



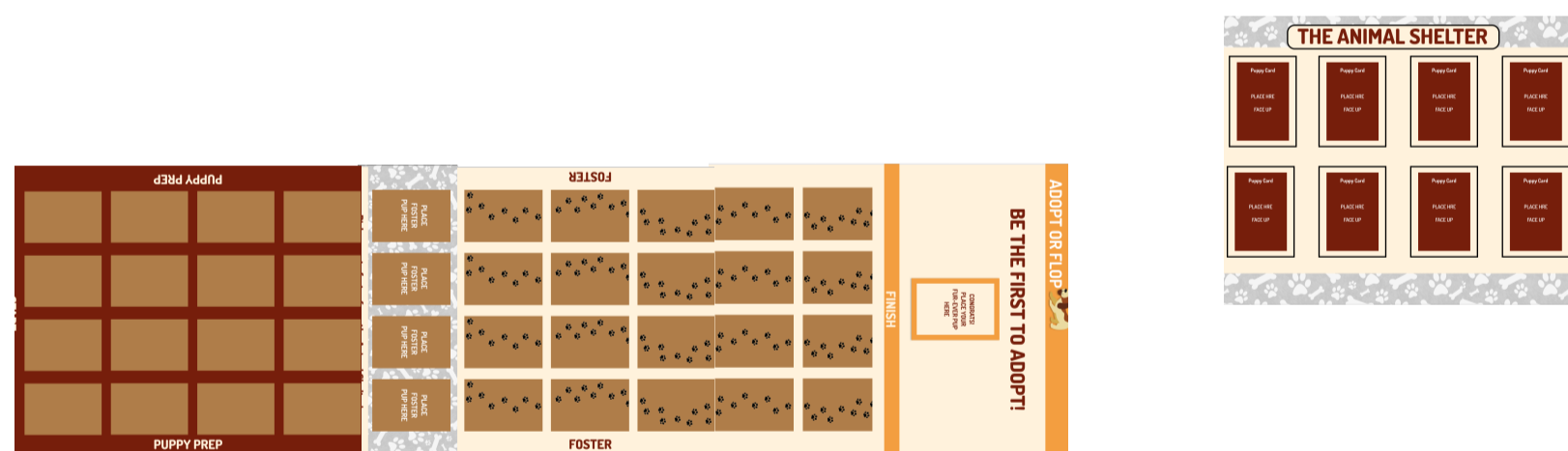
Overview & Objective

- 1 Welcome to Adopt or Flop! In this **2-4 player game** you will be **racing to adopt a pup**. You will **pick a persona** with various Energy, Leisure Time, & Social Appetite levels and try to **find a pup whose corresponding traits fit well** with your personality.
- 2 **In order to adopt** a pup, players must first go through the **Puppy Prep phase** then the **Foster phase**. In the Puppy Prep phase, players gather resources that may come in handy when they face the joys and challenges of fostering a pup.
- 3 Once a player **fills in all their Puppy Prep Resource Slots** they can **go to the animal shelter** and choose one of the available pups to take home **and foster**. In the fostering phase the player takes care of their new best friend with the hopes of solidifying a forever home for the doggo as fast as possible. But be careful of advancing too quickly without the appropriate resources to make the Foster phase a success!

GOAL: The first player to adopt their pup wins the game!

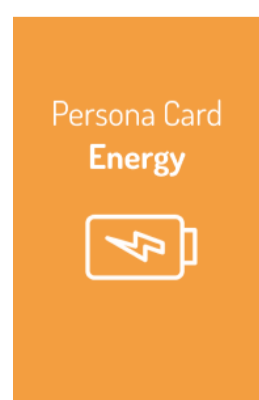
Getting Started

- 1 Play with 2-4 players.
- 2 **Assemble the board** by placing the **Puppy Prep** sheet first, followed by the **Foster** sheet, and finally the **Adoption** sheet. Place the **Animal Shelter** sheet off to the side within reach.



Board Setup

- 3 Shuffle each deck of cards and lay them next to the game playing board face down. There are 6 decks of cards:
 - **Persona Cards:** Each persona card represents an aspect of the character a player is taking on. There are three dimensions of a persona in this game: **Energy**, **Leisure Time**, and **Social Appetite**. Each dimension has a corresponding deck to draw from.



