

Pets! on BOARD



Get ready for epic battles on the high seas! Keep your eyes open, sailor. Miss one detail and you'll be the one walking the plank towards the bottom of the sea. Pets on Board has two game modes: "Pets at Sea" and "Rough Seas". You will need focus, reasoning and strategy when positioning the Pets on the board to win!

Content

32 Pet Cards divided into two decks by difficulty level:



Calm Waters:
16 Pet cards
with icons that
represent their
characteristics.



Turbulent waters:
16 Pet cards
without the icons
that represent their
characteristics.



Cats
(red clothes)



Barefoot



Hat on



With Weapon



Dogs
(blue clothes)



Shoes on



No Hat



With
Firearm

Game Mode: Pets at Sea

We suggest the Calm Waters deck for starters, which has the icons that represent the Pets' characteristics.

Choose the deck that will be used in the match and keep it on the table.

Take the other deck to set up the play area as shown in the image. Place the cards in a grid with 4 lines and 4 columns, Pet side down.



The player who has more recently been on a boat will start the game.

Take the chosen deck for the match. Shuffle and deal the cards as indicated below. Players must keep other players from seeing their cards.

2 players - 8 cards / 3 players - 5 cards / 4 players - 4 cards

NOTE: For 3 players, the remaining card must be placed in the play area in a space of the first player's choice. This must be done before starting the game.

During their turn, players choose one of the Pets in their hands and place it in one of the free spaces (without Pets) in the play area, Pet side up. Then, the player to your left must do the same.

A Pet may never be placed on top of another Pet in the play area.

Pets in the play area do not belong to any of the players. Once placed on the board, they can be used by all players.

End of the Game:

- 1- A player, during their turn, before or after playing their card, points out that four Pets are aligned (either vertically, horizontally or diagonally) with at least one characteristic in common.
- 2- All spaces in the play area are occupied without any player having indicated aligned Pets.



4 barefoot Pets  horizontal

Game Mode: Rough Seas

In this game mode, there is no prior preparation of the play area. Players must choose one of the decks that will be used in the match and return the other one to the game box.

Take the chosen deck, shuffle and deal the cards as indicated below. Players must keep other players from seeing their cards.

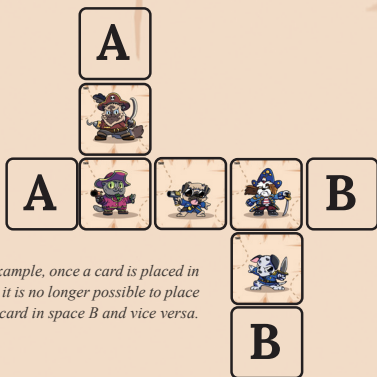
2 players - 8 cards / 3 players - 5 cards / 4 players - 4 cards

NOTE: For 3 players, the remaining card must be placed on the board, Pet side up. The first player must place one of the Pets in their hand adjacent to that card.

The player who has more recently been on a boat will start the game. They must place one of the Pets in their hand on the board to start the play area, exploring the turbulent seas.

From there, the game follows as in “Game Mode: Pets at Sea”. Add the following rules for placing the Pets:

- 1- Pets must be positioned adjacent (orthogonally) to a Pet that is in the play area. It cannot be positioned diagonally;
- 2- The play area must never have more than 4 lines and 4 columns.



In this example, once a card is placed in space A, it is no longer possible to place another card in space B and vice versa.

GAME DESIGN: RODRIGO LISBOA.

FURTHER DEVELOPMENT: FERNANDO TOLEDO, GUSTAVO DE ARAÚJO.

GRAPHIC DESIGN AND ART DIRECTION: FILIPE CASTRO, BRUNO MARQUEZ.

ILLUSTRATIONS: JVC_ARTZ.

RULEBOOK: FERNANDO TOLEDO, GUSTAVO DE ARAÚJO, CLAUDINEI MENDONÇA.

PROOFREADING: CLAUDINEI MENDONÇA.

TRANSLATION (PORTUGUESE): BARBARA ANDRADE.

PLAYTESTS: ALEXANDRE REIS, DAVI LUCAS PRESOTTE, HENRIQUE ASSIS, MÁRCIO ASSIS, MANUELE ASSIS DA SILVEIRA, MARIA JULIA RONZANI, MAX JORGE, NICHOLAS CAETANO, SAMUEL SORANÇO.

FORFUNGAMES.US

THIS PRODUCT HAS BEEN MANUFACTURED WITH ALL POSSIBLE CARE. HOWEVER, IF A COMPONENT IS MISSING OR DAMAGED, PLEASE CONTACT OUR CUSTOMER SERVICE: CUSTOMERSERVICE@FORFUNGAMES.US
YOUR PROBLEM WILL BE SOLVED IN A TIMELY MANNER.

V1 - 2024

LICENSED BY FOURFUN GAMES LLC ©

PRODUCED BY: GAMES FORFUN LLC. NO PART OF THIS PRODUCT CAN BE REPRODUCED OR COPIED WITHOUT PERMISSION.