



寵物好拍檔

PET • PAW • PAL

English Instructions



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Official

1. In this crazy "High-Five Game" you will take on the role of a pet-obsessed owner.



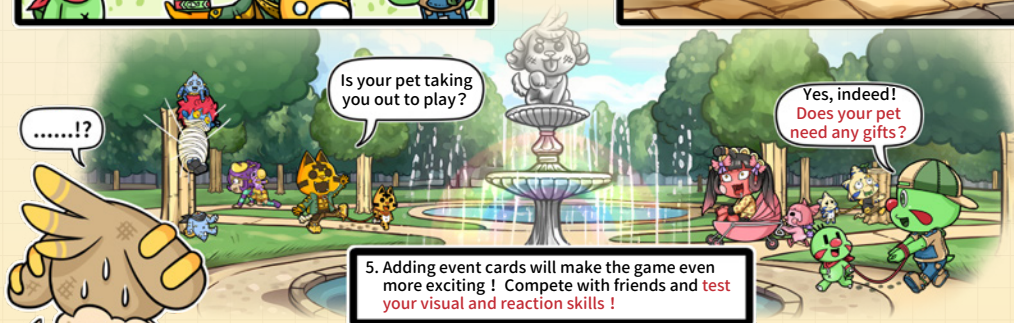
2. To become the pets' "favorite owner" players must continuously prepare gifts.



3. If the gifts in the park meet the pets' "required", be the first to high-five them and deliver the gifts.



4. During the game, you will also encounter the mischievous doggy "Mini WOOFI." which can be a troublemaker for owners.



5. Adding event cards will make the game even more exciting! Compete with friends and test your visual and reaction skills!

Story



In the pet park on Maddish Island, pet owners go to great lengths to make their pets happy and fulfill their needs to the extreme ! It is said that... among some obsessively indulgent owners, one can witness some perplexing behaviors...

Purpose



This is a joyful reaction game that owners must observe and outpace others to complete the pet's wish list. By fulfilling the wish list of a particular pet, players race to be the first to give the pet a "high-five" and earn points !

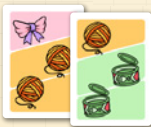
Components



54-Game Cards → 18-Wish List Cards



6-Pet High-Five Cards



36-Gift Cards

Event Expansion - Mini WOOFI Expansion



14-Event Cards



1-High-Five Card



6-Mischief Cards

Setting Up



First, separate the "Mini WOOFI Expansion Cards" and "Event Expansion Cards" from the game cards. If you are playing this game for the first time, do not include all expansions. The expansion gameplay will be explained later.

Shuffle the game cards and place them in the middle of the table as a draw pile. Leave an open space around the draw pile as the Park Area and designate a small area as the discard pile. Arrange the 6 "Pet High-Five Cards" around the table in a way that allows all players to reach them with their palms. Randomly select one Pet High-Five Card and flip it to the side with the rainbow background, making it the "Best Pal" for this game. With the setup complete, let the game begin !



Best Pal: The order of the Pet High-Five Cards placed in a clockwise direction starting from the Best Pal's position will determine the priority order for this game. The use of priority order will be explained later in the instructions. As shown in the example : For this game, the Best Pal is Mini Puli, and based on the placement, the priority order of the other pets is :

MiniPULI > MiniDUMMI > MiniGINGI > MiniFEEBI > MiniLAYDI > MiniRORI.



How to play



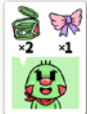
1. The player closest to the "Best Pal" becomes the starting player. **Each player**

takes turns flipping over the top card from the draw pile and quickly placing it in the Park Area. When flipping the card, do not peek at it before revealing. If a player is caught peeking before revealing the card, that card will be placed face down in front of them as a penalty, deducting 1 point per covered card. There are two types of cards that can be revealed :



「Wish List Card」

Indicates the gifts that a pet currently desires. The number following "X" represents the quantity of this gift required by the pet.



「Gift Card」

Displays 1-3 gifts. Each gift icon represents one of the gift. Some Gift Cards may display emoji icons (🤔, 🤩), which are not counted as gifts.

2. During the turn of flipping cards, if "Wish List Card" and "Gift Card" both appear in the Park Area, and the "Gift Quantity" on those Gift Cards meet (or exceeds) the number of gifts required on a pet's Wish List Card, players must quickly slap the corresponding Pet High-Five Card. This action is called "high-five" (using palm to slap the Pet High-Five Card).



3-1. High-five successful: If the high-fived pet has the required quantity of gifts as stated on its Wish List Card, the player who high-fived successfully and can choose to remove Gift Cards from Park Area. **The removal is done one card at a time, and the quantity of gifts is accumulated progressively.** This means there may be different choices available (as shown in the diagram). Keep removing Gift Cards until the accumulated quantity of gifts meets the requirements on the pet's Wish List Card. Place the removed cards in the discard pile, and the player earns the Wish List Card, **placing it face up in front of them for 3 points per card.** The game then continues.

Remove Example 1:



🌟 You can only choose to remove a gift that the Wish List Card requires.

