

Sloth (cont)

Ability Level 2: Has no special ability. Is kind of lame combat-wise. But he truly believes in you!

Ability Level 3: Has no special ability. Is kind of lame combat-wise. But he truly believes in you!

Standard Pack: Yes

Expansion 1: Yes

Dodo

Type: Animal

Tier:2

Strength:2

Health:3

Ability Level 1: Start of battle: Give 50% of Dodo's Attack to friend ahead.

Ability Level 2: Start of battle: Give 100% of Dodo's Attack to friend ahead.

Ability Level 3: Start of battle: Give 150% of Dodo's Attack to friend ahead.

Standard Pack: Yes

Expansion 1: No

Rat and Dirty Rat

Rat

Type: Animal

Tier:2

Strength:4

Health:5

Ability Level 1: Faint: Summon a 1/1 Dirty Rat for the opponent.

Dirty Rat

Type: Token

Strength:1

Health:1

Ability Level 1: Friend ahead attacks: deal 1 damage to it.

Ability Level 2: Friend ahead attacks: deal 1 damage to it.

Rat and Dirty Rat (cont)

Ability Level 2: Faint: Summon a 1/1 Dirty Rat for the opponent.

Ability Level 3: Friend ahead attacks: deal 1 damage to it.

Ability Level 3: Faint: Summon a 1/1 Dirty Rat for the opponent.

Standard Pack: Yes

Expansion 1: Yes

Flamingo

Type: Animal

Tier:2

Strength:3

Health:1

Ability Level 1: Faint: give the two friends behind +1/+1.

Ability Level 2: Faint: give the two friends behind +2/+2.

Ability Level 3: Faint: give the two friends behind +3/+3.

Standard Pack: Yes

Expansion 1: Yes

Dog

Type: Animal

Tier:3

Strength:2

Health:2

Ability Level 1: Friend summoned: Gain +1 Attack or +1 Health.

Ability Level 2: Friend summoned: Gain +2 Attack or +2 Health.

Ability Level 3: Friend summoned: Gain +3 Attack or +3 Health.

Dog (cont)

Standard Pack: Yes

Expansion 1: Yes

Badger

Type: Animal

Tier:3

Strength:5

Health:4

Ability Level 1: Faint: Deal Attack damage to adjacent pets.

Ability Level 2: Faint: Deal 2x Attack damage to adjacent pets.

Ability Level 3: Faint: Deal 3x Attack damage to adjacent pets.

Standard Pack: Yes

Expansion 1: No

Caterpillar And Butterfly

Caterpillar

Type: Animal

Tier:3

Strength:1

Health:3

Ability Level 1: Start of turn: Gain 1 Experience.

Butterfly

Type: Token

Strength:0

Health:0

Ability Level 1: Summon: copy stats of the strongest friend (highest Attack + Health)

Ability Level 2: Summon: copy stats of the strongest friend (highest Attack + Health)



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Caterpillar And Butterfly (cont)

Ability Level 2: Start of turn: Gain 1 Experience.
Ability Level 3: Summon: copy stats of the strongest friend (highest Attack + Health)

Ability Level 3: Start of battle: Evolve into a Butterfly, then copy stats of the strongest friend (highest Attack + Health).

Standard Pack: No

Expansion 1: Yes

Kangaroo

Type: Animal

Tier:3

Strength:1

Health:2

Ability Level 1: Friend ahead attacks: Gain +2/+2.

Ability Level 2: Friend ahead attacks: Gain +4/+4.

Ability Level 3: Friend ahead attacks: Gain +6/+6.

Standard Pack: Yes

Expansion 1: No

Puppy

Type: Animal

Tier:3

Strength:1

Health:1

Ability Level 1: End turn: If you have 3 or more gold, gain +2/+2.

Ability Level 2: End turn: If you have 3 or more gold, gain +4/+4.

Ability Level 3: End turn: If you have 3 or more gold, gain +6/+6.

