1. **How to win?**

* Geen kaarten meer om uit te delen
* Player most cards win

1. **Whats the difference**

* Pets: abilities, health and attack
* Perks: give pet extra health/attack  
  of extra ability

1. **Making army**

* Not revealing cards yet
* Perk: only one per pet   
  (optional and non-stackable)
* Not used cards are kept

1. **Revealing army**

* Rotate cards
* Add blue chips for attack
* Add red chips for health
* Health and attack are noted on pet

1. **How to battle**

* Last one is crocodile
* Crocodile has ability
* First of army attack each other

1. **But how do you level up?**

* Pet does not heal when surviving
* Pet kan verplaatst worden
* If pet does not have perk, new perk can be added

1. **Feedback notes**

* AOE: area of effect
* Level up pet gets extra empty card

Which will be added into total cards in score count