Remove Example 2:

This choice can remove more Gift Card from the Park Area.



3-2. High-five fails: If a player high-fives a pet but fails to meet the Wish List Card's gift requirements, or if they high-five the wrong Pet High-Five Card, **they must draw one card from the top of the draw pile and place it face down in front of them as a penalty.** Each covered card deducts 1 point. (If there are no cards left in the draw pile, player should directly take a card from the discard pile.)

☀️ The emoji 🤪 on the Gift Cards is a scoring mechanism for the second or third player who successfully high-fives the same pet. If multiple players successfully high-five the same pet, and the removed Gift Cards contain the emoji of that pet (possibly 1-2 cards), the player in the second position can choose to receive one of the Gift Cards with the emoji and place it in front of them for scoring (1 point per emoji). If there are 2 Gift Cards with the same pet's emoji, the player in the third position will receive the other one, and subsequent players will not receive these cards.

☀️ If 2-3 Wish List Cards for the same pet appear simultaneously, the total quantity of gifts required by those Wish List Cards must be fulfilled at once in order to perform a high-five. The player who high-fives first can earn all the Wish List Cards.



☀️ When Gift Cards in the Park area simultaneously meet the Wish List Cards of different pets, in this situation, the gifts are shared, and all these pets can be high-fived. The player with a higher "priority order" will have the first opportunity to remove the Gift Cards. After the removal, if the total quantity of removed gifts has not yet met the requirements of another pet's Wish List Card, another player will continue to remove the remaining Gift Cards. Players can high-five different pets simultaneously using their left and right hands, but they cannot high-five the same pet with both hands.

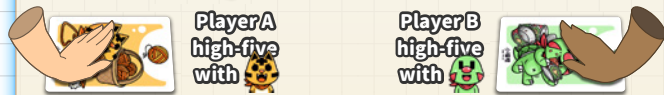
4. The game continues until the draw pile is depleted, and then the game ends. Players calculate their total points. Each Wish List Card in possession is worth 3 points. Each emoji on the Gift Cards is worth 1 point. Each covered card deducts 1 point. The player with the highest points wins. In case of a tie, the player closest to the Best Pal wins.

Gameplay Example



Next, we will use various examples to explain the detailed gameplay.

Example 1 - High-Five and Remove Gift Card :



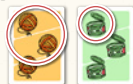
Player A high-five with 🐯

Player B high-five with 🦋

Player A successfully performs a "high-five" with 🐯. Player A chooses to remove Gift Cards. **Since the removal of gifts is done progressively, the order of selection affects the number of cards removed.** Here are two different choices :

Choice 1 : If Player A first removes ①

[🐯] to met the Wish List Card's requirement of [🐯x2], and then removes ② [🦋] to complete the [🐯x1] Wish List Card.



Remove ← ① ← ②

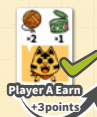
Choice 2 : If Player A first removes ① [🐯], which

still need 1 🐯, and then removes ② [🦋] to met the remaining requirement 🐯 followed by removing ③ [🐯], to complete the Wish List Card. This choice can remove more Gift Card from the Park Area.

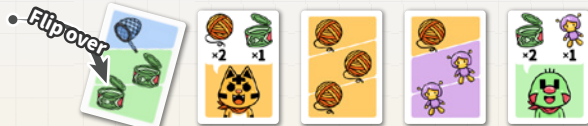


Remove ← ① ← ② ← ③

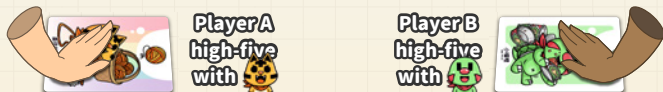
After removing the Gift Cards, Player A places the Wish List Card face up in front of them, with each Wish List Card worth 3 points. Player B "high-five" with 🦋, but since there is no Wish List Card for 🦋 in the Park Area and the conditions for "high-fiving" are not meet, Player B's high-five fails. As a result, Player B draws one card from the draw pile and places it face-down as a penalty.



Example 2 - When the Gift Cards are revealed and meet the requirements of two pets Wish List Card at the same time :



At this point, players can compete to high-five either 🐯 or 🦋. The player with a higher "priority order" gets to choose which Gift Cards to remove. Player A high-fives with 🐯, and Player B high-fives with 🦋. If 🐯 represents the priority order, Player A > Player B. If 🦋 represents the priority order, then Player B > Player A.

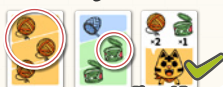


Player A high-five with 🐯

Player B high-five with 🦋

If 🐯 represents the priority order, there are various choices available as examples :

Choice 1 : Player A



Remove ← ① ← ② ③ +3points

As the total quantity of gifts removed by Player A has met the Wish List Card requirements for 🐯, but not simultaneously for 🦋, Player B continues to remove the Gift Cards.

Player B



Remove ← ④ ⑤ +3points

Choice 2 : Player A



Remove ← ① ← ② ← ③ ④ +3points

Since the total quantity of gifts removed by Player A has simultaneously met the requirements of 🐯 and 🦋 Wish List Cards, Player B does not need to choose any Gift Cards to remove.