Standard Pack: No

Puppy (cont)

Expansion 1: Yes

Snail

Type: Animal

Tier:3

Strength:2

Health:2

Ability Level 1: Buy: If you lost last battle, give all friends +2/+1.

Ability Level 2: Buy: If you lost last battle, give all friends +4/+2.

Ability Level 3: Buy: If you lost last battle, give all friends +6/+3.

Standard Pack: Yes

Expansion 1: Yes

Whale

Type: Animal

Tier:4

Strength:2

Health:6

Ability Level 1: Start of battle: Swallow friend ahead and release it as a level 1 after fainting.

Ability Level 2: Start of battle: Swallow friend ahead and release it as a level 2 after fainting.

Ability Level 3: Start of battle: Swallow friend ahead and release it as a level 3 after fainting.

Standard Pack: Yes

Expansion 1: No

Dolphin

Type: Animal

Tier:4

Strength:4

Health:6

Ability Level 1: Start of battle: Deal 5 damage to the lowest health enemy.

Ability Level 2: Start of battle: Deal 10 damage to the lowest health enemy.

Ability Level 3: Start of battle: Deal 15 damage to the lowest health enemy.

Standard Pack: Yes

Expansion 1: Yes

Llama

Type: Animal

Tier:4

Strength:3

Health:6

Ability Level 1: End turn: If you have 4 or less pets, gain +2/+2.

Ability Level 2: End turn: If you have 4 or less pets, gain +4/+4.

Ability Level 3: End turn: If you have 4 or less pets, gain +6/+6.

Standard Pack: No

Expansion 1: Yes

Skunk

Type: Animal

Tier:4

Strength:3

Health:6

Ability Level 1: Start of battle: Reduce the highest Health enemy by 33%.



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Skunk (cont)

Ability Level 2: Start of battle: Reduce the highest Health enemy by 66%.

Ability Level 3: Start of battle: Reduce the highest Health enemy by 99%.

Standard Pack: Yes

Expansion 1: Yes

Worm

Type: Animal

Tier:4

Strength:2

Health:2

Ability Level 1: Eats shop food: Gain +1/+1.

Ability Level 2: Eats shop food: Gain +2/+2.

Ability Level 3: Eats shop food: Gain +3/+3.

Standard Pack: Yes

Expansion 1: Yes

Monkey

Type: Animal

Tier:5

Strength:3

Health:3

Ability Level 1: End turn: Give right-most friend +3/+3.

Ability Level 2: End turn: Give right-most friend +6/+6.

Ability Level 3: End turn: Give right-most friend +9/+9.

Standard Pack: Yes

Expansion 1: No

Cow

Type: Animal

Tier:5

Strength:4

Health:6

Ability Level 1: Buy: Replace food shop with 2 free milk that gives +1/+2.

Ability Level 2: Buy: Replace food shop with 2 free milk that gives +2/+4.

Ability Level 3: Buy: Replace food shop with 2 free milk that gives +3/+6.

Standard Pack: Yes

Expansion 1: Yes

Goat

Type: Animal

Tier:5

Strength:4

Health:6

Ability Level 1: Friend bought: Gain 1 gold (works 2 times per turn).

Ability Level 2: Friend bought: Gain 2 gold (works 2 times per turn).

Ability Level 3: Friend bought: Gain 3 gold (works 2 times per turn).

Standard Pack: No

Expansion 1: Yes

Seal

Type: Animal

Tier:5

Strength:3

Health:8

Ability Level 1: Eats shop food: Give 2 random friends +1/+1.

Seal (cont)

Ability Level 2: Eats shop food: Give 2 random friends +2/+2.

Ability Level 3: Eats shop food: Give 2 random friends +3/+3.

Standard Pack: Yes

Expansion 1: Yes

Boar

Type: Animal

Tier:6

Strength:8

Health:6

Ability Level 1: Before Attack: Gain +2/+2.

Ability Level 2: Before Attack: Gain +4/+4.

