A beastly dice game for 2-4 animal lovers ages 8 and up, by Sophia Wagner

STORY
Poo Poo Pets - In this wild dice game, the animals cheerfully change hands! In order for a fellow player's animal to move in with you, you must roll its combination before anybody else does. Because everyone is playing at the same time! With a noisy "poo poo" you interrupt the turbulent hustle and bustle to announce a match!
But your new animal will leave you with a little surprise ...
If all of your animals have moved out or all of yourhas been disposed of, you are out of the game. The last one with animals wins!


## GAME SETUP

1. Put the squeaking poop in the center.
2. Each of you takes 6 dice of one color and the tiles of the matching color. These show an animal on the front and on the back the animal with 3 . Place the tiles in front of you in any order so that the front sides are visible.

If you play with three or four players, place your 6 tiles vertically in 1 block.


If you play with two players, form 2 adjacent blocks with 3 tiles each.

3. Then place the bottom part of the box to one side to act as the poo poo box.

## HOW TO PLAY

Whoever has the cutest pet says "On the animals, ready, go!" Just kidding! That would result in endless discussions. Just say it together! Then you all roll the dice at the same time and as quickly as possible. As soon as you have a suitable combination of dice available, you can persuade a opponent's animal to move in.
When does an animal move?
A dice combination is shown next to each animal. If your dice result shows such a combination, this animal leaves your opponent and moves in with you.


In this case the following rules apply:

1. Only the animals on the foremost tiles of your opponents may move in with you.
2. You can roll any number of dice again, lay them out, or reroll dice that you have already laid out.
3. You can always switch to the dice combination of another animal tile laying foremost.

If you think you have rolled the correct combination, squeak with the poop!
Your opponents must immediately stop rolling the dice and take a short break.

Then everyone checks your dice result together.
Your dice combination is wrong? Nothing will come of this attempt to move. Instead, take the backmost tile of your block (or one of your two blocks in a two player game) out of the game and put it in the poo poo box.

Your dice combination is correct? Congratulations on your new roommate! The animal in question leaves your opponent and moves in with you. Take the tile and place it on the back of your block (or one of your two blocks).
"But somehow it smells strange, doesn't it?"
Each time a new animal roommate joins you, they secretly and silently make a small "poop." Flip over the tile you just got, so that the side with the $\S$ gets visible.

In the course of the game, your opponents will also show tiles with 3 in the front row. If you roll the combination of such a tile, don't put it in front of you, but put it in the poo poo box. The tile is now out of the game.

Then place the squeaky poop back in the middle.
Say "Poo Poo Pets!" loudly to end the break.
Your opponents now continue rolling where they left off before the break. You, however, have to pick up all of your dice and roll them again.

I have no more tiles!
If at some point during the game you no longer have any tiles in front of you because all of your animals have moved out or all the $\S$ tiles are in the poo poo box, you are out of the game and no longer roll dice. However, your opponents keep rolling the dice to get more animals to join them.

## GAME END

The game ends as soon as all but one are out of the game. This player has won and can call themself "Queen / King of Poo Poo Pets." A beastly honor!

You don't want to accept this defeat? What are you waiting for? It's best to play another round right now!

## Gredits



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