

Raúl López

Juan C. Ruiz



# MÁS MASCOTAS

¿Seguro que sabes cuidar de sus bebés?

## RULEBOOK



átomo

**Are you sure you know how to take care of your pet and their babies?**

MÁS MASCOTAS is an expansion for the super fun game MASCOTAS. In this expansion (you need the original game to play it) you will find two more pets to take care of, their babies, as well as new characters and new ways of playing.

## COMPONENTS

The box contains 3 big cards (two new pets and the playground) and a total of 49 cards divided into the following types:

**PETS (x5)**



**CAT**



**PARROT**



**RACoon**

**CARE (X16)**



**BABIES (x18)**



**ACTIONS (x10)**



**GIRL SCOUT**



**CAROUSEL**



**DOG CATCHER**

# OBJECT OF THE GAME

In this expansion, in addition to take care of the pets from the original game, you will have to take care of their babies.

In order to win, you need to have the necessary care on each corner of your objective big Pet card. But also, its matching Baby card must be located in the Pet's Playground. The pet neither can be ill nor angry, as it happens in the original game. And, in this case, the babies in the Pet's Playground neither can be ill nor angry too. No parent (human or animal) is calm if their babies are not in good conditions and in sight.

However, there is an exception to the object of the game. If your objective pet is the Evil Raccoon, you win the game only if none else wins before the draw deck runs out of cards.

*Note: In a 2-3 players game, the Raccoon is considered like any other pet, so it may be in your initial hand or you may draw it during the game. So, if a player gets the Raccoon, that player wins the game when the deck runs out of cards; otherwise, the discard pile is shuffled to create a new draw deck.*

*Also, remember the Pet Shop rule for 2-3 players: you swap your pet for the first pet out of the game, placing it at the bottom of the Secret Pets deck out of the game, so on and so forth every time the Pet Shop card is played.*

# SET UP

Choose 4 pets among the 6 available (4 from the original game and 2 more from this expansion: the Cat and the Parrot). Place the big version cards of these 4 chosen pets on the table and leave some central space for the Pet's Playground card and for the draw deck.

Add all the Action cards and the State cards, from the original game and the expansion, into the draw deck. Also, add the Care cards matching the 4 chosen pets, as well as their Baby cards (3 copies of each baby).

Then, randomly draw as many objective Pet cards (the 4 chosen pets) as the number of players in game minus one. Add the Raccoon card to the drawn cards, shuffle them and deal one to each player secretly.



# TURN SEQUENCE

There is an important change during the turn regarding the MASCOTAS game. Each player must play 2 cards from their hand in their turn. Then, at the end of their turn, they draw cards to have 4 in hand again.

During the game, there may be moments when a player hasn't 4 cards in hand (or not even a single one) at the beginning of their turn. This is due to the effect of some actions in other players' turns. In this case, a player plays the cards in hand and they cannot draw cards until the end of the turn (if a player has no cards to be played, they draw cards to have 4 in hand and pass the turn).

The Care cards and the State cards are placed on the corresponding big card. The Action cards are directly played.





# BABIES AND THE PET'S PLAYGROUND

According to the rules, the Pet's Playground is similar to any other big Pet card. The different babies are placed on the corners of this card (over the "Pacifier" symbols), just like the Care cards are placed on the big Pet cards.

The State cards and Action cards are played on the Pet's Playground in the same way as on the other big Pet cards, and with the same effects. That is, the Naughty Boy card or the Mad Scientist card have effect over the Pet's Playground as in any other big Pet card.

To win the game, your objective pet's baby must be located on one of the corners of the Pet's Playground and there mustn't be any Ill card or Angry card there. The State cards affect all the babies in the playground, so nobody wins if there is any of these cards in this area.

**Note:** If a State card is placed on the Pet's playground, all the babies there will be in the same state: ill, angry, happy because of some cuddles or healthy because of the vet.



# EXPLANATION OF THE ACTION CARDS



**Dog Catcher:** Draw one card from each player's hand at random and discard them.



**Girl Scout:** Place her over any pet or playground and so that card will be protected against the Mad Scientist. When the Mad Scientist is played over a big card where the Girl Scout is located, there is no effect and both cards are discarded.



**Carousel:** Swap all the cards in hand of each player in any direction (left or right) chosen by the player who played the Carousel. That player will obviously pass less than 4 cards to the player on their side. The player who gets those cards will play with that hand in their turn (if this player has no cards in their turn, they draw cards to have 4 in hand and pass the turn).

**MÁS MASCOTAS - EAN 8437018229147**

Original idea, Copyright and Intellectual

Property (Átomo Games):

Raúl López, Juan Carlos Ruiz

y Jorge Rodríguez.

Design: Raúl López.

Illustrations: Francisco Millán

English Translation: Gloria R. García

No part of this product may be reproduced

1st Edition. Córdoba 2019.

Made in Spain (AGRPriority.com)

**átomo**

[info@atomo-games.com](mailto:info@atomo-games.com) - [atomo-games.com](http://atomo-games.com)

