



Dandelion and Lily

CARING OWNERS



2-4 players, 20 minutes, 4+

There are lots of little animals looking for a new owner: a cat, a dog, a guineapig, and even a chameleon! They need love and care, but sadly, there is not much room left at the animal shelter. Luckily, Lily and her friends will help them! They will take a few into their home, and take care of them until they can find the best owners for them! Help Lily and her friends! Take in a few animals yourself or find caring owners for them!

CONTENTS:

4 player boards with the voluntary owners

22 owner cards

36 animal cards

30 care discs

4 hearts

1 cloth bag for the caring discs



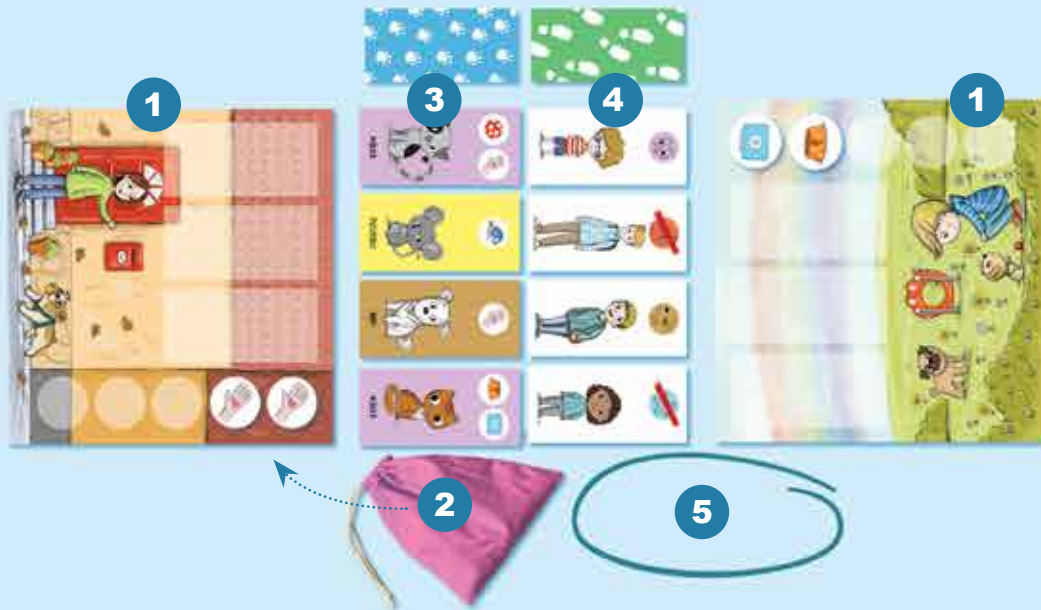
HOW TO PLAY

You will find the video explaining the rules by using the QR-code



SETUP (THE PICTURE SHOWS THE GAME FOR TWO PLAYERS)

1. Each player should choose a **player board** featuring their chosen character
2. Place the **care discs** in the **cloth bag**, shake them well, then deal each player 2 discs each, which they then place on the appropriate part of their player board. You will only need the hearts for the advanced game, so place them back in the box for the time being.
3. Shuffle the **animal-card deck** and place them face up them on the table as so:
 - 4 cards each for 2-3 players
 - 5 cards each for 4 players.Make an animal-card draw deck with the rest!
4. Now shuffle the **owners deck** and after that put back in the box:
 - 6 cards in the case of 2 players,
 - 3 cards in the case of 3 players.
 - In the case of 4 players, we play with the whole deck.Then reveal the same amount of the owners card as of the animal cards and form an owner-card draw deck of the rest!
5. **Swapping zone:** during the game we will throw care discs here, which anyone can pick up.



THE AIM OF THE GAME

During the game, you earn points by taking in animals and finding owners for them. The player with the most points at the end of the game wins.



HOW TO PLAY

The person who last stroked a dog or cat starts the game. In the round, players take turns clockwise. Each person must choose ONE of the following (mandatory):

- draw **2 care discs** from the bag on to the player board
- take **1 or 2 animals** on to the player board
- take **1 or 2 owners** for their animals

You can **swap** whenever you take a turn, then it's the next players turn.

THE ACTIONS IN DETAIL

Drawing 2 care discs



The discs indicate the following needs for the animals: walking, bathing, feeding, playing, medication, petting.

- Collect the care discs you pick up on the designated place on your player board.
- You can only have a maximum of 5 discs, if you have more at the end of a round, you must put the extra ones on the table for swapping (in the swapping zone), making sure you have only 5 left on your board.
- If at the start of your turn you already have 5 discs on your board, but you still can't do anything even by swapping, place the ones you have on the swapping zone on the table and draw another 5 care discs from the bag and place them on your board after your turn. But after that, there is one more thing you can do during your turn.

If there are not enough care discs left in the bag to draw from during the game, place all the ones in the swapping zone in the bag, shake them well and draw from those.

Adopting 1 or 2 animals

- We can only take on animals if we have the care discs that match those on the upturned animal card. If there are, we take the animal card from the table and place it on our player board. Thus, we become its temporary owner.

Because we can only take three pets into our house, we need to find new homes for the animals we took in as soon as possible, in order to be able to take in others.