Ability Level 3: Before Attack: Gain +6/+6.

Standard Pack: Yes

Expansion 1: Yes

Fly

Type: Animal

Tier:6

Strength:5

Health:5

Ability Level 1: Friend faints: Summon a 5/5 fly in its place up to 3 times.

Ability Level 2: Friend faints: Summon a 10/10 fly in its place up to 3 times.

Ability Level 3: Friend faints: Summon a 15/15 fly in its place up to 3 times.

Standard Pack: Yes

Expansion 1: No



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Mammoth

Type: Animal

Tier:6

Strength:3

Health:10

Ability Level 1: Faint: Give all friends +2/+2.

Ability Level 2: Faint: Give all friends +4/+4.

Ability Level 3: Faint: Give all friends +6/+6.

Standard Pack: Yes

Expansion 1: Yes

Snake

Type: Animal

Tier:6

Strength:6

Health:6

Ability Level 1: Friend ahead attacks: Deal 5 damage to a random enemy.

Ability Level 2: Friend ahead attacks: Deal 10 damage to a random enemy.

Ability Level 3: Friend ahead attacks: Deal 15 damage to a random enemy.

Standard Pack: Yes

Expansion 1: No

Apple

Type:Food

Tier:1

Ability:Give an animal +1/+1

Melon

Type:Food

Tier:6

Ability:Give an animal Melon Armor (absorb +20 damage once per battle)

Steak

Type:Food

Tier:6

Ability:Give an animal Steak Attack (do +20 damage once per battle)

Chili

Type:Food

Tier:5

Ability:Give an animal Splash Attack (attack second enemy for 5 damage)

Salad Bowl

Type:Food

Tier:3

Ability:Give 2 random animals +1/+1

Meat Bone

Type:Food

Tier:2

Ability:Give an animal Bone Attack (+5 attack)

Food

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Apple	Cupcake	Garlic	Canned Food	Chili
Honey	Meat Bone	Salad Bowl	Pear	Chocolate
	Sleeping Pill			Sushi

Tiers

Tier 1	Available turn 1
Tier 2	Available turn 3
Tier 3	Available turn 5
Tier 4	Available turn 7
Tier 5	Available turn 9
Tier 6	Available turn 11

Beaver

Type: Animal

Tier:1

Strength:2

Health:2

Ability Level 1: Sell: give 2 random friends +1 Health.

Ability Level 2: Sell: give 2 random friends +2 Health.

Ability Level 3: Sell: give 2 random friends +3 Health.

Standard Pack: Yes

Expansion 1: Yes

Cricket And Zombie Cricket

Cricket	Zombie Cricket
Tier 6	N/A
Type: Animal	Type: Token
Tier:1	Strength:1
Melon	Health:1
Milk	Ability Level 1: Summons as 1/1.
Strength:2	Ability Level 2: Summons as 2/2.
Health:2	Ability Level 3: Summons as 3/3.
Mushroom	
Pizza	



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Cricket And Zombie Cricket (cont)

Ability Level 3: Faint: Summon a 3/3 Cricket.

Standard Pack: Yes

Expansion 1: Yes

Otter

Type: Animal

Tier:1

Strength:1

Health:2

Ability Level 1: Buy: Give a random friend +1/+1.

Ability Level 2: Buy: Give a random friend +2/+2.

Ability Level 3: Buy: Give a random friend +3/+3.

Standard Pack: Yes

Expansion 1: No

Bat

Type: Animal

Tier:2

Strength:1

Health:2

Ability Level 1: Start of battle: Make 1 enemy Weak.

Ability Level 2: Start of battle: Make 2 enemies Weak.

Ability Level 3: Start of battle: Make 3 enemies Weak.

Standard Pack: No

Expansion 1: Yes

Dromedary

Type: Animal

Tier:2

Strength:2

Health:4

Dromedary (cont)

Ability Level 1: Start of turn: Give shop pets +1/+1.

