



## Pets Rescue

**Players:** 2-4  
**Ages:** 10+  
**Duration:** 15-20 min.

"Rescued is my favorite breed!"  
- Unknown author

During a game of **Pets Rescue**, you and your opponents adopt pets and collect point-scoring opportunities, with the goal of having the most points at the end of the game.

## RULEBOOK

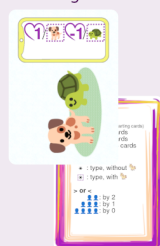
**Designer:** Leonardo Kammer



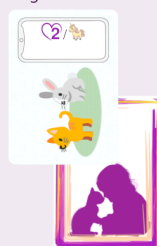
## COMPONENTS

- 1 meeple to indicate which row or column is selected in each turn.
- 64 playing cards, 5 of which are starting cards that can be differentiated by the golden name tags on the front side and the playing aid on their backs.

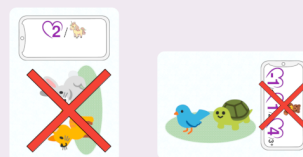
Starting card



Regular card



The front side of every card contains point-scoring opportunities at the top of the card, when oriented vertically, and adopted pets, when the card is oriented horizontally.



During the game, you add cards to your individual tableau by placing them in one of these two orientations.

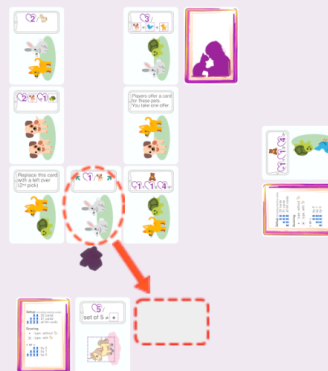
## SETUP

1. Separate the five starting cards, shuffle them and give one to each player. Every player looks at their starting card, but keeps the content hidden from their opponents. Each player will choose the orientation of their starting card (either for the point-scoring opportunity or for the pets) only in the scoring phase, at the end of the game. During the game, the starting card is kept face down in the player individual tableau, where it serves as a playing aid.
2. Shuffle all the other 59 cards and create a face-down deck, which will be the main supply of cards during the game.

- 3a. **Two players** (♠♠): Return to the box the 3 unused starting cards and 29 cards from the deck (keep 30).
  - 3b. **Three players** (♠♠♠): Return to the box the 2 unused starting cards and 11 cards from the deck (keep 48).
  - 3c. **Four players** (♠♠♠♠): Place the unused starting card on top of the deck, as all cards are actually used.
4. Take cards from the top of the deck to create a central grid of face-up cards containing as many rows and columns as the number of players plus one. For instance, in a 4-player game, form a 5-by-5 grid of cards.
  5. Randomly select the starting player, who will be the first lead player. Give the meeple to that player.

## GAME TURNS

Every turn, the lead player (initially, the starting player) selects either a full row or a full column of cards from the central grid, using the meeple to indicate which row or column was selected. The lead player takes one of those cards and places it in their individual tableau, oriented either vertically (for the point-scoring opportunity) or horizontally (for the pets). The remaining cards are taken by each player, one at a time in clockwise order, and placed in their individual tableaux, oriented either vertically or horizontally. The last card is taken by the lead player, who **MUST** place it horizontally in their individual tableau. **Once a card is placed in a player's individual tableau, it cannot be rotated to a new orientation.**



The central grid is then fully replenished with new cards from the deck. The lead player in the following turn is the one to the left of the current lead player.

## GAME END

The game proceeds with consecutive turns until the central grid can no longer be replenished. At that point, the scoring phase starts. Each player reveals their starting card and chooses the orientation in which that card is added to their individual tableau. Players add their points and the winner is the one with the most points. In case of a tie, those players share the victory.



The game designer thanks all playtesters who helped make this game better at each iteration: Lucas, Gabriel & Claudia Kammer, Luisa & Helena Kremer, Becky Palmer, Jeff Sterling Jr, Dave Bibicoff, Liz Albanetti, Chris Spahn, Jeff Warrander, Eszter Zimet, TauCeti Deichmann, Ethan Adams and Pete McPherson.



Pets Rescue

## REFERENCE

*Not all combinations are shown in this reference: Similar cards have equivalent meaning.*

Designer: Leonardo Kammer



**Regular pets**, of five different types.



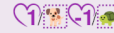
**Wild pet.** At the end of the game you “transform” each of your wild pets into one of the five regular types, which are then included when the scoring opportunity has a purple dashed box around the item. For instance, includes wild pets “transformed” into dogs for scoring purposes. Wild pets “transformed” into regular pets also count for scoring opportunities explicitly showing wild pets: .

\*

**Type of regular pet.** This symbol is used in the scoring opportunities to represent any one of the five types of regular pets.



Gain one point for every dog in your tableau, including wild pets “transformed” into dogs.



Gain one point for every dog and lose one point for every tortoise in your tableau, including wild pets “transformed” into dogs and tortoises.



Gain four points for every set of three dogs in your tableau, including wild pets “transformed” into dogs.

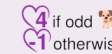


Gain three points for every set containing rabbits, birds and tortoises, including wild pets “transformed” into these regular pets.

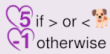


Gain one point for every dog in your left and right neighbor’s tableaux.

**Two players** ( ): Gain **two** points for every dog in your opponent’s tableau, as your opponent is both your left and right neighbor.



Gain four points if your tableau contains an odd number of dogs (1, 3, 5, 7, ...), otherwise lose one point.



Gain five points if your tableau has either the most or the least number of dogs compared to each of the other players, otherwise lose one point.

**Two players** ( ): Most or least require a difference of at least two dogs.

**Three players** ( ): Most or least require a difference of at least one dog.

**Four players** ( ): Ties for most or least are friendly.



Gain two points for every regular-pet type that your tableau contains at least two pets, including wild pets “transformed” into that pet type.



Gain four points for every set of four pets of different types, including wild pets “transformed” into a regular pet.

**Clarification:** A set cannot contain a wild pet “transformed” into a dog and also a regular dog, for instance.

Replace this card with a left over (3<sup>rd</sup> pick)

After the last turn, and before players flip their starting card, you replace this card with one of those remaining in the incomplete central grid. You can choose the orientation of that card. There are three of these cards, with activation order determined by the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> pick.

Choose or .  
Every player passes a card

You activate this card at the end of the current turn. You choose either clockwise or counter-clockwise and every player, starting with your neighbor, must pass one card in their tableau to the next player. A card received from a player cannot be passed to the next player. If you pass this card, your neighbor will have to orient it horizontally, for the pets.



Lose one point if your teddy-bear collection contains only one bear. Gain one point per teddy bear if your collection contains two bears. Gain four points per teddy bear if your collection contains three or more bears.



Gain two points for every regular-pet type that your tableau contains exactly one or two pets.

Players offer a card for these pets.  
You take one offer.

You activate this card at the end of the current turn. All players must offer one of the face-up cards in their tableaux in exchange for the pets on this card. You must accept one of those offers. You can freely choose the orientation of the new card coming into your tableau.

**Two players** ( ): Your opponent must offer **two** cards and you choose one of them.

