there is a special nook for your Magic Box right next to the Food Storage.

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