Ability Level 2: Start of turn: Give shop pets +2/+2.

Ability Level 3: Start of turn: Give shop pets +3/+3.

Standard Pack: No

Expansion 1: Yes

Hedgehog

Type: Animal

Tier:2

Strength:3

Health:2

Ability Level 1: Faint: Deal 2 damage to all.

Ability Level 2: Faint: Deal 4 damage to all.

Ability Level 3: Faint: Deal 6 damage to all.

Standard Pack: Yes

Expansion 1: Yes

Shrimp

Type: Animal

Tier:2

Strength:2

Health:3

Ability Level 1: Friend sold: Give a random friend +1 Health.

Ability Level 2: Friend sold: Give a random friend +2 Health.

Ability Level 3: Friend sold: Give a random friend +3 Health.

Standard Pack: Yes

Expansion 1: Yes

Swan

Type: Animal

Tier:2

Strength:3

Health:3

Ability Level 1: Start of turn: Gain 1 gold.

Ability Level 2: Start of turn: Gain 2 gold.

Ability Level 3: Start of turn: Gain 3 gold.

Standard Pack: Yes

Expansion 1: Yes

Camel

Type: Animal

Tier:3

Strength:2

Health:5

Ability Level 1: Hurt: Give friend behind +1/+2.

Ability Level 2: Hurt: Give friend behind +2/+4.

Ability Level 3: Hurt: Give friend behind +3/+6.

Standard Pack: Yes

Expansion 1: No

Giraffe

Type: Animal

Tier:3

Strength:2

Health:5

Ability Level 1: End turn: Give friend ahead +1/+1.

Ability Level 2: End turn: Give 2 friends ahead +1/+1.

Ability Level 3: End turn: Give 3 friends ahead +1/+1.

Standard Pack: Yes

Expansion 1: No



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Owl

Type: Animal

Tier:3

Strength:5

Health:3

Ability Level 1: Sell: Give a random friend +2/+2.

Ability Level 2: Sell: Give a random friend +4/+4.

Ability Level 3: Sell: Give a random friend +6/+6.

Standard Pack: No

Expansion 1: Yes

Rabbit

Type: Animal

Tier:3

Strength:3

Health:2

Ability Level 1: Pet eats shop food: Give it +1 Health (can trigger on itself).

Ability Level 2: Pet eats shop food: Give it +2 Health (can trigger on itself).

Ability Level 3: Pet eats shop food: Give it +3 Health (can trigger on itself).

Standard Pack: Yes

Expansion 1: Yes

Tropical Fish

Type: Animal

Tier:3

Strength:2

Health:4

Ability Level 1: End turn: Give adjacent friends +1 Health.

Ability Level 2: End turn: Give adjacent friends +2 Health.

Tropical Fish (cont)

Ability Level 3: End turn: Give adjacent friends +3 Health.

Standard Pack: No

Expansion 1: Yes

Bison

Type: Animal

Tier:4

Strength:6

Health:6

Ability Level 1: End turn: Gain +2/+2 if there is at least one level 3 friend.

Ability Level 2: End turn: Gain +4/+4 if there is at least one level 3 friend.

Ability Level 3: End turn: Gain +6/+6 if there is at least one level 3 friend.

Standard Pack: Yes

Expansion 1: Yes

Hippo

Type: Animal

Tier:4

Strength:4

Health:7

Ability Level 1: Knock out: Gain +2/+2.

Ability Level 2: Knock out: Gain +4/+4.

Ability Level 3: Knock out: Gain +6/+6.

Standard Pack: Yes

Expansion 1: No

Rooster and Chick

Rooster

Type: Animal

Tier:4

Strength:5

Health:3

Ability Level 1: Faint: Summon a chick with 1 health and half the Attack of this.

Ability Level 2: Faint: Summon 2 chicks with 1 health and half the Attack of this.

