

# Pet Five

## Game rules

2–5 players  
3+, 5+  
10–15 minutes



ENG

### Contents:

- 30 animal cards
- 3 dice
- Illustrated rules



Little animals like to play and prance together. They even stay out at night! You have to help bring them home so that they eat, brush their teeth, and go to bed on time. The game has three sets of rules. In each game, you can play the “up to three” or “up to five” cards. For the little ones who are only starting to figure out the difference between “one” and “many,” select the cards with one to three animals. Once the child figures them out, introduce the cards with four and five animals.

## I’m home!

### Game aim:

Little animals had a long walk in the meadow. The players have to put all the pets to sleep in the house.

### Preparation for the game:

Choose the cards with the same frame, either the green or the yellow one, and place them on the table face side up (9 cards if you play “up to three” cards and 15 if you play “up to five” cards).

You will need the dice with animals and one of the dices with numbers: “up to three” uses the dice with brown numbers 1-3, “up to five” version — the dice with blue numbers 1-5.

The players take turns.

### How to play?

In their turn, the player rolls two dices: with animals and with numbers. The dices determine which animals and how many of them should be on the card that the player has to find (fig. 1).

The dice with blue numbers has an “X” sign — if the player gets this sign, he takes the card with the greatest number of required animals (fig. 2).

When the correct card is found, the player sends the little animals home, turns the card face side down and places it into the common pile. The turn goes to the next player.

If there are no cards that fit the conditions of the rolled dice, all of the cards remain on the table, and the turn goes to the next player.

### Who wins?

The game ends when there 3 cards left on the table. They are simply put into the common pile: these are the most mischievous pets who had to be carried home. “I’m home!” is a team game, so all the players are named winners once the animals are taken home and there are no cards on the table.



Fig. 1. For example, the dices show number “2” and a “kitten.” This means that we look for a card with two kittens.



Fig. 2. If the numbers dice shows “X,” and the second dice shows a puppy, the player takes the card with the most puppies.

## Added complexity

The game can be made more exciting, when you play to see who's the fastest. The players take turns rolling dice, but everyone tries to find the correct card at once: whoever finds it quicker and covers it with their hand, gets the card. The game ends when only three cards are left on the table. Whoever collects the most cards, wins.

## Fluffy hide-and-seek

### Game aim:

The animals are hidden in the houses. You have to find them and collect as many pairs of the same cards as possible.

### Preparation for the game:

Only cards are used in this game. They are placed face down.

### How to play?

In their turn, the player opens two cards. If the cards are different, they are placed back, face down, and the turn goes to the next player. If the cards are the same (for example, each has three puppies), the player takes them and makes another attempt (fig. 3).

### Кто побеждает?

The game ends when there are no cards left on the table. The player with the most cards wins.

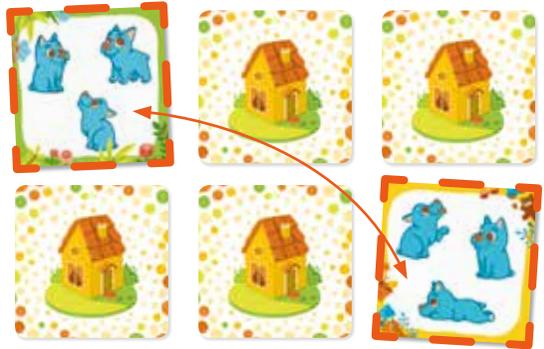


Fig. 3. The player has to open two of same cards, with the same number of type of pets.

## Animal bingo

### Game aim:

The goal is to collect the pairs for your cards faster than anyone else.

### Preparation for the game:

For this game you will need the gamemaster. Leave only the cards. The cards with the yellow frame are evenly distributed among the players (if extras are left, put them away). The gamemaster takes the pile of cards with the green frame.

### How to play?

The players place their cards in front of them, animal side up. The gamemaster shuffles his deck and begins opening the cards one by one, announcing their picture. If the player has the same card as the gamemaster, they take it and put on top of their own (fig. 4).

### Who wins?

Whoever collects all pairs for their cards.



Fig. 4. If the gamemaster opens a card that the player has, the player takes this card and puts it on top their own.