

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.

Goal of the Game

Player Turn

End Game