Set Up

1. Lay out the game board on a table.
2. Slide the wall panels together, matching the wall colors together to create rooms.
3. Attach the plastic bases to the bottoms of the walls where they intersect.
4. Insert the assembled walls into the holes in the game board, matching each room’s wall colors to its floor area.
5. Each player chooses a pet mover and places it in the Royal Lounge at the center of the Royal Pet Salon. If there are fewer than four players, set the remaining pet movers aside and out of the game.
6. Take the four clock tiles and frame and set them aside near the game board.
7. Mix up the cards face-down and stack them to make a deck.
8. Flip over the top three cards and set them face-up next to the game board where all players can see them.
9. Give the spinner to the starting player.

The youngest player goes first!
Object: Collect the most cards to win!

On Your Turn:
Spin the spinner, then follow the directions to the right depending on what the spinner arrow is pointing to.

1. Flipping Cards
   If the spinner arrow is pointing to a section with card symbols, flip over that many cards from the deck and place them face-up next to the game board where everyone can see them. (Always flip over cards BEFORE moving.)

2. Moving
   If the spinner arrow is pointing to a section with a number (1, 2, or 3), you may move your pet mover UP TO that many rooms (count the number of doorways your pet mover passes through). You may choose not to move your pet mover. Try to move your pet mover to a room that has the goodies pictured on the face-up cards because that is how you collect cards.

3. Collecting Cards
   Now, look to see if any of the goodies on the face-up cards are in the room your pet mover is in. Look on the walls and floor! Take any of the face-up cards if your pet mover is in a room with the matching goodies. You may collect more than one card on a turn, but you may only collect cards in the ONE room your pet mover is in at the end of your turn.

Ending the Game
The game is over when all four clock tiles have been placed in the frame OR if all of the cards in the deck have been collected. Each player counts how many cards they have collected. The player with the most cards is the winner!