

END OF THE GAME

The game ends once a player has 4 Bone Tokens. They can be proud of themself, their dog is going to have lots of tasty treats!

YOUNGER PLAYER VARIATION

Only use 3 or 4 leads at a time.

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NTRODUCTION

It's time to walk your darling little doggy in the park. Lots of other owners have had the same idea, however! Oh no! A rabbit passes by and all the dogs are go into a frenzy and run after it. Your dog escapes, all the leads get tangled – now who's going to sort out this mess?

GAME CONTENTS

- · 6 dogs with their leads
- 19 Bone Tokens

OBJECT OF THE GAME

Find your dog before the other players to win a Bone Token. When a player wins 4 Bone Tokens, they win the game.

SET UP

- Leave the tokens in the box. They will be given out when dogs are found and to keep score of points later.
- Each player then take one Bone Token in front of them.

The youngest player starts and gameplay moves clockwise.

HOW TO PLAY?

On their turn, players must carry out the following actions in the order shown:

- 1. Pick up the 6 dog leads in one hand as shown on the picture on the right
- 2. Say a colour of dog out loud (Yellow, Blue, Red, Green, Pink or Purple)
- 3. Drop the leads on the table.

All the players must simultaneously try to find the ball at the end of the lead of the dog whose colour was just said aloud, without touching the leads, dogs or balls. Once a player thinks they have found the right one, they pull on the ball. The other players then verify if:

• It's the right lead, in which case the player wins a Bone Token.

 It's not the right lead, in which case the player loses a Bone Token. This token goes back in the game box. (If the player has no tokens, they lose nothing). The turn ends, a new turn begins.