Deck #1:
Persona- Energy Cards



Deck #2:
Persona- Leisure Time Cards



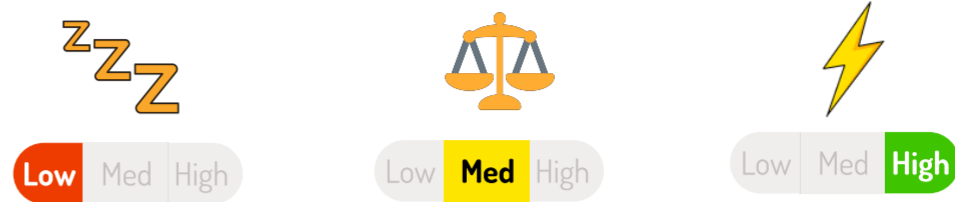
Deck #3:
Persona- Social Appetite Cards

ADOPT OR FLOP

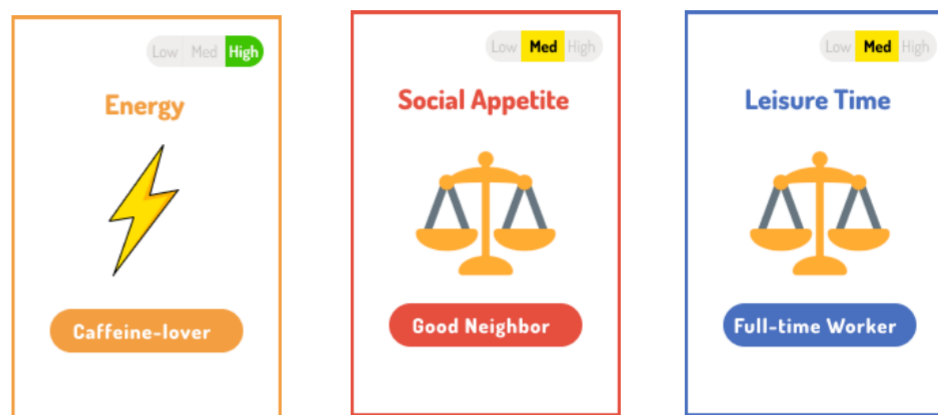


The Rules

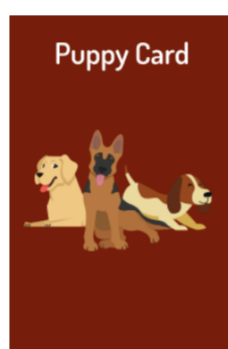
Each type of persona card the player draws can have any one of the following values:



Example: A player might draw these three persona cards:



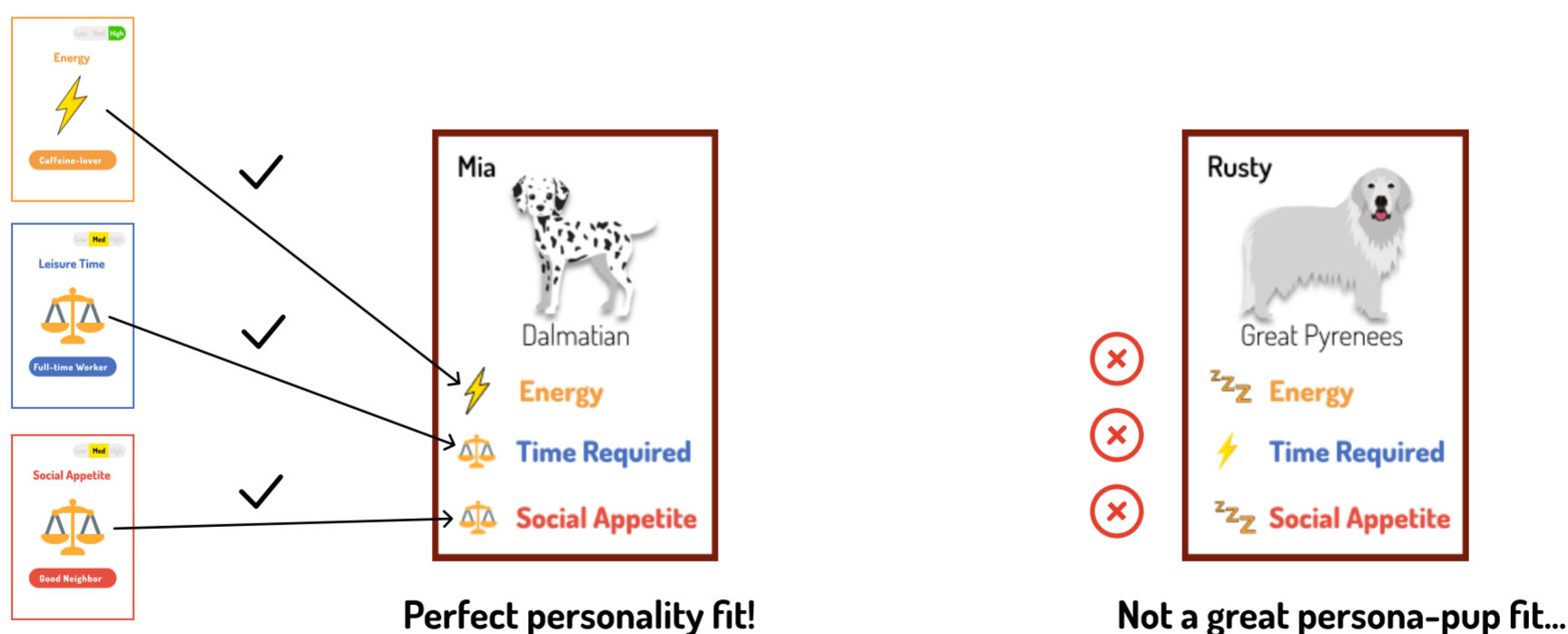
- **Puppy Cards:** The set of dogs available for fostering/adoption. Each puppy has an **Energy** level, **Time Requirement**, and **Social Appetite**. A puppy's "Social Appetite" corresponds to how social the dog is with other pups and humans. "Time Requirement" is based on how much exercise the dog needs and generally how demanding it is to care for.