- Don't put the disc/discs that you give in for the animals back into the bag, place them in the swapping zone on the table. We will be able to swap them later!
- If we don't take in any more animals, draw new animals from the pile to replace the old ones.

Picking up 1 or 2 owners



The icons above the owner cards (cat, dog, bunny, bird, rodent, other animal) indicate the animal they want. If the icon is crossed out, any other animal is okay, except the one that's crossed out.

- You can only pick up the owners who want an animal that you have on your player board. In other words, they want the type of animal that you have, or they don't want a particular type of animal, but luckily you don't have that one.
- Place the owners you have picked up on the table next to your player board, and add the matching animal card from your player board (freeing up space to add another animal). Place them so that the icons on top of both cards are clearly visible when scoring at the end of the game!

It's important to note that one owner can only adopt one pet!

- When you have stopped taking on new owners, draw new ones to replace the ones you have taken on.

Occasionally it can occur that everyone's player board is full at the same time, but no one can pick up an owner. If this happens shuffle the owners back in the deck and place new ones on the table.

SWAPPING

Whichever action you choose, you can swap before or after it. At any time during your turn, you can choose ONE disc from the table centre by discarding any TWO of your caring discs. A player may swap up to 4 of their discs for any 2 discs from the swapping zone.

Example: the player looking after Lena has one walking, one feeding and one bathing disc. They would like to take in a dog that needs bathing and medication. So, they swap their walking and feeding disc for a medication disc from the swapping zone. That way, they can take in the puppy in their round.



THE END OF THE GAME

When you have turned up the last card from the owners pile, finish that round then count the collected points.

Scoring

Every animal and owner card is worth as many points as the number of icons on them. The animals given to owners and the ones on the player board also count!



Points scoring shown in the picture:
animals: 12 points,
owners: 6 points,

In total: 18 points

Have a nice game!

EASIER GAME FOR THE LITTLE ONES

If really young people are playing, play only with the animals deck, without their owners. So, put the owner cards into the box at the beginning of the game, you won't need them. Then select 1 of each type of caring disc and place it in the swapping zone on the table where everyone can reach it. You can start swapping from here in the first round. Then deal every player three discs on to their player board. The dealing of the animal cards is the same as in the original game.

In this game mode, you can choose ONE of the following:

- drawing one 1 **caring disc** from the bag or
- **take up one animal** (and give up the caring disc we for the animal going on the table in the swapping zone.)

And you can give the little ones a head start in the swapping – the child can **swap 1 disc for 1 other disc**,

while **the adult can only swap 2 discs for 1 other** from the swapping zone.

If someone manages to add the third animal to their player board, that round is played and the game ends. The player with 3 animals on their board wins. In case of a tie, count up the number of animals collected to decide who wins. If the scores are the same, there is more than one winner.

SUPEROWNER – ADVANCED GAME VERSION

If you are getting good at the game, you can try the advanced version, which expands the range of actions, and adopt your own pet. You can also collect sets of animals that have been given to their owners.

Preparing to play: as in the basic game, but with a heart next to each player's board. Return left over hearts to the box.

How to play – in addition to the original three, you can choose from the following actions:

- take up an **animal** and the owner **above** it
- during the game you may adopt one pet yourself

THE ADVANCED ACTIONS IN DETAIL

Taking on one animal and the owner above it

If you have the care discs to pick up an animal, and the owner above it is just right for one of the animals on your game board, you can pick up both. You can do this even if your player board is full.

1. Choose the animal and the owner and pay for the animal with the care discs.



2. Place the owner next to your board and on it one of the matching animals from your player board.
3. Place the new animal (which you drew in this turn) on the empty spot on your board (even if you have just emptied it).
4. Finally turn up a new card for both of the cards you picked up – 1 animal and 1 owner. You cannot just give the newly adopted animal to the new owner – all animals must be under observation in your house for at least 1 round, only then can they be adopted!

Adopting your own animal

Once during the game, you can adopt one of the animals on your game board. Place the animal of your choice next to your player board and place the heart on it. This animal will never be adopted again; it will always be our pet.



COLLECTING SETS

If you're doing really well, you can also try to collect sets of the **animals you've given to their owners**. You get extra points for 3 or 4 of the same type of animal (for example, if you have given 4 cats to owners), or if you find owners for 4, 5 or 6 different types of animal. The advanced version of the game can be played with or without collecting sets.

Scoring in the advanced version

- Every animal and owner card is worth as many points as the number icons on them. The animals given to owners, our own (with the heart) and the ones left on the player board also count!
- In the case of sets only, the animals given to new owners and our own (with the heart) pet count!
 - 3 identical animals: +2
 - 4 identical animals: +4
 - 5 identical animals: +6
 - 4 different animals: +1
 - 5 different animals: +3
 - 6 different animals: +5

Points shown in the picture:
animals: 12 points,
owners: 5 points,
set: 5 different animals, 3 points,
In total: 20 points



Choose ONE of the following!

ACTIONS



----- Draw 2 caring discs



----- Take on 1 or 2 animals



----- Take up 1 or 2 owners

ADVANCED ACTIONS

(in addition to the original actions)



----- Take up an animal and the owner above it



----- Adopting your own animal

SWAPPING



----- You may swap 2 care discs for one new one

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