

Setup

General

1. Set out Central Board. **2/3:** Use the side with arrows between spaces.
2. Set out Progress Board. **2/3:** Use the side with 2/3 Imps in the corner.
3. Give each player Burrow Board, Pet Display Board, Imps and Minion figures, and point tile.
4. Pick a first player.

Progress Board

1. Set purple progress marker on the "1" space.
2. Each player places one of their Imps in the Imp spaces.
3. Shuffle the blue and white Exhibition tiles and deal one to each space face down. Turn up the first one.
4. Randomize the Customer tiles and deal one to each space face down. Turn up the first one.

Central Board

1. **3:** Place one non-player Imp on the 3 action spaces marked with a dot. **2:** Block the 3 action spaces marked with a dot and the one 3 spaces away (following the arrows).
2. Mix up the pets and place them face down. Draw 3 pets, set them to level 2 (2 bars showing) and place them in the lower half of the pet corral. **2/3:** Only draw 2 pets since a neutral Imp is blocking one of the action spaces.
3. Draw one pet, set it to level 3, and place it in the upper half of the pet corral.
4. Mix up the round artifact tiles and place them face down. Draw 2 and place them face up on the blue tents. **2:** Place no artifacts here for round one since a neutral Imp is blocking the action space.
5. Sort the green and red food tokens and place them in the storage areas. Check the progress board to see how much food to put in each market stall for each round.
6. Sort the Need Cards by color and shuffle.
7. Set the Potion Card face down on the hospital building.

8. Set out Suffering Tokens (gray), Manure Tokens (brown), and Mutation Tokens (purple/pink).
9. Set one minion on score track and one on the exhibition tent.
10. Set out the Gold Tokens in the bank on the board.
11. Shuffle the rectangular Cage Addons. Draw 2 and place them face up on the board.
12. Shuffle the Cages. Place 3 on the Cage spaces face up. **2:** Only place 2 since a neutral Imp is blocking an action space.

Player Board

1. Give each player 2 Gold.
2. Place 1 Manure Token in your starting Cage printed on your board.
3. Draw 4 Need Cards, one of each color.

Goal of the Game

You and your Imp family must raise the best pets around. The better pets you raise, the more the dungeon lords will like you, and the better your reputation. Be the family with most reputation to win the game.

Gameplay

The game is played out over 4 or 5 rounds consisting of 6 Phases.

Phase 1 - Setup

1. Getting Income - Starting player and person to the left get 1 Gold, others take 2. **2/3:** First player takes 1 Gold, other(s) take 2 Gold.
2. Reveal New Information (Note Round 1) - Turn over the first unrevealed exhibition and customer tiles.
3. Adding New Stuff (Not Round 1)
 - **2/3:** Move each neutral Imp to the next space following the arrows. If they end on an action space it is blocked.
 - New Food - The current round's exhibition tile says how much food to put in each market stall. **2/3:** If neutral Imp is blocking action space the corresponding stall has no food. If on neutral green square then 1 less vegetable token in mixed-food. If on neutral red square then 1 less meat in mixed-food.
 - New Artifacts - Remove any existing artifacts and replace with new ones. **2/3:** If neutral Imp is blocking the action space, do not add new artifacts.
 - New Cages - Take lowest leftover cage and place in top pit.

Discard all others. Deal out 2 new cages. **2/3:** If neutral Imp is blocking an action space, only deal out 1 new cage.

- New Addons - Move lower addon and place it in top spot (if it exists). Deal new addon to lower space. **2/3:** If neutral Imp is blocking the action space, skip this step. Don't add or discard any addons this round.
- New Pets - Discard all pets in upper corral and add 1 meat for each pet to meat stand. All pets in lower corral grow. Increase to level 3. Move to upper corral. Deal 3 new baby pets set to level 2. **2/3:** If old pet action spot is blocked, remove left most pet being moved up from lower corral. If lower corral action space is blocked, only deal 2 new pets.

Phase 2 - Shopping

1. Group Imps - Players secretly divide their Imps and Gold into groups. Place groups on exits on board. Each group must have at least 1 Imp. Can have at most 6 groups.
2. Choosing actions
 - Biggest Groups Go First - Find biggest group, send to action space first. Break ties by actions being taken in turn order starting with First Player.
 - Possible actions - Send group to unoccupied action space. Put any gold in group into bank. All Imps go to space. Immediately perform action. Or keep the group home. Put all Imps in group and gold back into storage on board.

End Game