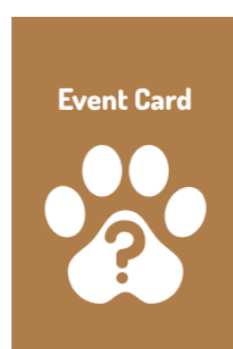
Deck #4:
Puppy
Cards

Players should vie for dogs who match their persona's traits in as many categories as possible.

Example: The player who drew the three personality cards above would be a great fit with a Dalmatian who shares the same three Persona Trait Values.



- **Event Cards:** Represent events that can happen while caring for a dog. Event cards can be **positive** or **negative** and enable players to move forward or force them to move backward depending on whether a player has the given persona level listed on the card. Event cards are not read until the **Foster phase**.



Deck #5:
Event Cards



Events cards come in 3 types:



Penalty Card



Bond Card



General Event Card

Penalty cards penalize players for having **low** or **medium** levels in their persona traits. If a player's personality trait fits the description on the penalty card, the player must **move backwards one space** in the Foster phase unless a Resource card is played to boost their persona level. There are **twice** as many penalty cards for **low** persona levels as **medium** persona levels and **none** for **high** persona levels!

Bond cards reward players for having the same personality as their foster dog. If the player **matches** with their dog in the personality trait listed on the card or can **play a Resource card** to **boost** their persona level to match their dog's level, then the player can **move forward one space**.

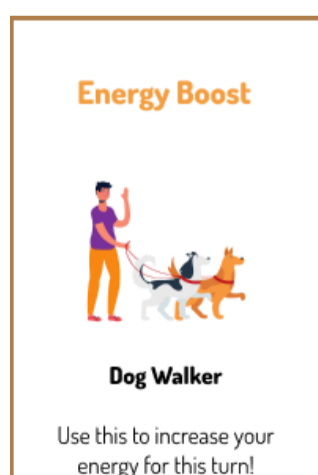
General Event cards detail events that could happen to any dog owner. These events test the player's **preparedness** to own a dog. If the player can play that Resource card with the matching image shown on the bottom of the General Event card, then the player can **move forward one space**.

- **Resource Cards:** Played to deal with Event cards that occur during the Foster phase. Players start to gather Resource cards to prepare for pet fostering in the Puppy Prep phase and start with **zero** Resource cards at the start.



Deck #6:
Resource Cards

Resource cards come in 3 types:

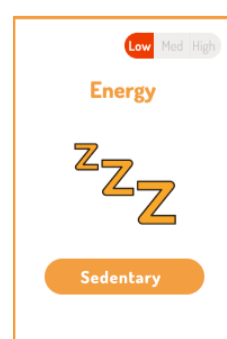


Persona Boost Card

Persona Boost cards can be used to boost a player's persona level in one specific area. These cards can be played in **2 scenarios**:

1. Avoid a penalty inflicted by a **Penalty event card**
 2. Boost your persona level to match your dog's level in order to enjoy the benefits of a **Bond event card**
- Players with low or medium persona levels can both play **one** Persona Boost card to meet the requirements of an event card.

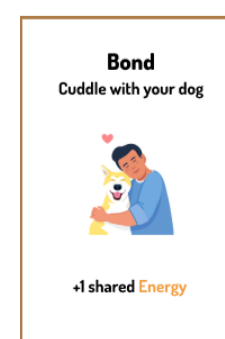
Example:



Player has low energy



Player's dog has high energy




Player draws shared energy Bond card



Player must only play one energy boost Resource card to +1



Special Interaction Card

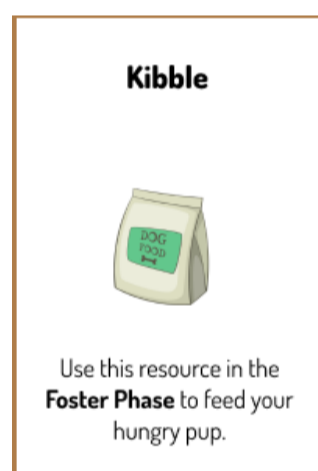
Special Interaction cards are denoted with  in the upper left-hand corner. These cards describe various special actions that can be performed. **Please** read them carefully as **multiple different swap cards** are possible.



NOTE: The **Trash Explorer** card can only be played during the Foster phase since it involves Event cards. When a player plays this card, they pick from the Event card discard pile instead of the Event deck or Resource deck at the start of their turn. Their turn continues as normal (e.g. they can still play another Special Event Card later this turn).



NOTE: The **Watch Dog** card can be played by **any player at any point** in the game to avoid backward movement or block a Special Interaction card played by another player.



General Resource Card

General Resource cards are played in response to **General Event cards**. There are **5 unique** general resource cards and each can be played in response to exactly **1 unique** General Event card.

