

How to Play with Pups: A Guide

Good Puppies - Rules v1.0

Goal

It's time for a pupper party! Invite pup friends from the Dog Park to your Yard, where they'll perform Tricks, dig holes and bury bones! Bones are worth points at the end of the game. If you have the most, you're the best at Pups. (You want that!)

Contents

100 Pup Cards

5 Reference Cards

Setup



Give each player a Reference Card.



Shuffle all 100 pup cards together.



Based on the number of players (see below), set some cards aside in the box.



Deal a starting hand of 3 cards to each player.

PLAYERS	CARDS IN DECK	CARDS IN BOX
2	45	55
3	60	40
4	75	25
5	90	10

Table Layout

Dog Park (Center of Table)



Deck

Available Pups
New Pups arrive each round!

Yard (Player Area)



Buried Bones
Face-down

Pup Cards
In groups, by breed



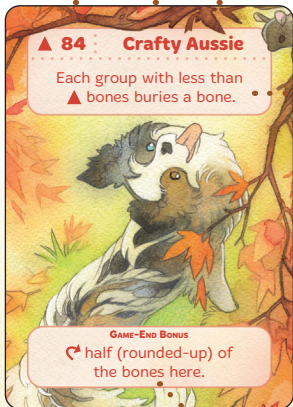
Reference Card

Pup Cards

Number & Name

Each pup card has a unique number from 00-99.
The tens digit is its Breed, the ones digit is its Trick.

Example: 80-89 are Aussies. 04, 14, 24, etc are Crafty



Trick

Each pup has a special Trick it performs after it's played. Most Tricks have a symbol, like the ▲ here, meaning the number of pups in its group.

Tricks get better with friends around to help!

Example:

If you had 4 Aussies in play, then this Trick would become: "Each group with less than 4 bones buries a bone."

Game-End Bonus

Each group has a unique rule that upgrades its buried bones at the end of the game, increasing their value!

Gameplay

Good Puppies is played over a series of rounds. Each round is split up into five steps. Game Round and Player Turn steps are summarized on each Reference Card.



Fill the Dog Park: Reveal one card per player, plus one extra card (ex: 3 players, 4 cards) from the deck, and place them all face-up in an area called the Dog Park.



Choose a Pupper: Each player picks one of the three cards in their hand, and places it face-down on their Reference Card.



Reveal Puppies: Each player flips over the card they chose to play, leaving it face-up on their Reference card.



Player Turns: Every pup card has a number from 0 to 99. In order from highest to lowest, each player takes their turn (see next page).





Extra Pup: The last player to take a turn (whomever played the lowest # card) takes the remaining pup from the Dog Park and adds it to their Yard, but does not perform its Trick.

Once all players have taken a turn, a new round begins.

Player Turn

During each round, every player will take one turn. A player's turn is split up into three steps.



Add Pup to Yard: Place your new pup face-up in your Yard. If you've already got pups of that breed, add it to their group.



Use Trick: Each pup has a special **Trick** that it performs when you play it. Tricks will let you bury, move, and upgrade bones.

Tricks are described in detail on the next pages.



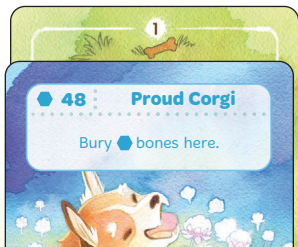
Draw Pup: Choose one of the pups in the Dog Park and add it to your hand.



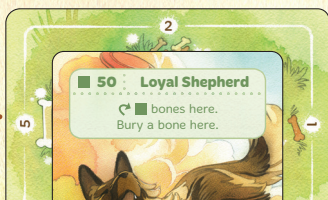
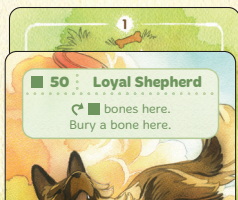
Tricks

All these puppies have Tricks they want to perform to impress you! Tricks always only affect your own groups.

Bury a Bone: To bury a bone, take the top card of the deck and tuck it under the pup's group, with the value 1 side showing.



Upgrade a Bone (↻): To upgrade a bone, rotate it 90 degrees clockwise. An upgraded 1 becomes a 2, a 2 becomes a 5, and a 5 becomes a 10.



Move a Bone: Some Tricks allow you to move one or more bones between your groups. If you move a bone, preserve its value (a 5 stays a 5, for example).