Ability Level 3: Faint: Summon 3 chicks with 1 health and half the Attack of this

Standard Pack: Yes

Expansion 1: Yes

Chick

Type: Token

Strength:0

Health:1

Ability Level 1: Summons with 50% of summoner's attack.

Ability Level 2: Summons with 50% of summoner's attack.

Ability Level 3: Summons with 50% of summoner's attack.

Lobster

Type: Animal

Tier:4

Strength:4

Health:5

Ability Level 1: Friend summoned: Give it +2/+2 when not in battle.

Ability Level 2: Friend summoned: Give it +4/+4 when not in battle.

Ability Level 3: Friend summoned: Give it +6/+6 when not in battle.

Standard Pack: No



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Lobster (cont)

Expansion 1: Yes

Microbe

Type: Animal

Tier:4

Strength:1

Health:1

Ability Level 1: Faint: Make all pets weak.

Ability Level 2: Faint: Make all pets weak.

Ability Level 3: Faint: Make all pets weak.

Standard Pack: No

Expansion 1: Yes

Poodle

Type: Animal

Tier:5

Strength:2

Health:2

Ability Level 1: End turn: Give +1/+1 to one pet from each tier.

Ability Level 2: End turn: Give +2/+2 to one pet from each tier.

Ability Level 3: End turn: Give +3/+3 to one pet from each tier.

Standard Pack: No

Expansion 1: Yes

Crocodile

Type: Animal

Tier:5

Strength:8

Health:4

Ability Level 1: Start of battle: Deal 8 damage to the last enemy.

Crocodile (cont)

Ability Level 2: Start of battle: Deal 16 damage to the last enemy.

Ability Level 3: Start of battle: Deal 24 damage to the last enemy.

Standard Pack: Yes

Expansion 1: No

Rhino

Type: Animal

Tier:5

Strength:5

Health:8

Ability Level 1: Knock out: Deal 4 damage to the first enemy.

Ability Level 2: Knock out: Deal 8 damage to the first enemy.

Ability Level 3: Knock out: Deal 12 damage to the first enemy.

Standard Pack: Yes

Expansion 1: Yes

Shark

Type: Animal

Tier:5

Strength:4

Health:4

Ability Level 1: Friend faints: Gain +2/+1.

Ability Level 2: Friend faints: Gain +4/+2.

Ability Level 3: Friend faints: Gain +6/+3.

Standard Pack: Yes

Expansion 1: No

Cat

Type: Animal

Tier:6

Strength:4

Health:5

Ability Level 1: Food with Health and Attack effects are doubled.

Ability Level 2: Food with Health and Attack effects are tripled.

Ability Level 3: Food with Health and Attack effects are quadrupled.

Standard Pack: Yes

Expansion 1: No

Gorilla

Type: Animal

Tier:6

Strength:6

Health:9

Ability Level 1: Hurt: Gain Coconut Shield (activates 1 time per turn).

Ability Level 2: Hurt: Gain Coconut Shield (activates 2 times per turn).

Ability Level 3: Hurt: Gain Coconut Shield (activates 3 times per turn).

Standard Pack: Yes

Expansion 1: Yes

Octopus

Type: Animal

Tier:6

Strength:8

Health:8

Ability Level 1: Level-up: Gain +8/+8.



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Octopus (cont)

Ability Level 2: Level-up: Gain +8/+8 and a new ability.

Ability Level 3: Before attack: Deal 5 damage to all enemies.

Standard Pack: no

Expansion 1: Yes

Tiger Cub

Type: Animal

Tier:6

Strength:4

Health:3

Ability Level 1: The friend ahead repeats their ability in battle as if they were level 1.

Ability Level 2: The friend ahead repeats their ability in battle as if they were level 2.

Ability Level 3: The friend ahead repeats their ability in battle as if they were level 3.

