

# Play Rules

[ 2-4 Players ]

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## GAME GOAL

Use your pets wisely to score as many points as you can. At the end of the game the player with the most points wins!

## OVERVIEW

There are 4 Pet Groups distinguishable by their background color: Dogs [Blue], Cats [Green], Rabbits & Rodents [Purple] and Birds [Red].

Every card has two scores, one for Treats [Bones, Fishes, Carrots and Seeds], placed on the top left of the card, and another for Tricks [Tennis Balls, Yarn, Exercise Wheels and Chords], placed on the bottom left and used only as an optional rule.

(See Optional Rules).



Each Pet Group has a leader, which doesn't have a score but a badge. When a Leader card comes into play its Pet Group 'Ranks Up!' and advances 1 position up in the Chain of Command immediately. Rearrange the chain of command cards to reflect this before the scoring is resolved.

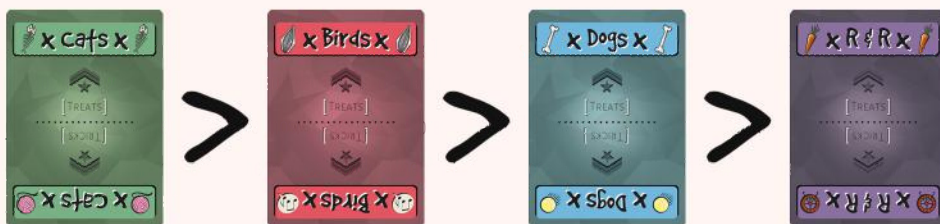


## SET-UP

Separate the 4 cards belonging to the Chain of Command from the rest of the deck (The cards with the words Chain of Command on the back).

Then, shuffle the 4 Chain of Command cards and place them on the table left to right facing up and displaying Treats on the top. Make sure these 4 cards are visible to all players at all times.

The Chain of Command sets how the Pet Groups are ranked: the strongest group being the card on the left end and the weakest the one on the right end. [See example of a random Chain of Command below]



Shuffle the remaining cards of the deck and deal 3 cards to each player, starting from the youngest player and continuing clockwise.

**1. Playing Cards:** The youngest player starts the first hand. Choose which card to play from your hand and place it facing up on the table. The round continues clockwise until all players play one card.

**2. Scoring:** The strongest card is determined using the order from the laid down Chain of Command cards (again, strongest on the left). The strength of Pets within the same Pet Group are resolved using their Treats score.

Whoever places the strongest card wins the turn! The winner adds all cards played this round to his own score deck. (If two or more cards from the same Pet Group and score are played, the card played first will be considered the strongest).

**3. Drawing Cards:** Once the scoring for the round is finished, each player draws a card from the main deck, starting with the player who won the previous turn and going clockwise. All players must have 3 cards at the beginning of each turn while there are still cards remaining in the main deck.

The game continues hand after hand until all cards from the deck are drawn and played and scored.

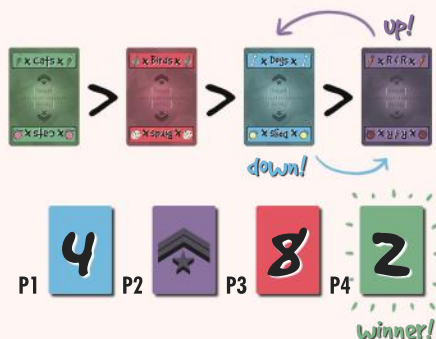
**4. End of the Game:** Each player adds all Treats points scored in their score deck. The winner of the game is the player with the most points.

In the event of a tie, the player with more Pets from the strongest group, according to the Chain of Command cards, is the winner. If the tie remains, the player with more total Pets wins the game.

(For your following games, you could start with the player who won the previous game, instead of the youngest player).

## Example Play:

Following the current Chain of Command in play; P1 plays a Dog worth 4 points, P2 uses the Rodents' Leader, P3 chooses a Bird worth 8 points and P4 plays a Cat worth 2 points. Before the score is resolved, the Rodents' Pet Group advances 1 position in the Chain of Command, thanks to the Leader used by P2. Scoring is resolved now: P4 used the strongest Pet and takes all cards used in this turn to their score deck. Drawing new cards will start clockwise from P4, and then, he will start the next hand.



## [OPTIONAL RULES]

**Tricks!:** Make things fresh and give scores a twist by using the Tricks points (bottom left corner) instead of the Treats. Place the Chain of Command upside down so all Tricks are displayed on top of the card.

**Leader of the Pack:** The player(s) with the most Leader cards scores an extra 10 points at the end of the game.

**Underdog:** The player with the card of the weakest Leader (the Pet Leader whose Group is on the right end of the Chain of Command) at the end of the game, scores an extra 4 points.

**Petkeeper:** The player(s) with the most Pets at the end of the game scores an extra 6 points.

**Top Dog:** Give Leaders the value they deserve! When a Leader card comes into play its Pet Group immediately advances to the top position (Left end) in the Chain of Command. Rearrange the chain of command cards to reflect this before the scoring is resolved.