

Animals			
Tier 1	Tier 2	Tier 3	Tier 4
-----	-----	-----	-----
Ant	Bat	Badger	Bison
Beaver	Crab	Blowfish	Buffalo
Beetle	Dodo	Camel	Deer
Bluebird	Dromedary	Catterpillar	Dolphin
Cricket	Elephant	Dog	Hippo
Duck	Flamingo	Giraffe	Llama
Fish	Hedgehog	Hatching Chick	Lobster
Ladybug	Peacock	Kangaroo	Microbe
Horse	Rat	Owl	Parrot
Mosquito	Shrimp	Ox	Penguin
Otter	Spider	Puppy	Rooster
Pig	Swan	Rabbit	Skunk
Sloth	Tabby Cat	Sheep	Squirrel
		Snail	Whale
		Tropical Fish	Worm

Animals (cont)	
Tier 5	Turtle Tier 6
Ant	Boar
Chicken	Cat
Type: Animal	
Cow	
Tier:1	Dragon
Crocodile	
Strength:2	Fly
Eagle	
Health:1	
Ability Level 1: Faint: Give a random friend	
+2/+1	
Monkey	Leopard
Ability Level 2: Faint: Give a random friend	
+4/+2.	Manmoth
Ability Level 3: Faint: Give a random friend	
+6/+3.	Octopus
Rhino	Sauropod
Scorpion	Snake
Standard Pack: Yes	
Seal	Tiger
Expansion 1: Yes	
Shark	
Tyrannosaurus	
Type: Animal	
Tier:1	
Strength:2	
Health:3	
Ability Level 1: Eat shop food: Give shop pets +1 Health.	
Ability Level 2: Eat shop food: Give shop pets +2 Health.	
Ability Level 3: Eat shop food: Give shop pets +3 Health.	
Standard Pack: No	
Expansion 1: Yes	

Horse
Type: Animal
Tier:1
Strength:2
Health:1
Ability Level 1: Friend summoned: Give it +1 Attack until end of battle.
Ability Level 2: Friend summoned: Give it +2 Attack until end of battle.
Ability Level 3: Friend summoned: Give it +3 Attack until end of battle.
Standard Pack: No
Expansion 1: Yes

Mosquito
Type: Animal
Tier:1
Strength:2
Health:2
Ability Level 1: Start of battle: Deal 1 damage to 1 random enemy.
Ability Level 2: Start of battle: Deal 1 damage to 2 random enemies.
Ability Level 3: Start of battle: Deal 1 damage to 3 random enemies.
Standard Pack: Yes
Expansion 1: Yes

Sloth
Type: Animal
Tier:1
Strength:1
Health:2
Ability Level 1: Has no special ability. Is kind of lame combat-wise. But he truly believes in you!



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### 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)



By Ayden (Ayden123plat)

[cheatography.com/ayden123plat/](https://cheatography.com/ayden123plat/)

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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%.



By Ayden (Ayden123plat)

[cheatography.com/ayden123plat/](https://cheatography.com/ayden123plat/)

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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



By **Ayden** (Ayden123plat)

[cheatography.com/ayden123plat/](https://cheatography.com/ayden123plat/)

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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	



By Ayden (Ayden123plat)

[cheatography.com/ayden123plat/](https://cheatography.com/ayden123plat/)

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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



By Ayden (Ayden123plat)

[cheatography.com/ayden123plat/](https://cheatography.com/ayden123plat/)

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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

Type:Food

Tier:1

Ability:Give an animal Honey Bee (summon a 1/1 Bee after fainting)

#### Bee

Type:Token

Strength:1

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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[cheatography.com/ayden123plat/](https://cheatography.com/ayden123plat/)

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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



By **Ayden** (Ayden123plat)

[cheatography.com/ayden123plat/](https://cheatography.com/ayden123plat/)

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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

Type: Animal

Tier:3

Strength:1

Health:4

### 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

### 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.



By Ayden (Ayden123plat)

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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



By Ayden (Ayden123plat)

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