

Deck of cards  
Timer  
Table

# DOGPILE

4-6 players  
3+ age

## OBJECTIVE:

The objective of the game is to dig through the pile of bones underground and achieve victory by any means 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 unless play happens.
2. Set up the timer for:
  - a. 1<sup>st</sup> round – 30 seconds
  - b. 2<sup>nd</sup> round – 20 seconds
  - c. 3<sup>rd</sup> round – 10 seconds

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

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



## RULES of PLAY:

At any time of the round a dog can

DO NOT  
HURT DOGS

- a) DIG – A dog can turn over any bone from the dogpile, only the dogpile, and decide to put it back in any spot on the pile (face-up or face-down) or keep it in one of their paws.
- b) BURY – A dog can return a bone from their paws back to the pile in any spot (face-up or face-down). A dog can only hold up to 3 bones in total between their paws. If you have 3 bones, you must bury one before digging another.
- c) Once the timer hits 0, the round ends:
  - a. Dogs must stop digging and burying.
  - b. Dogs must show their pawed bones to everyone.
  - c. Dogs count their loot(score) using the bone's value + 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 loot may pick up and look at any 3 bones from the dogpile. These cards are then given to the dog to the left, who shuffles them and puts them back separately face-down to the dogpile in any spot. In case of a 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 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 1, 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

Q = 12 points

K = 13 points

Joker = 0 points

A = 1 point

## DOG FEATS:

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

10 points = 3 of a collar (e.g. 3-3-3; K-K-K)

15 points = Straight fetch (e.g. hearts A-2-3; spades J-Q-K)

50 points = Boneathon (have at least either 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 2). It is possible for a dog to achieve both and gain 100 bonus points.