

BONUS PETS

REMEMBER WHEN THE DUNGEON PETZ RULEBOOK ADVISED YOU NOT TO THROW AWAY THE EXTRA FASTENERS THAT CAME IN YOUR GAME BOX? WELL NOW YOU CAN BENEFIT FROM FOLLOWING THAT ADVICE. HERE ARE TWO COMPLETELY NEW PETS TO INCLUDE IN YOUR GAME. JUST SHUFFLE THEM INTO THE PET PILE. (IF YOU LIKE, YOU CAN CHEAT A BIT AND SHUFFLE THEM INTO THE TOP HALF OF THE PILE SO YOU CAN BE SURE THEY WILL APPEAR.) THESE BONUS PETS HAVE SPECIAL RULES:



YUMMY

Yummy loves anyone who feeds it. In fact, for a tasty bit of food, Yummy can become quite cooperative.

MOOD-SHIFTING

You've heard of shape-shifters, right? Well, mood-shifters can change what they look like on the inside.



The first colored bar on Yummy's wheel can be any color you wish. Before drawing cards, put one card of any color (not a potion) face down in front of you. The rainbow bar is considered to be that color for the rest of the round – you draw a card of that color when drawing cards, and you must assign a card of that color to Yummy.

But there's a catch: You can't use the face-down card this round. It has to stay there on the table. (So, unless you are using a book to give you an extra card, you will have to assign all the Need Cards you draw in that color.)

At the end of the round, pick up the face down card and return it to your hand so that you have the correct cards for the next round.

An older Yummy has two rainbow bars. This requires you to choose the colors for two bars by putting two cards face down. (Unless you have a book, you will only have one card of each color in your hand, so these two cards will be different colors.)

DIETARY OSCILLATION

Yummy loves meat. But then Yummy worries meat might be fattening, so Yummy decides to try some lettuce. But then Yummy remembers that it really likes meat ...



Yummy's food requirement depends on the current round number. On odd-numbered rounds, it only eats meat. On even-numbered rounds, it only eats vegetables. This applies to the food tokens, as well as to the special effects of Yummy's cage or addon. Of course, food from the Magic Box works any time.



SKELLY

Skelly wasn't always a pet. He used to be an ordinary imp. But he developed a fatal addiction to sleeping potions – an addiction so strong that it lasted beyond the grave. The imps thought this was so cool that they decided to sell him as a pet.

POTION ADDICTION

Skelly has to be sold with his flask. He just refuses to let go.



Skelly comes with a Potion! When you buy Skelly, take a Potion Card and add it to your hand (like you do when you visit the hospital).

NO SLEEP

It's sad when a skeleton loves sleep: No eyelids.

Potions work differently for Skelly. They don't make him sleepy. They make him active.

You can still assign a Potion to replace a Need Card in Phase 3, as usual. And as usual, you discard a card of that color when evaluating the Potion in Phase 4.



But when you show off Skelly in Phase 4, you can treat the potion as though it were a Need Card representing any one of the four basic needs (hunger, play, anger, or magic, as depicted on Skelly's egg). The Potion Card is treated as a Need Card of the chosen type for the remainder of the round. (Its color does not change, so it can still count as "potion-colored" during the Beauty Pageant exhibition.)

Note that the need you choose does not have to be related to the color of the card you discarded. If you assign multiple Potion Cards to Skelly, you choose a basic need for each one. They may be the same or different.

NO DIET

Please do not tease Skelly with hunger needs: No stomach.



Skelly can't eat food (not even frozen food from Magic box). For each hunger need assigned to Skelly (either from a red or yellow card, or as your choice for a Potion card), put a suffering token on Skelly. His hunger need can never be satisfied. The suffering token represents how sad this makes him.