Standard Pack: Yes

Expansion 1: Yes

Honey And Bee

Honey	Bee
Type:Food	Type:Token
Tier:1	Strength:1
Ability:Give an animal Honey Bee (summon a 1/1 Bee after fainting)	Health:1
	Ability level 1:No ability
	Ability level 2:No ability
	Ability level 3:No ability

Sleeping Pill

Type:Food

Tier:2

Ability:Make a friendly animal faint

Chocolate

Type:Food

Tier:5

Ability:Give an animal +1 Experience (and +1/+1)

Canned Food

Type:Food

Tier:4

Ability:Give all current and future shop animals +2/+1

Mushroom

Type:Food

Tier:6

Ability:Give an animal Extra Life (revive animal with 1/1)

Bluebird

Type: Animal

Tier:1

Strength:2

Health:1

Ability Level 1: End turn: Give left-most friend +1 Attack.

Ability Level 2: End turn: Give left-most friend +2 Attack.

Ability Level 3: End turn: Give left-most friend +3 Attack.

Standard Pack: No

Expansion 1: Yes

Fish

Type: Animal

Tier:1

Strength:2

Health:3

Ability Level 1: Level-up: Give all friends +1/+1.

Ability Level 2: Level-up: Give all friends +2/+2.

Ability Level 3: No effect.

Standard Pack: Yes

Expansion 1: Yes

Duck

Type: Animal

Tier:1

Strength:1

Health:2

Ability Level 1: Sell: Give shop animals +1 Health.

Ability Level 2: Sell: Give shop animals +2 Health.

Ability Level 3: Sell: Give shop animals +3 Health.

Standard Pack: Yes

Expansion 1: No

Ladybug

Type: Animal

Tier:1

Strength:1

Health:3

Ability Level 1: Buy food: gain +1/+1 until end of battle.

Ability Level 2: Buy food: gain +2/+2 until end of battle.



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Ladybug (cont)

Ability Level 3: Buy food: gain +3/+3 until end of battle.

Standard Pack: No

Expansion 1: Yes

Pig

Type: Animal

Tier:1

Strength:3

Health:1

Ability Level 1: Sell: Gain an extra 1 gold.

Ability Level 2: Sell: Gain an extra 2 gold.

Ability Level 3: Sell: Gain an extra 3 gold.

Standard Pack: Yes

Expansion 1: Yes

Crab

Type: Animal

Tier:2

Strength:3

Health:3

Ability Level 1: Buy: Copy Health from the most healthy friend.

Ability Level 2: Buy: Copy Health from the most healthy friend.

Ability Level 3: Buy: Copy Health from the most healthy friend.

Standard Pack: Yes

Expansion 1: No

Elephant

Type: Animal

Tier:2

Strength:3

Health:5

Ability Level 1: Before attack: Deal 1 damage to friend behind.

Ability Level 2: Before attack: Deal 1 damage to 2 friends behind.

Ability Level 3: Before attack: Deal 1 damage to 3 friends behind.

Standard Pack: Yes

Expansion 1: No

Peacock

Type: Animal

Tier:2

Strength:1

Health:5

Ability Level 1: Hurt: Gain +2 Attack.

Ability Level 2: Hurt: Gain +4 Attack.

Ability Level 3: Hurt: Gain +6 Attack.

Standard Pack: Yes

Expansion 1: Yes

Spider

Type: Animal

Tier:2

Strength:2

Health:2

Ability Level 1: Faint: Summon a level 1 tier 3 animal as a 2/2.

Ability Level 2: Faint: Summon a level 2 tier 3 animal as a 4/4.

Spider (cont)

Ability Level 3: Faint: Summon a level 3 tier 3 animal as a 6/6.

Standard Pack: Yes

Expansion 1: Yes

Tabby Cat

Type: Animal

Tier:2

Strength:5

Health:3

Ability Level 1: Eats shop food: Give friends +1 Attack until end of battle.

Ability Level 2: Eats shop food: Give friends +2 Attack until end of battle.

Ability Level 3: Eats shop food: Give friends +3 Attack until end of battle.