- 4 **Select the puppies** to place in the **Animal Shelter** by drawing cards from the **Puppy Cards** deck. Draw **twice** as many puppies as there are players. Place them face up in the allotted spaces in the Animal Shelter region of the game board. These will be the puppies available for fostering throughout this iteration of the game.
- 5 Assign each player a **lane** on the board.
- 6 Denote locations for a **Resource card discard pile** and an **Event card discard pile**.

How-To Play

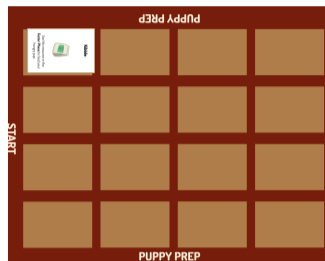
1. Puppy Prep Phase:

- a. Each player selects **one** persona card from each persona deck - **Energy**, **Leisure Time**, and **Social Appetite** - and places these cards **face up** directly in front of them.
- b. The player who can write down the highest number of dog breeds in **15 seconds** goes first.
- c. Players take turns going **clockwise**.



d. During a turn, each player draws one card from the Resource deck which they conceal. After drawing, players can take any number of the following 3 actions in order:

- i. **Play a Special Interaction card**, following the directions on the card and discarding it.
- ii. **Play a Resource card** face up on the board in the player's next open Resource board space. By playing the card, the player **locks in** that resource for potential future use in the Fostering phase. This resource card cannot be moved unless a Special Interaction card is played. **Only General Resource cards and Persona Boost resource cards can be placed on the Resource board. Special Interaction resource cards must remain in the player's hand until played.**



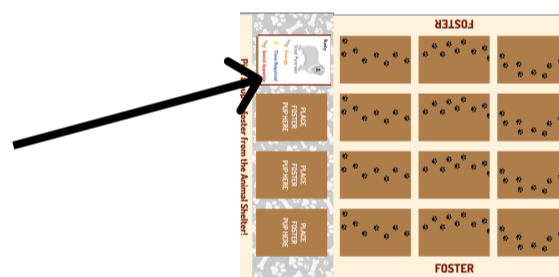
Example placement of Resource card on Resource board space

iii. **Discard** a Resource card face up in the Resource card discard pile. Players can **keep up to 7 resource cards in their hands** at once. Otherwise, they **must** discard into the Resource card discard pile.

NOTE: Personas are **not** fixed. Special Interaction cards can change them. Thus, Persona Boost resource cards that aren't applicable now may become applicable later.

e. **How to advance:** In the same turn that a player **locks in 4 resource cards**, they can **choose from the available dogs** in the Animal Shelter to foster. The player then places their new Puppy card in the specially marked region of the board. They are then ready to begin the Foster phase on their next turn.

Specially marked place on board for foster dog Puppy card



2. Foster Phase:

a. Now when it is their turn, players in the Foster phase can choose to **draw from the Resource card deck, the Event card deck, OR the Event card discard pile** (by playing and discarding the Trash Explorer Special Interaction card).

b. During a turn, each player draws one card. If the player draws from the **Resource deck**, follow **step 1d** from the Puppy Prep Phase above. If the player draws from the **Event deck**, the player can take **any number** of the following 4 actions **in order**:

- i. **Play a Special Interaction card**, following the directions on the card and discarding it.
- ii. **Respond** to the drawn Event card, playing an appropriate Resource card if necessary and moving forward/backward if applicable. Players move by moving their Puppy card forward/backward on the 5 spaces in the Foster phase of the board marked with paw prints. **Only Resource cards that are currently on the player's 4 Resource board spaces can be played in response to an Event card.**

1. NOTE: Movement in response to Event cards is based on the player's persona traits, NOT their foster pup's.

iii. **Play a Resource card** on an empty Resource board space. **See Puppy Prep Phase 1dii.**

iv. **Discard** a Resource card. **See Puppy Prep Phase 1diii.**

c. If an Event card forces a player to move backward while in the specially marked area of the board for the Animal Shelter (see Puppy Prep Phase 1e for image), the player's foster dog is **returned to the Animal Shelter**. Other players now have an opportunity to foster that dog. At the beginning of the player's next turn, the player can choose a new dog to foster from the Animal Shelter and continue with their turn as normal.

d. When the turn is over, the Event card and any played Resource cards are discarded face up in their respective discard piles.

WINNING THE GAME: The first player to advance to the adoption space on the board by successfully taking care of and bonding with their dog wins the game!



How to Print

1. Print the single-sided section first. This contains the game board and the Animal Shelter.
2. Next print the section labeled double-sided. This will print out the cards with their front and back sides so you can cut them in one piece!
3. After cutting out all of the cards, follow the game setup instructions and get playing!