Draw Pups: Playful (07, 17, 27, etc) pups let you draw and play pups, ignoring their Tricks. Draw and play the specified number of pups into your Yard, adding them to groups as appropriate.

Tricks are Optional: You can always choose to ignore a Trick or only perform part of its effect.

Symbols Become Numbers: Most Tricks' text includes a colored symbol matching the pup's breed. When you read it, replace that symbol with the number of pups in that group, including the new pup.



Example:

After playing the Proud Pit Bull, ★ = 3 because there are 3 pups in the group.

The Trick becomes “Bury 3 bones here.”

Game End

If there are not enough cards in the deck to complete step 1 of a round (ex: 3 cards in deck, in a 4-player game), do not put any cards into the Dog Park. Instead, this round will be the **Final Round**.

The rest of the Final Round proceeds as normal, except that players skip the Draw Pup part of their turn.

After the Final Round, each group gains its **End-Game Bonus** once. These bonuses will allow you to upgrade bones based on certain conditions.

After applying all your bonuses, count up the value of all your groups' bones. Highest total wins! In case of a tie, the player who can bark the best is the winner.

Empty Deck: During the Final Round (and sometimes during the round before it), the deck may not have enough cards to complete a Trick.

If performing a Trick requires cards (buried bones or drawing pups) and there are no cards in the deck, take cards from those set aside during Setup. If there are no cards remaining there, you must ignore the remainder of the Trick. **Plan accordingly!**



End-Game Bonuses

Over the course of the game, your pup groups will have buried bones, and even upgraded some of them. Each breed has its own unique bonus that it applies at the end of the game. If you cleverly build your Yard, these bonuses will increase your score dramatically!

Each End-Game Bonus is only applied **once**, regardless of how many pups you have in the group.

If a Special Doggo is the last card played in a group, move it to the back so you can read the End-Game Bonus for that group. Special Doggos count as pups of their group's breed for bonuses.

Some bonuses will allow you to upgrade a bone multiple times (ex: ↻↻ a bone here). If this would cause you to upgrade beyond 10, stop at 10.

A group's bonus can only affect each bone at that group one time.

Example: The Huskies' bonus says "For each Aussie you have, ↻↻ a bone here." If you have five Aussies, and your group of Huskies have two bones, ↻↻ each of those two bones and then stop.



Special Doggos

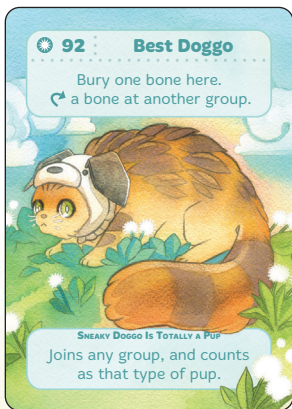
Cards 90-99, which you will notice are definitely pups and not at all meows in disguise, have special rules.

When you play a Special Doggo, you can choose any group in your Yard to add it to. For the rest of the game, it counts as a pup of that type!

This applies both to Tricks and to End-Game Bonuses.

Playing a Doggo First: If you play a Special Doggo before you have any groups in play, it starts its own group (additional Doggos played will also join that group). The first non-Doggo pup you play must be added to that group.

Special Doggo Tricks: Special Doggos have their own Tricks, and their names are not the same as their pup counterparts. For example, the Best Doggo (card 92) above is not “Brave” like 82, 72, 62, etc.



Optional Rules

Extended Game: If you'd like a longer 2-4 player game, pretend you have one extra player during setup (ex: 60 cards for a 2-player game). If you'd like a longer 5-player game, bark lots between turns.

2-Player Strategic Adventure: Deal five cards instead of three to each player during setup, and five cards instead of three into the Dog Park at the start of each round.

Each player will choose two pups instead of one to play each round. Once all four pups are revealed, the players will take four total turns (two each), based on the order of the pups they chose.

This mode can be combined with the Extended Game described above.



FAQ

Q: Can I upgrade a bone that's already a 10?

A: Nope! If any Trick or End-Game Bonus would upgrade a bone beyond 10, upgrade it to 10 instead.

Q: Do Special Doggos have End-Game Bonuses?

A: No. If the game ends and you have a group with a Special Doggo on top, move it to the back of the group so you can read the correct Bonus. It still counts as that type of pup for End-Game Bonuses though!

Q: Can I do multiple parts of a Trick in any order?

A: No, you must do them in the order that they're written on the card.

For more information, visit us at **AsmadiGames.com**, or check the **BoardGameGeek** Forums for **Good Puppies**.

Credits:

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