Standard Pack: No

Expansion 1: Yes

Blowfish

Type: Animal

Tier:3

Strength:3

Health:5

Ability Level 1: Hurt: Deal 2 damage to a random enemy.

Ability Level 2: Hurt: Deal 4 damage to a random enemy.

Ability Level 3: Hurt: Deal 6 damage to a random enemy.

Standard Pack: Yes

Expansion 1: Yes



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Hatching Chick

Type: Animal

Tier:3

Strength:1

Health:1

Ability Level 1: End turn: Give +5/+5 to friend ahead until end of battle.

Ability Level 2: End turn: Give +2/+2 to friend ahead.

Ability Level 3: Start of turn: Give +1 Experience to friend ahead.

Standard Pack: No

Expansion 1: Yes

Sheep And Ram

Sheep

Type: Animal

Tier:3

Strength:2

Health:2

Ability Level 1: Faint: Summon two 2/2 Rams.

Ability Level 2: Faint: Summon two 4/4 Rams.

Ability Level 3: Faint: Summon two 6/6 Rams.

Standard Pack: Yes

Expansion 1: Yes

Ram

Type: Token

Strength:2

Health:2

Ability Level 1: Summons as 2/2.

Ability Level 2: Summons as 4/4.

Ability Level 3: Summons as 6/6.

Ox (cont)

Ability Level 1: Friend ahead faints: Gain Melon Armor and +2 Attack.

Ability Level 2: Friend ahead faints: Gain Melon Armor and +4 Attack.

Ability Level 3: Friend ahead faints: Gain Melon Armor and +6 Attack.

Standard Pack: Yes

Expansion 1: No

Turtle

Type: Animal

Tier:3

Strength:1

Health:2

Ability Level 1: Faint: Give friend behind Melon Armor.

Ability Level 2: Faint: Give 2 friends behind Melon Armor.

Ability Level 3: Faint: Give 3 friends behind Melon Armor.

Standard Pack: Yes

Expansion 1: Yes

Deer and Bus

Deer

Type: Animal

Tier:4

Strength:1

Health:1

Ability Level 1: Summons as 5/5 with Splash Attack (attack second enemy for 5 damage).

Bus

Type: Token

Strength:1

Health:1

Deer and Bus (cont)

Ability Level 1: Faint: Summon a 5/5 Bus with Splash attack (attack second enemy for 5 damage).

Ability Level 2: Faint: Summon a 10/10 Bus with Splash attack (attack second enemy for 5 damage).

Ability Level 3: Faint: Summon a 15/15 Bus with Splash attack (attack second enemy for 5 damage).

Standard Pack: Yes

Expansion 1: Yes

Ability Level 2: Summons as 10/10 with Splash Attack (attack second enemy for 5 damage).

Ability Level 3: Summons as 15/15 with Splash Attack (attack second enemy for 5 damage).

Buffalo

Type: Animal

Tier:4

Strength:5

Health:5

Ability Level 1: Friend bought: Gain +1/+1.

Ability Level 2: Friend bought: Gain +2/+2.

Ability Level 3: Friend bought: Gain +3/+3.

Standard Pack: No

Expansion 1: Yes

Penguin

Type: Animal

Tier:4

Strength:1

Health:2

Ability Level 1: End turn: Give other level 2 and 3 friends +1/+1.



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Penguin (cont)

Ability Level 2: End turn: Give other level 2 and 3 friends +2/+2.

Ability Level 3: End turn: Give other level 2 and 3 friends +3/+3.

Standard Pack: Yes

Expansion 1: No

Squirrel

Type: Animal

Tier:4

Strength:2

Health:5

Ability Level 1: Start of turn: Discount shop food by 1 gold (only first two shop food get discount).

Ability Level 2: Start of turn: Discount shop food by 2 gold (only first two shop food get discount).

Ability Level 3: Start of turn: Discount shop food by 3 gold (only first two shop food get discount).

Standard Pack: Yes

Expansion 1: Yes

Parrot

Type: Animal

Tier:4

Strength:5

Health:3

Ability Level 1: End turn: Copy ability from pet ahead as level 1 until end of battle.