**SINGLE - SIDED
PRINTING SECTION**

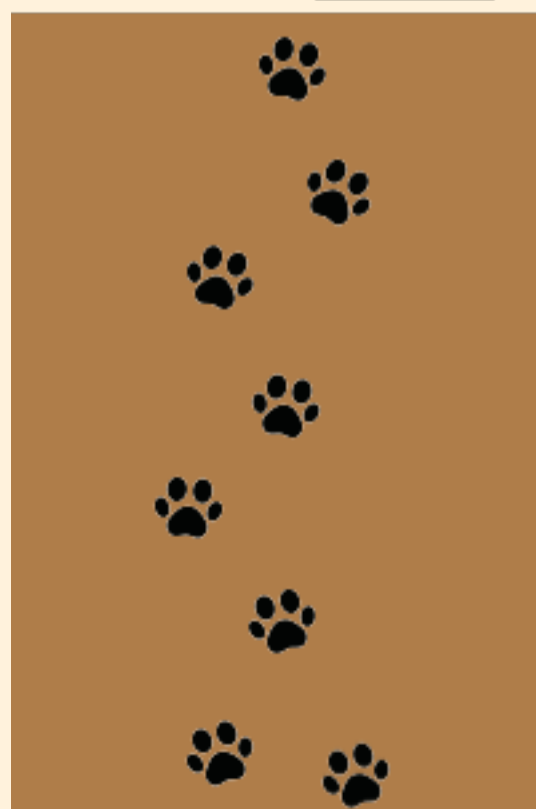
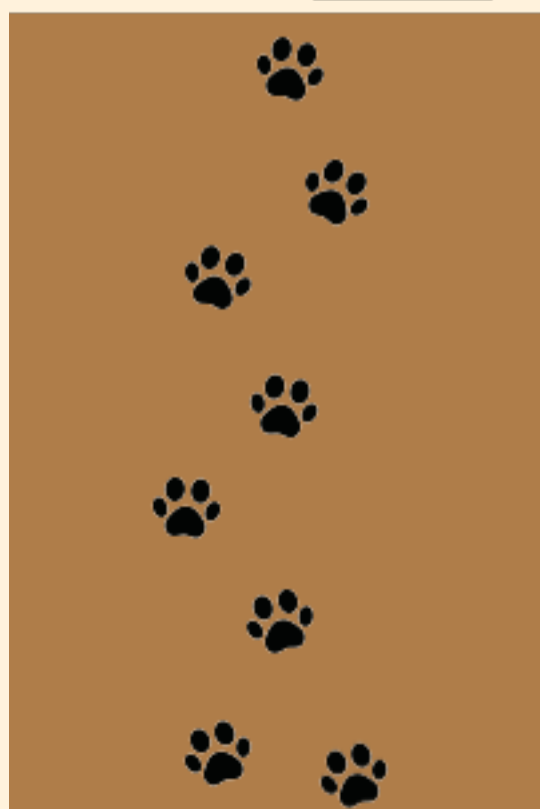
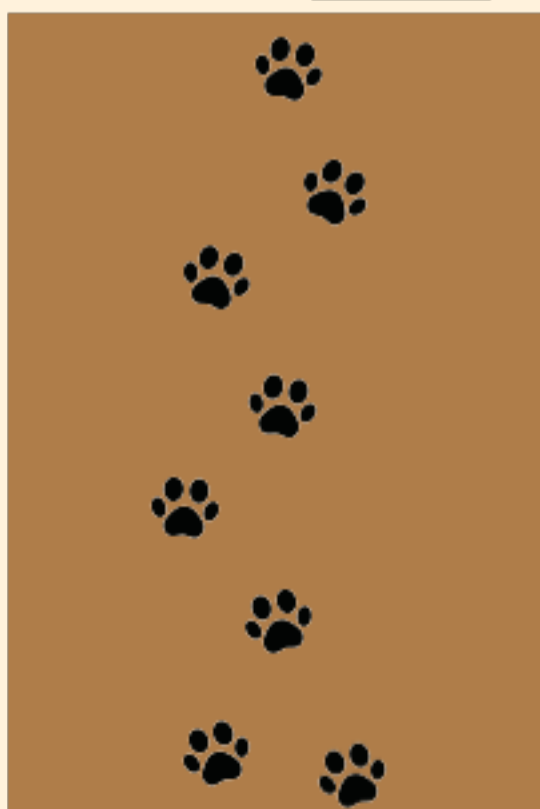
ADOPT OR FLOP

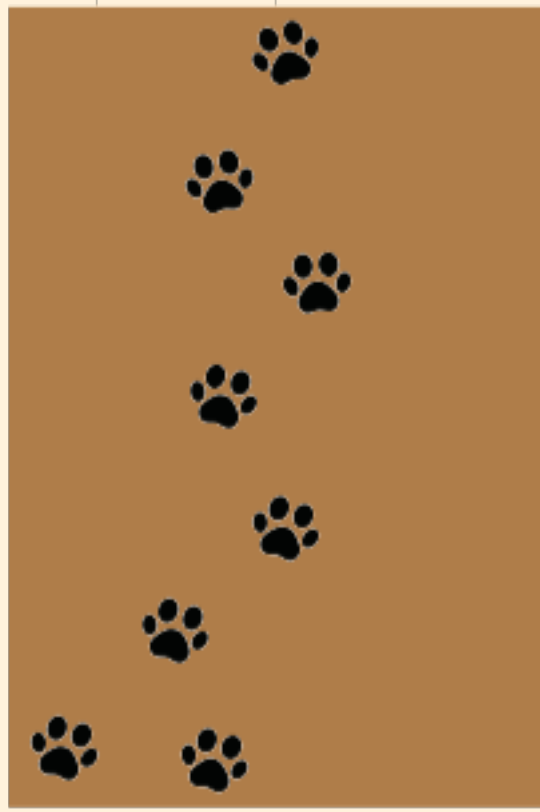


BE THE FIRST TO ADOPT!