Player B

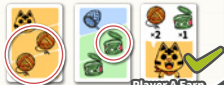


Player B Earn ⑤ +3points

Example 3 - Bonus Points for Pet Emoji Icons : Players simultaneously high-five with 🐻. The order of high-fives is Player A > Player B > Player C. Player A obtains the Wish List Card and then selects Gift Cards to remove. If the removed Gift Cards contain the 🐻 emoji, one of the Gift Cards with the emoji is awarded to the next player in order. Player A will have different choices in the following situations :



Choice 1 : Player A



Remove ← 1 ← 2 ← 3 +3points

The removed Gift Cards contain the 🐻 emoji, so the second player in order, Player B, receives the card and places it in front of them for scoring. The third player in order, Player C, does not receive any points.

Player B



Player C



Choice 2 : Player A



Remove ← 1 ← 2 ← 3 ← 4 +3points

The removed Gift Cards two with 🐻 contain the emoji, so according to the order, players B and C each select one Gift Card that contains the emoji (player B select first).

Player B



Player C

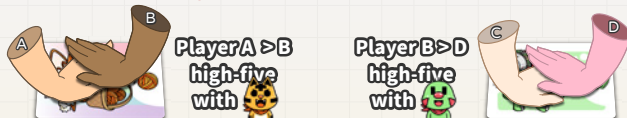


Choice 3 : Removing the appropriate Gift Cards to prevent other players from obtaining scoring emojis is also a strategy.



Player B X **Player C** X

Example 4 - Only high-fives with the corresponding pet can receive the "Emoji Bonus Points" for that pet :



In this example, both the Wish List Cards for 🐻 and 🐱 are met simultaneously. After the high-five, Player A, who high-fived with 🐻, earns the corresponding 🐻 Wish List Card, while Player C, who high-fived with 🐱, also earns the corresponding 🐱 Wish List Card. If the removed Gift Cards are as follows :



Player B

The removed Gift Cards contain the 🐻 emoji, so the second player in order, Player B, receives a Gift Card.

Player D

The removed Gift Cards do not contain the 🐱 emoji, so the second player in order, Player D, can't receive a Gift Card.

✳ Since there is no 🐱 Wish List Card for 🐱, and it is not possible to high-five with [🐱], even if 🐱 contains an emoji, it can only be treated as a regular Gift Card and discarded into the discard pile when removed.

Thanks for your support. Enjoy the game!



MaddishIsland® was founded in 2011, committed to launching unique and fun original board games from Taiwan. We hope that every player on Maddish Island can discover their own happiness! Looking forward to meeting you again soon!



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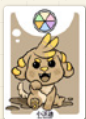
Expansion



You can add expansion content, which can bring more variety to the game.

Mini WOOFI Expansion: The mischievous mascot "Mini WOOFI" often seen in Maddish Island Park has made an appearance, causing quite a headache for the owners!

Setting Up: Add the "Mini WOOFI High-Five Card" to the outer circle of the original six "Pet High-Five Cards"; shuffle the six "Mini WOOFI Mischief Cards" into the draw pile, and the setup is complete.

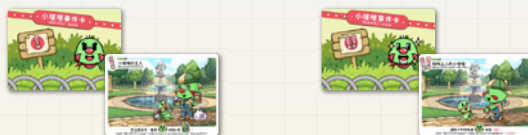


How to play: During the game, if the "Mini WOOFI Mischief Card" is flipped over, as long as the Mischief Card remains in the Park Area, it means that the requirement quantity for a certain gift on any of the Wish List Cards in the Park Area will continuously increase by +1. **If there are multiple Wish List Cards for the same pet, it will only affect that specific pet's gift requirement by +1 (rather than +1 for each card).**



Shoo away "Mini WOOFI": If three "Mini WOOFI Mischief Cards" appear in the Park Area, players must quickly slap the "Pet High-Five Card" of Mini WOOFI. The first player to high-five Mini WOOFI receives two Mischief Cards, while the second player receives one. The Mischief Cards are placed face up in front of the players for scoring, with each Mischief Card worth 3 points. Players in the third position and beyond do not receive any Mischief Cards.

Event Card Expansion: Take a walk in the Maddish Island Park! They say there are some peculiar events that occur in the park!



Setting Up: Each pet has one set of Event Cards, consisting of 「!」 and 「!!」 cards, for a total of seven sets of cards. Event Cards are cards that modify certain game rules. During setup, distribute one set (two cards) to each player. Players choose one card from the two options and place it face up next to the Park Area, loudly reciting the card's effect so that all players understand the modified rules for the game session. The game then begins. (The remaining cards will not be used in this session.)

How to play: Follow the instructions on the Event Cards.

☀ If it is an Event Card that considers emojis as gifts, emojis will still score points during the scoring phase.

☀ The event card that enables high-fiving with just two "Mini WOOFI Mischief Cards", only the first player to high-five will receive two Mischief Cards.