

## Game Play and Rules

### 1. Setup

- a. Place the cheat sheet in the center of the table
- b. Separate the 5 pugs numbered 1-5 from the deck and put them by the cheat sheet face down.
- c. Return the non-pug cards with a value greater than 1 more than the number of players to the box.
  - For 2 players, remove cards numbered 4-8, for 3 players remove cards numbered 5-8, etc.
- d. Choose a dealer and shuffle all of the remaining non-pug cards.
- e. Give each player 3 clue tokens.
- f. Deal out 5 cards face down to each player.
- g. Remaining cards are put in the center of the table and shuffled with the stack of 5 pug cards. This forms the dead hand.
- h. Each player picks up their hand so that the cards are facing outwards, careful to make sure they don't see what is in their own hand.

### 2. Phase 1 - Clues

- a. Starting with the first player and proceeding clockwise players take turns giving another player who has at least one clue token one of three clues
  - **The breed of doggos**
    - All cards of the same breed must be pointed out, and can only be used if there are at least two cards of the given breed
  - **The number of doggos**
    - All cards of the same number must be pointed out, and can only be used if there are at least two cards of the given number
  - **The exact breed and number of a single card**
    - A single card is pointed out and the player is informed of both the breed and number of that card
- b. Once a player has been given a clue, they may rearrange their hand in order to help them remember what they've been told, and then one of their clue tokens is returned to a pile in the center of the table. If all three clue tokens are returned, that player can no longer receive clues.
- c. Players may be asked what they know about their hand, and must respond as truthfully as possible what clues they have been given.
  - They cannot be given a clue which matches a clue they were already given.
  - If they happen to remember wrong, a player may give them a corrected clue if so chosen, or even a clue that contradicts or confuses their beliefs of their cards, as long as the clue is truthfully given.

### 3. Phase 2 - Trading with the dead hand

- a. Once all players have been given their 3 clues, players take turns optionally deciding whether to trade a card with the dead hand
  - Starting with the first player and proceeding clockwise, each player either passes or shuffles one card into the dead hand and draws a new card to replace it.
  - The new card is kept face down until all players have either passed or traded with the dead hand, after which the card is added to the players' hands.

### 4. Phase 3 - Betting

- a. Once all players have either traded with the dead hand or passed, players take turns betting how many packs they're going to walk.
  - Starting with the first player and proceeding clockwise, each player takes a number of tokens equal to the number of packs they think they will be able to walk
  - Players cannot make a bet of 0.

### 5. Phase 4 - Building and Taking Walking Packs

- a. Once all players have made their bets, players take turns playing cards into a pack.
  - Start with the first player and proceeding clockwise a card is placed face up in the center of the table.
  - Players use the knowledge given to them by clues, as well as what cards are visible in other players' hands, to decide which card to play
- b. Whoever played the highest rank card takes all the face up cards and places them into a face down pile in front of them.
  - Each pack should be kept in a separate pile.
  - Breed supersedes number, and is based on breed size
    - Great Danes > Labradors > Shiba Inus > Beagles > Corgis > Pugs
    - An 8 Great Dane is greater than a 7 Great Dane, which is greater than an 8 Labrador, which is greater than a 7 Labrador, and so forth
- c. The player who won the last pack then picks a card to play to start a new pack.

### 6. Phase 5 - Scoring

- a. When all cards have been played, the scores are tallied.
  - If a player exceeds the number of packs that they bet, they get one point for each pack above their bet.
  - If a player exactly meets the number of packs that they bet, they get no points.
  - If a player does not meet their bet, they lose one point for each pack they failed to walk.
- b. Players who have a negative score at the end of the game are fired
- c. The winner is the player with the least number of points that has not been fired
- d. In the case of a tie, players count the total numbers of the dogs they walked, and the player who walked the least number of dogs is the winner.

### 7. For a longer game

- a. Play over multiple rounds, with each player dealing once.
- b. Keep track of score between rounds.
  - Players with a negative score that would normally be fired, instead have a chance to bring their scores into the positives through future rounds.
  - In addition keep track of the total number of dogs walked
- c. After each round has been played, if a player still has a negative score, they are fired
- d. The winner is the player with the least number of points that has not been fired.
- e. In the case of a tie, the player who walked the least number of dogs is the winner