**CONGRATS!
PLACE YOUR
FUR-EVER PUP
HERE**

FINISH





FOSTER

FOSTER

**PLACE
FOSTER
PUP HERE**

**PLACE
FOSTER
PUP HERE**

**PLACE
FOSTER
PUP HERE**

**PLACE
FOSTER
PUP HERE**

Pick a pup to foster from the Animal Shelter!

PUPPY PREP

PUPPY PREP

START

THE ANIMAL SHELTER

Puppy Card

PLACE HRE

FACE UP

Puppy Card

PLACE HRE

FACE UP

Puppy Card

PLACE HRE

FACE UP

Puppy Card

PLACE HRE

FACE UP

Puppy Card

PLACE HRE

FACE UP

Puppy Card

PLACE HRE

FACE UP

Puppy Card

PLACE HRE

FACE UP

Puppy Card

PLACE HRE

FACE UP

**DOUBLE - SIDED
PRINTING SECTION**

Duke



Chow Chow

zzz Energy

zzz Time Required

zzz Social Appetite

Ernie



Mastiff

zzz Energy

⚖ Time Required

⚖ Social Appetite

Stella



Pekingese

zzz Energy

⚖ Time Required

zzz Social Appetite

Milo



Irish Wolfhound

zzz Energy

⚡ Time Required

⚖ Social Appetite

Daisy



Bloodhound

⚖ Energy

⚖ Time Required

⚖ Social Appetite

Buster




Cavalier King Charles Spaniel

⚖ Energy

⚖ Time Required

⚡ Social Appetite

Winston



Beagle

⚖ Energy

zzz Time Required

⚡ Social Appetite

Barkley



Poodle

⚖ Energy

⚡ Time Required

⚖ Social Appetite

Ranger



Doberman Pinscher

⚡ Energy

⚡ Time Required

zzz Social Appetite

Scout



German Shepherd

⚖ Energy

⚡ Time Required

zzz Social Appetite

Finn



Newfoundland

zzz Energy

⚖ Time Required

⚡ Social Appetite

Mia



Dalmatian

⚡ Energy

⚖ Time Required

⚖ Social Appetite

Rufus



English Bulldog

zzz Energy

zzz Time Required

⚖ Social Appetite

Bingo



Goldendoodle

⚡ Energy

⚡ Time Required

⚡ Social Appetite

Moose



Golden Retriever

⚖ Energy

⚖ Time Required

⚡ Social Appetite

Spot



Jack Russell Terrier

⚡ Energy

⚡ Time Required

⚖ Social Appetite

Taco



Dachshund

 Energy

 Time Required

 Social Appetite

Nala



Shiba Inu

 Energy

 Time Required

 Social Appetite

Hunter



Chihuahua

 Energy

 Time Required

 Social Appetite

Brownie



Boxer

 Energy

 Time Required

 Social Appetite

Ranger



Doberman Pinscher

 Energy

 Time Required

 Social Appetite

Coco




Australian Shepherd

 Energy


 Time Required


 Social Appetite


Chewy



Saint Bernard

 Energy

 Time Required

 Social Appetite

Cookie



Maltese

 Energy

 Time Required

 Social Appetite

Scooter



Pug

 Energy

 Time Required

 Social Appetite

Lucy




Labrador Retriever

 Energy


 Time Required


 Social Appetite


Rusty



Great Pyrenees

 Energy

 Time Required

 Social Appetite

Rusty



Great Pyrenees

 Energy

 Time Required

 Social Appetite

Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



**You want to reward
your dog for good
behavior**



Use 🍪 for +1

**You want to reward
your dog for good
behavior**



Use 🍪 for +1

**You want to reward
your dog for good
behavior**



Use 🍪 for +1

**You want to reward
your dog for good
behavior**



Use 🍪 for +1

**You find the food
dish empty**



Use 🗑️ for +1

**You find the food
dish empty**



Use 🗑️ for +1

**You find the food
dish empty**



Use 🗑️ for +1

**You find the food
dish empty**



Use 🗑️ for +1

**A friend comes over
who is allergic to
dogs**



Use 🧴 for +1

**A friend comes over
who is allergic to
dogs**



Use 🧴 for +1

**A friend comes over
who is allergic to
dogs**



Use 🧴 for +1

**A friend comes over
who is allergic to
dogs**



Use 🧴 for +1

**Your dog gets lost
while playing
outside**



Use 📍 for +1

ELSE -1 and SKIP next turn

**Your dog gets lost
while playing
outside**



Use 📍 for +1

ELSE -1 and SKIP next turn

**Your dog gets lost
while playing
outside**



Use 📍 for +1

ELSE -1 and SKIP next turn

**Your dog gets lost
while playing
outside**



Use 📍 for +1

ELSE -1 and SKIP next turn

Event Card



Event Card



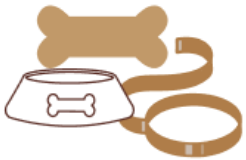
Event Card



Event Card



Resource Card



Resource Card



Resource Card



Resource Card



Resource Card



Resource Card



Resource Card



Resource Card



Resource Card



Resource Card



Resource Card



Resource Card



Your dog goes to the bathroom on the neighbor's yard



