

Game Setup:

Separate the Pet Cards from the Action Cards then separate the Pet Cards into four groups; 1) Dogs 2) Cats 3) Hamsters and 4) Reptiles. Shuffle each group separately then draw one card (without looking) from each group and place face down in their Mystery Card Holder.

Place the four Mystery Card Holders in a central area of the table. Shuffle the remaining Pet Cards together and deal them to each player in this way:

- 2 Players: 10 Pet Cards*
- 3 Players: 8 Pet Cards
- 4 Players: 7 Pet Cards
- 5 Players: 5 Pet Cards

Expose the remaining Pet Cards face up on the table for all to view. (*For Two player game, see Notes). Next, Shuffle the Action Cards and deal 5 cards face down to each player. Place the remaining cards face down on the table to form Draw Pile. Before play begins, each

player marks their Pet Cards and any exposed Pet Cards on their score sheet.

How to Play:

The game starts "clockwise". Youngest player goes first. A turn commences as a player draws one card from the Draw Pile then either 1) Plays one Action Card face up in a newly created Play Pile and redeems its power (See Action Card List) or 2) **Exposes one Pet Card face up to the table then draws one additional Action Card to end their turn.**

When new Pet Cards are revealed, mark them privately on your score sheet. If all the Action Cards have been played, reshuffle to form a new Draw Pile & continue.

Scoring: When a player is ready to guess any of the Mystery Cards, he/she must reveal their intention at the start of their turn then announce their guess. Example: "Shady Dog is Red 7". Wait a moment for others to check their cards.

If another player has that card, they expose the card to the table. The mistaken player subtracts the Mystery Card's point value (see below) from their score & they lose their next turn. Play continues as next player takes their turn.

If no player shows they have the card, the player opens the appropriate Mystery Card Holder and reveals the Mystery Card to all. If he/she is correct, they earn points in this manner:

- 1st Mystery Pet: 5 Pts
- 2nd Mystery Pet: 10 Pts
- 3rd Mystery Pet: 15 Pts
- 4th Mystery Pet: 20 Pts

Mark points won/lost on score sheet. Expose the revealed Mystery Pet Card face up/vertically in Mystery Card holder so all can see & remember.

In addition, the player who makes the correct guess has the option to guess another Mystery Card or can pass play to the next player. The next Mystery Pet is valued at the next point tier.

Once a Mystery Card is solved or revealed, players can use their next turn to expose all of the revealed pet type cards in their hand to the table, then draw as many new Action Cards as Pet Cards they exposed.

Winning: Once all the Mystery Cards have been exposed, the player with the most points wins that round! Play one round or play until first person reachest 50 points.

Additional Notes:

● No Way and Facial Cards can be played at anytime and do not count as a turn. They must be played within a reasonable time (10 seconds) after last card played.

● Hold your cards and score sheet in your hand(s) together. Don't put your cards face down on the table.

● *For 2 player game: Start by dealing 10 Pet Cards to each player, expose 4 Pet Cards to the table. Shuffle remaining Pet Cards with Action Cards then deal five cards to each player ...