

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.

Action Explanations:

- Getting Food - Take all corresponding spaces food and place into left-most storage on board.
- Getting Artifacts - Take both and put in storage on board.
- Choosing a Cage - Must have *ge* 2 Imps in group to take action space. May Immediately: Replace existing cage (and move all contents to new one) or place on empty space. Or may wait to place cage until start of Phase 3.
- Choosing an Addon - Take on addon and: Replace existing addon on cage or place on empty space. Or wait until start of Phase 3 to place.
- Buying a Pet - Group must have gold to take this action. Put pet anywhere on Pet Display Board. Don't have to put into cage until

Phase 3. Probably will want to get a cage for it if you don't have one.

- Inviting New Imps - Take all Imps from Progress Board for this and any previous round. Place Imps with group.
- Visiting the Hospital - Draw one Potion Card. If any Imps in hospital, add them to the group.
- Volunteer for Judging - Move minion figure to the space marked 2 at the exhibition tent.
- Book Time on the Platform - Imps here don't return at end of round. They move to right of platform. When selling pet, take Imp from right side or action space and put in Pet's cage. Can only sell one Pet from platform, so Imps return at most 1 per round.

Phase 3 - Need Cards

1. Arrange Cages and Addons - Place any cages and addons purchased this round in their final locations.
2. Pets - Each pet must be put in a cage. Previously placed pets may be moved. Manure doesn't move with pet. Suffering and Mutation tokens do. Any extra pets are removed from the game. Pets may also be voluntarily released.
3. Drawing Need Cards - For each revealed colored bar on pet, draw Need card of that color. Drawing can be done in any order. If a player wants, everyone goes in player order.
4. Assign Need Cards to Pets - Assign each pet one card for each revealed color bar. They must match. Place each pet's cards face down near it. A Potion may act as a Need Card of any color.

Phase 4 - Showing Off

1. Evaluating Needs - Flip over all Need cards and resolve their effects.
 - Hunger - Spend one food token per hunger card (of Pet's type) or assign one suffering token. If number of suffering tokens > Pet's level it dies.
 - Poop - Add 1 Manure token for each Poop Need.
 - Play - For each Play Need, employ 1 Imp to entertain or assign one suffering token. Only available Imp on Burrow Board can be used. One Imp meets 1 Play need for each adjacent cage.

- Anger - If number of Anger Needs $>$ Strength of Cage (Red number) it tries to escape. Try to catch it with Imps: Need 1 Imp from Burrow Board for each unmet Anger Need. Move them to hospital. Otherwise, it escapes.
 - Magic - If number of Magic Needs $>$ Antimagic of Cage (Purple number) it gets 1 mutation for each unmet Magic Need. If it has 2 mutations you lose the Pet.
 - Disease - If number of Disease Needs + number of Manure in Cage $>$ 2 then get 1 Suffering Token + total $-$ 2. Note that Disease Needs are evaluated after Poop Needs!
 - Potion - If you played a potion to fulfil a need you must discard one card of the color that it replaced from your hand.
2. Exhibition - Exhibition tile tells you if Single-Pet or Full-Display Exhibition (top-left icon). Light frame images depict score increase. Dark frame depicts score decrease. Each symbol worth 1 (times any modifier on exhibit). Note, in Full-Display Manure in empty cages still counts.
 3. Move minions based on exhibition score. If points \leq 2 leave minion on 0 space. Players get Reputation points according to drawing on the board. If minion is on 0 you don't get any points. If players tied, each gets reputation for that place minus the number of players that tied with them.
 4. Remove the Exhibition tile from the board.
 5. Losing a Pet - If you lost a pet previously, remove it from the game. It doesn't count in the exhibition. Any Manure tokens stay in the cage. Lost 1 reputation point for each 10 points you have.

Phase 5 - Business

1. Sell a Pet (\geq Round 3)
 - Customer will buy 1 Pet level \geq 4 from each player.
 - Light frame icons = + score; Dark frame icons = - score.
 - Customer care only about icons, not Need Card color. Manure icon refers to icon on Need Card, not manure in cage.
 - If Selling from Platform, reputation gained = score \times 3. Take Imp from platform and place in Pet's (now empty) cage. Otherwise score \times 2.
 - Get Gold as depicted on Pet. You lose 2 Gold if Pet is Mu-

tated. You may have to pay Gold to sell the Pet!

- Remove Customer till from board.
2. Discard all need cards from Pets.
 3. Use unused Imps. One Imp may clean 2 Manure tokens from *empty* cages. Full cages can't be cleaned. Get one Gold for each remaining Imp.

Phase 6 - Aging

1. Age Pets. Increase age by number of arrows on Pet's right window.
2. Age food. Remove all food in the right most chambers. Move all food right one chamber.
3. Imps return. Take back Imps on Pet Display Board and from action spaces except the platform. Move Imps on platform action space to the right of platform. Leave all Imps in the hospital. Move exhibition minion figure back to 0 space.

Prepare for Next Round

Move Progress Marker on Progress Board and pass Start Player left. Before last round, give to player with lowest reputation. If tied, pass it left until it reaches one of the tied players. **2/3:** Just pass the token to the left. This gives each player the token twice.

End Game