Use  for +1

Your dog goes to the bathroom on the neighbor's yard



Use  for +1

Your dog goes to the bathroom on the neighbor's yard



Use  for +1

Your dog goes to the bathroom on the neighbor's yard



Use  for +1



Trash Explorer

Your pup digs through the trash. Pick from the top of the **EVENT** deck discard pile.



Trash Explorer

Your pup digs through the trash. Pick from the top of the **EVENT** deck discard pile.



Trash Explorer

Your pup digs through the trash. Pick from the top of the **EVENT** deck discard pile.



Trash Explorer

Your pup digs through the trash. Pick from the top of the **EVENT** deck discard pile.



Watch Dog

Your pup is on the lookout for danger! Use this to block a backwards movement or adversarial card.



Watch Dog

Your pup is on the lookout for danger! Use this to block a backwards movement or adversarial card.



Watch Dog

Your pup is on the lookout for danger! Use this to block a backwards movement or adversarial card.



Watch Dog

Your pup is on the lookout for danger! Use this to block a backwards movement or adversarial card.



Skippity-do-dog

Your dog is so cute it distracted another player. Force someone to skip a turn.



Skippity-do-dog

Your dog is so cute it distracted another player. Force someone to skip a turn.



Skippity-do-dog

Your dog is so cute it distracted another player. Force someone to skip a turn.



Skippity-do-dog

Your dog is so cute it distracted another player. Force someone to skip a turn.





Swap

Sharing is caring! Swap a **RESOURCE CARD** with ANOTHER PLAYER.



Swap

Sharing is caring! Swap a **RESOURCE CARD** with ANOTHER PLAYER.



Swap

Sharing is caring! Swap a **RESOURCE CARD** with ANOTHER PLAYER.



Swap

Sharing is caring! Swap a **RESOURCE CARD** with ANOTHER PLAYER.



Swap

Adapt to your dog! Swap a **PERSONA CARD** with THE DECK.



Swap

Adapt to your dog! Swap a **PERSONA CARD** with THE DECK.



Swap

Adapt to your dog! Swap a **PERSONA CARD** with THE DECK.



Swap

Adapt to your dog! Swap a **PERSONA CARD** with THE DECK.



Swap

Try to find the best dog for you! Swap **FOSTER DOGS** with ANOTHER PLAYER.



Swap

Try to find the best dog for you! Swap **FOSTER DOGS** with ANOTHER PLAYER.



Swap

Try to find the best dog for you! Swap **FOSTER DOGS** with ANOTHER PLAYER.



Swap

Try to find the best dog for you! Swap **FOSTER DOGS** with ANOTHER PLAYER.



Swap

Meet the neighbors! Swap a **PERSONA CARD** with ANOTHER PLAYER.



Swap

Meet the neighbors! Swap a **PERSONA CARD** with ANOTHER PLAYER.



Swap

Meet the neighbors! Swap a **PERSONA CARD** with ANOTHER PLAYER.



Swap

Meet the neighbors! Swap a **PERSONA CARD** with ANOTHER PLAYER.



Collar with ID



Use this resource in the **Foster Phase** to find your dog!

Collar with ID



Use this resource in the **Foster Phase** to find your dog!

Poop Bag



Use this resource in the **Foster Phase** to pick up for after your pup.

Energy Boost



Caffeine Boost

Use this to increase your energy for this turn!

Allergy medication



Use this resource in the **Foster Phase** to stop allergic reactions.

Allergy medication



Use this resource in the **Foster Phase** to stop allergic reactions.

Allergy medication



Use this resource in the **Foster Phase** to stop allergic reactions.

Poop Bag



Use this resource in the **Foster Phase** to pick up for after your pup.

Kibble



Use this resource in the **Foster Phase** to feed your hungry pup.

Kibble



Use this resource in the **Foster Phase** to feed your hungry pup.

Kibble



Use this resource in the **Foster Phase** to feed your hungry pup.

Poop Bag



Use this resource in the **Foster Phase** to pick up for after your pup.

Dog Treat



Use this resource in the **Foster Phase** to reward your pup.

Dog Treat



Use this resource in the **Foster Phase** to reward your pup.

Dog Treat



Use this resource in the **Foster Phase** to reward your pup.

Energy Boost



Caffeine Boost

Use this to increase your energy for this turn!

