



RULES OF PLAY

OBJECT: To score more points than the other players by correctly solving the identity of the mystery Shady Pets.

SETUP: To start, separate the Pet Cards from the Action Cards then separate the Pet Cards into four groups; 1) Dogs 2) Cats (shown below) 3) Hamsters and 4) Reptiles.



Shuffle each group separately then draw 1 card (without looking) from each Pet Card group and place face down in their respective Mystery Card Holders.



Once completed, 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

**For 2 Player Game: Start by dealing 10 Pet Cards to each player, expose (face-up) 4 Pet Cards to the table, shuffle remaining Pet Cards with the Action Cards then deal 5 Cards from that group to each player.*

Expose the remaining Pet Cards face up on the table for all to view. Next, shuffle the Action Cards then deal 5 Action Cards face down to each player. Place the remaining Action Cards face down on the table to form the Draw Pile.

Before play begins, each player marks their dealt Pet Cards and any exposed Pet Cards on their score sheet.



HOW TO PLAY: The game starts "clockwise". The 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 Rules) 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. In this way, you get closer to finding out which Pet Cards are hidden in each Mystery Card Holder.

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 (before they draw) by announcing for example: "I'm going to solve. The 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 the 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 (or incorrect), they earn (or lose) 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 your score sheet. Expose the revealed Mystery Pet Card face up/vertically in Mystery Card holder for all to see. Like this ...



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.

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 reaches 50 points.

STRATEGY TIPS

Wait! The game comes with 2 'Sneak Peek' cards which allow you to privately look at one of the Mystery Cards. Because this is a huge short-cut in the game, they will be highly prized by everyone. Wait for the right moment (when the Mystery Pet values are high) and arm yourself with several 'No Way' Cards before you play it.



Attack! The game comes with 6 'Facial' cards. These cards allow you to steal the power of the turn's first card played. If someone plays a Sneak Peek, another player can steal its power by playing the Facial. Only 1 Facial can be played per turn so be quick.



No Way, Jose! To prevent someone from stealing the power of your Action Cards or to stop another player from gaining ground, you can play the 'No Way' Action Card. This card voids the last card played. There's no limit to how many No Way cards can be played during a turn. Playing a No Way Card on a No Way Card cancel the first No Way Card and returns the power of the prior Action played.



10 Second Play Rule: No Way & Facial cards can only be played in "re-Action" to another card played and **must be played within 10 seconds after last card played.**

Stock Pile! Because having Facial and No Way cards in your hand gives you some additional power, it will be to your advantage to stock pile as many Action Cards as you can early in the game. Play the 'Amplify', 'Draw 2', or 'Grab Bag +2' to do this or steal these cards from others by playing a 'Facial' card.

Be A Pest! If you know your opponent is close to solving a pet, block them with a 'No Way' or 'Facial' Card, giving you more time to decide if you want to make a guess before they do.

Patience! Sometimes all it takes is guessing the 4th Mystery Pet to win! A 50/50 guess might be warranted. Take chances and it might pay off (or you could lose anyway).

OTHER HELPFUL HINTS

- Hold your cards and score sheet in our hand(s) together. Don't put your cards face down on the table. Protect your score sheet and your cards from being seen by other players at all costs!
- After a Mystery Card has been revealed, players can utilize their turn to draw 1 card then expose 1 Pet Card to the table (type revealed). Draw one

additional Action Card to end turn. This is useful since having Pet Cards in your hand from a pet group that has been solved gives you no value. Exchange those for new Action Cards.

ACTION CARD RULES



Ambush: Player gets 1 Pet Card from the next player (next player decides which card to give) based on the pet type listed on the card. There are 4 different Ambush Cards; 1 for each Pet Type.



Amplify: Player draws immediately 4 additional cards from the Draw Pile.



Draw 2: Player draws immediately 2 additional cards from the Draw Pile.



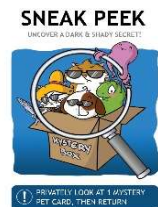
Expose: All players (except you) must expose one Pet Card to the table (face up, in front of each player) so all other players can see. Leave card on the table until the end of the game.



Grab Bag: Player gets to select any card from any other player's hand. Other player must fan out cards (back facing) so player can choose any card in their hand. If card designates "+2" then player gets to take any 2 cards from the other player's hand.



Showtime: Player selects ANY player and pet type, then both players secretly show 1 Pet Card to the each other. If one player does not have the pet type, the other player still has to show.



Sneak Peek: Allows player to secretly look at any of the mystery cards. Once viewed, put card back, face down, in Mystery Card Holder. **You can NOT guess the Mystery Card on the same turn. You must wait for a following turn.**



Wild Ass: Player gets 1 Pet Card from ALL other players based on the player's desired pet type. For example, if you select dog, then each player must give you a Dog Pet Card (if they have one).

re-ACTION CARDS RULES



Facial: Player steals the power of the turn's first card played. This card can be played by any player and does not count as a turn nor does it change the turn order. Limit 1 Facial Card playable per turn, so be quick!



***If you have the THROW OCTOPUS toy,** when you play this card, you can throw the octopus at the other player.



No Way: Negates the power of the last card played. This card can be played by any player at any time in re-action to another card played and does not count as a turn. Playing a No Way on a No Way cancels the prior No Way Card, thereby returning the power of the previous card played. No limit to how many No Way cards can be played during a turn.



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