Ability Level 2: End turn: Copy ability from pet ahead as level 2 until end of battle.

Parrot (cont)

Ability Level 3: End turn: Copy ability from pet ahead as level 3 until end of battle.

Standard Pack: Yes

Expansion 1: No

Chicken

Type: Animal

Tier:5

Strength:1

Health:2

Ability Level 1: Buy tier 1 pet: Give current and future shop pets +1/+1.

Ability Level 2: Buy tier 1 pet: Give current and future shop pets +2/+2.

Ability Level 3: Buy tier 1 pet: Give current and future shop pets +3/+3.

Standard Pack: No

Expansion 1: Yes

Eagle

Type: Animal

Tier:5

Strength:3

Health:2

Ability Level 1: Faint: Summon one level 1 tier 6 pet.

Ability Level 2: Faint: Summon one level 2 tier 6 pet.

Ability Level 3: Faint: Summon one level 3 tier 6 pet.

Standard Pack: No

Expansion 1: Yes

Scorpion

Type: Animal

Tier:5

Strength:1

Health:1

Ability Level 1: No ability (has Peanut attack when summoned, any animal it attacks faints unless it has Melon Armor or Coconut Shield).

Ability Level 2: No ability (has Peanut attack when summoned, any animal it attacks faints unless it has Melon Armor or Coconut Shield).

Ability Level 3: No ability (has Peanut attack when summoned, any animal it attacks faints unless it has Melon Armor or Coconut Shield).

Standard Pack: Yes

Expansion 1: Yes

Turkey

Type: Animal

Tier:5

Strength:3

Health:4

Ability Level 1: Friend summoned: Give it +3/+3.

Ability Level 2: Friend summoned: Give it +6/+6.

Ability Level 3: Friend summoned: Give it +9/+9.

Standard Pack: Yes

Expansion 1: No

Dragon

Type: Animal

Tier:6

Strength:6

Health:8

Ability Level 1: Buy tier 1 pet: Give all friends +1/+1.



Dragon (cont)

Ability Level 2: Buy tier 1 pet: Give all friends +2/+2.

Ability Level 3: Buy tier 1 pet: Give all friends +3/+3.

Standard Pack: Yes

Expansion 1: Yes

Leopard

Type: Animal

Tier:6

Strength:10

Health:4

Ability Level 1: Start of battle: Deal 50% Attack damage to 1 random enemy.

Ability Level 2: Start of battle: Deal 50% Attack damage to 2 random enemies.

Ability Level 3: Start of battle: Deal 50% Attack damage to 3 random enemies.

Standard Pack: Yes

Expansion 1: Yes

Sauropod

Type: Animal

Tier:6

Strength:4

Health:12

Ability Level 1: Buy food: Gain 1 gold (works 3 times per turn).

Ability Level 2: Buy food: Gain 2 gold (works 3 times per turn).

Ability Level 3: Buy food: Gain 3 gold (works 3 times per turn).

Standard Pack: No

Expansion 1: Yes

Tyrannosaurus

Type: Animal

Tier:6

Strength:9

Health:4

Ability Level 1: End turn: If you have 3 or more gold, give friends and itself +2/+1.

Ability Level 2: End turn: If you have 3 or more gold, give friends and itself +4/+2.

Ability Level 3: End turn: If you have 3 or more gold, give friends and itself +6/+3.

Standard Pack: No

Expansion 1: Yes

Cupcake

Type:Food

Tier:2

Ability:Give an animal +3/+3 until end of battle

Pear

Type:Food

Tier:4

Ability:Give an animal +2/+2

Sushi

Type:Food

Tier:5

Ability:Give 3 random animals +1/+1

Garlic

Type:Food

Tier:3

Ability:Give an animal Garlic Armor

Pizza

Type:Food

Tier:6

Ability:Give 2 random animals +2/+2



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