

Raúl López

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Rulebook



MASCOTAS

¿Seguro que sabes cuidar de tu mascota?



RULEBOOK



You've finally found the pet of your dreams...but will you be able to look after it? You need to show those around you that you are 'The Best Pet Owner'. It won't be easy because everybody wants the title and will do whatever they can to get it...good luck!!!

Mascotas is a game for 2 to 8 players where your objective is to ensure your pet gets all the care it needs and is neither angry nor ill.

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CONTENS

The box contains a total of 78 cards divided into the following types:

MASCOTAS:



x2

HAMSTER



x2

DOG



x2

FISH



x2

TORTOISE

CARES:



x8

WASH



x8

HOME



x8

FOOD



x8

FUN

ESTATES:



x5

ILL



x5

HEALTHY



x5

ANGRY



x5

HAPPY

ACTIONS:



x4



x4



x4



x3



x3

OBJETIVE OF THE GAME

In order to win you must ensure that the face up big version of your pet card has all the 'cares' it needs in each of its corners (every pet needs specific 'cares' cards). You also need to ensure that your pet isn't angry or ill.



PREPARATION

Shuffle the 8 goal pet cards and give one to each player, placing it face down so that only they know what card they have. Place the four big pet cards in the table and the other cards in a pile in the centre. Every player draws 4 cards from the pile and is ready to start the game. Place the discard pile just beside the other pile.



GAME TURN

Each player has to use one of their cards during their turn. With this card they can give their pet 'cares', placing them in the corner of the corresponding big pet card on the table or the can play action cards in order to improve their pet's condition or worsen that of their rivals. When finished, they must draw a card from the pile in order to maintain the 4 cards in their hand.

Considerations:

- You can't place more than one of the same 'cares' cards on your pet at the same time. If your pet has the food card, you can't place another food card on top of it.
 - In the case of wanting to play a 'cares' card on a pet that already has it, you must place the original card directly onto the discard pile.
 - The 'states' cards are not accumulative, that is, you can't place an 'ill' card on a pet that is already ill.
 - You always have to play a card, even if it means improving the condition of a rival's pet.
- Tips for playing with children under 6 years

Tips for playing with children under 6 years:

It is recommended to start playing without action cards and to include them one by one in later games.



Description of status and actions cards:



Flea - causes illness

This card makes the pet ill. Or cancels the effects of a vet card.



Vet - cures illness

This card cancels the effects of the flea card. It can also be used in order to prevent future attacks.



Cat - makes pet angry

This card makes the pet angry. It can also be used to cancel the effects of the cuddles card.



Cuddles - makes pet happy

This card cancels the effects of the cat card. It can also be used to prevent future attacks.



Naughty boy

Moves a 'state' card from one pet to another.



Police

The player swaps their cards with the current player. The player who receives the cards has one card less during their next turn and therefore needs to draw two cards instead of one.



Pet shop

The player swaps their goal pet with another player



Mad scientist

Removes all the 'states' and 'cares' cards of the pet it is played on and puts them in the discard pile.



Tornado

All players swap their goal pet card with the player to their left or right according to the decision of the player who played the card.