Persona Card
Social Appetite



Persona Card
Social Appetite



Persona Card
Social Appetite



Persona Card
Social Appetite



Persona Card
Social Appetite



Persona Card
Social Appetite



Persona Card
Energy



Persona Card
Energy



Persona Card
Energy



Low Med **High**

Social Appetite



Socialite

Low Med **High**

Social Appetite



Social Butterfly

Low **Med** High

Social Appetite



Good Neighbor

Low Med High


Social Appetite



Introvert

Low Med High

Social Appetite



Homebody

Low **Med** High


Social Appetite



Friendly Coworker

Low Med High

Energy



Sedentary

Low Med **High**

Energy



Caffeine-lover

Low Med **High**

Energy



Always Active

Persona Card
Energy



Persona Card
Energy



Persona Card
Energy



Persona Card
Leisure Time



Persona Card
Leisure Time



Persona Card
Leisure Time



Persona Card
Leisure Time



Persona Card
Leisure Time




Persona Card
Leisure Time



Low **Med** High

Energy



Neutral

Low Med High


Energy



Chill

Low **Med** High

Energy



Balanced

Low Med **High**

Leisure Time



Remote Worker

Low Med **High**

Leisure Time



Retiree

Low **Med** High

Leisure Time



9 to 5 Worker

Low **Med** High


Leisure Time



Full-time Worker

Low Med High


Leisure Time



Traveler

Low Med High

Leisure Time



Workaholic

Leisure Boost



Time Off Work

Use this to increase your leisure for this turn!

Leisure Boost



Time Off Work

Use this to increase your leisure for this turn!

Leisure Boost



Time Off Work

Use this to increase your leisure for this turn!

Social Appetite Boost



Dog Park Nearby

Use this to increase your leisure for this turn!

Leisure Boost



Dog Sitter

Use this to increase your leisure for this turn!

Leisure Boost



Dog Sitter

Use this to increase your leisure for this turn!

Leisure Boost



Dog Sitter

Use this to increase your leisure for this turn!

Social Appetite Boost



Dog Park Nearby

Use this to increase your leisure for this turn!

Social Appetite Boost



Best Friend Gets Dog

Use this to increase your leisure for this turn!

Social Appetite Boost



Best Friend Gets Dog

Use this to increase your leisure for this turn!

Social Appetite Boost



Best Friend Gets Dog

Use this to increase your leisure for this turn!

Social Appetite Boost



Dog Park Nearby

Use this to increase your leisure for this turn!

Energy Boost



Dog Walker

Use this to increase your energy for this turn!

Energy Boost



Dog Walker

Use this to increase your energy for this turn!

Energy Boost



Dog Walker

Use this to increase your energy for this turn!

Energy Boost



Caffeine Boost

Use this to increase your energy for this turn!

Your dog is scared of people because you don't have guests over often



-1 low or medium **Social Appetite**

Your dog is antisocial because it doesn't have any doggy friends



-1 low **Social Appetite**

Your dog is really dirty because you haven't had time to groom it



-1 low or medium **Leisure**

Bond
Spend some time pampering your dog



+1 shared **Leisure**

Bond

Watch a movie with your dog



+1 shared **Social Appetite**

Bond

Play fetch with your dog



+1 shared **Energy**

Bond

Go on a doggy playdate



+1 shared **Social Appetite**

Bond

Brush your dog



+1 shared **Leisure**

Bond

Go for a run with your dog



+1 shared **Energy**

Bond

Take your dog for a walk around the neighborhood



+1 shared **Social Appetite**

Bond

Play with your dog in the yard



+1 shared **Leisure**

Bond

Cuddle with your dog



+1 shared **Energy**

Your dog is restless from not enough exercise



-1 low **Energy**

Your dog gets lonely being alone all day while you're working



-1 low **Leisure**

Your dog starting to put on weight and needs to be exercised



-1 low or medium **Energy**

Your dog starting to put on weight and needs to be exercised



-1 low or medium **Energy**

Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



Event Card



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Your dog is scared of people because you don't have guests over often



-1 low or medium **Social Appetite**

Your dog is antisocial because it doesn't have any doggy friends



-1 low **Social Appetite**

Your dog is really dirty because you haven't had time to groom it



-1 low or medium **Leisure**

Bond
Spend some time pampering your dog



+1 shared **Leisure**

Bond

Watch a movie with your dog



+1 shared **Social Appetite**

Bond

Play fetch with your dog



+1 shared **Energy**

Bond

Go on a doggy playdate



+1 shared **Social Appetite**

Bond

Brush your dog



+1 shared **Leisure**

Bond

Go for a run with your dog



+1 shared **Energy**

Bond

Take your dog for a walk around the neighborhood



+1 shared **Social Appetite**

Bond

Play with your dog in the yard



+1 shared **Leisure**

Bond

Cuddle with your dog



+1 shared **Energy**

Your dog is restless from not enough exercise



-1 low **Energy**

Your dog gets lonely being alone all day while you're working



-1 low **Leisure**

Your dog starting to put on weight and needs to be exercised



-1 low or medium **Energy**

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