

DOGPILE



"I'd rather play Smash"
- Uche

"So ~~shit~~, it's good"
- Bradley

RULES AND INSTRUCTIONS BOOKLET

DOGPILE

OBJECTIVE:

The objective of the game is to dig underground. Find bones and achieve **victory** by any barks possible. Each bone is worth a certain amount of points. The game lasts 3 rounds.

SETUP:

1. Take the deck of bones (cards), shuffle, and spread them face-down on the table in any manner. That is everyone's dogpile, and it must be left untouched until play happens.
2. Set up the timer for:
 - a) 1st round – 30 seconds
 - b) 2nd round – 20 seconds
 - c) 3rd round – 10 seconds

Before play, dogs (players) must put their paws (hands) up to head level. (Arrow)

3. Once the dogs are ready, start the timer and begin play.

RULES of PLAY:

At any time during the round, a dog can:

- a) **DIG** – Turn over any bone from the dogpile, only the dogpile. Put it back in any spot on the pile (face-up or face-down) or keep it in one of their paws.
- b) **BURY** – Return a bone from their paws back to the pile in any spot (face-up or face-down). There can be a maximum of 3 bones in total between both their paws. If you have 3 bones, bury one before digging another
- c) Once the timer hits 0, the round ends and a dog must:
 1. Stop digging and burying
 2. Show their pawed bones to everyone.
 3. Count their loot (score) using the bones' **values** + any accomplished **feats**.
- d) Once everyone's loot is known, every dog puts their loot aside for safekeeping, away from the dogpile.
- e) **SNIFF** – The dog with the lowest amount of points in a round may pick up and look at any 3 bones from the dogpile. Pass these to the dog to the left, who shuffles them and puts them back separately face-down to the dogpile in any spot. Tie – each dog in the tie **SNIFFS** the dogpile.



VICTORY:

After 3 rounds, the game ends and the total loot of each dog is counted.

A dog can achieve victory in 2 ways (ties are allowed):

1. BLACKJAW = Have a full loot (9 bones) and achieve under 21 points in total for the whole game. The LOWEST total wins.
2. FULLHOUND = If no dog has achieved the first condition, the dog with the HIGHEST total wins.

BONE VALUES:

The number on each numbered bone represents the bone's worth.

Non-numbered bones:

J = 11 points

Joker = 0 points

Q = 12 points

A = 1 point

K = 13 points

DOG FEATS:

Achieving any of these amazing dog feats grants bonus points at the end of each round.

- a) 10 points = 3 of a collar (e.g. 3-3-3; K-K-K)
- b) 15 points = Straight fetch (e.g. hearts A-2-3; spades J-Q-K)
- c) 50 points = Boneathon (have at least 3 As or 3 2s in TOTAL loot):
 - A boneathon cannot be achieved through a '3 of a collar'. The boneathon is instead counted as the latter and will only give 13 or 16 points respectively (1+1+1+10: 2+2:2+10). A further loot of an A or a 2 in the following round does not grant a boneathon.
 - There are only two boneathons a game (A and Z). It is possible for a dog to achieve both and gain 100 bonus points.



THREE OF A KIND



= 10 PTS
ROUND ONLY

ACES



TWOS



OR

= 50 PTS
TOTAL ONLY

STRAIGHTS



= 15 PTS
ROUND ONLY



21 PTS

BLACKJAW

= WIN



ROUND *1 = 30 SECONDS

ROUND *2 = 20 SECONDS

ROUND *3 = 10 SECONDS