

Quick Tips (use along with the original instructions)

Spots (1-4 players)

Setup (for 2 or more players. See Instructions pg. 18 for solo play):

- Place **6 trick tiles face-up** in the middle of the play area. For your first game, use *Howl, Walk, Run, Roll Over, Fetch, and Beg*. Put the rest back in the box. (See Instructions pg. 17 for how to play with different trick cards in future games).
- **Shuffle the dog cards** and **deal 2 cards to each player**, gray side up. Place the rest in the middle, gray side up. Place all **dice** and **treats (orange bones)** in the middle.
- Give each player **1 yard, 1 treat, and 1 die**. Whoever rolls highest goes first.

How to Play:

- On your turn, you can choose to do 1 of 2 actions:
 - 1. Do a trick:**
 - Choose a face-up **trick tile**. Flip it over and follow steps written on the tile.
 - Roll dice from the common pile (unless the tile says otherwise).
 - Place dice on **matching spaces** on any of your dogs. If you can't (or don't want to) place dice, **bury them** by placing them on your **yard tile**.
 - If you have **more than 7 spots buried in your yard, you bust!** Your turn ends even if you haven't finished your trick. **Discard ALL dice on all your (unscored) dogs and in your yard.**
 - Before placing dice, you can **spend a treat to reroll ALL dice** from your most recent roll. You can do this multiple times if you have enough treats.
 - When only 1 trick tile is left face-up, **place a treat on it**. The next player to choose this trick gets the treat. Turn the other 5 trick tiles back to face-up.
 - 2. Score your dog(s):**
 - **Discard all dice on your completed dog(s)** and flip them over. Draw new dog cards to replace them.
 - You can't have more than 6 dog cards in total (scored and unscored).
 - When you decide to score, you must score **all completed dog cards**.
 - If you complete **all** your dogs while doing a trick, **score them instantly!** If you score during the middle of a trick, finish the trick.

Game End:

- The game ends when a player scores their **6th dog card**. This player wins!