

Spots Rules Summary (v1)

Setup (2-4 players):

- Set out 6 trick tiles, faceup on the table.
For your first game include:
 - Howl (always include this tile)
 - Roll Over (always include this tile)
 - PLUS 1 of each color** - suggestions for 1st game:
 - Walk (gold)
 - Run (lavender)
 - Fetch (blue)
 - Beg (green)
- Shuffle dog cards into a stack on the table.
- Place dice and **treats** (small red bones) on the table
- Give each player:
 - Yard tile
 - 1 **treat**
 - 1 die - they roll it then bury it on their Yard tile
 - 2 random dog cards (gray side up)
- Player with highest buried die is the "starting player"
 - Tie? Tied players reroll their die into their Yard tile.
 - Any players now tied? Reroll until there is a highest.

Game Play (clockwise from "starting player"):

Each player performs ONE of these TWO actions:

- Do a Trick (on an available trick tile)... or...
- Score Your Dogs

(1) Do a Trick:

- Select one of the available (face up) Trick tiles.
 - Take any **treats** that are on the card.
 - If only 1 is available, first place a **treat** on it and then flip the other 5 Trick tiles back to available.
 - Flip the selected Trick tile over (gray side up).
- Follow all the steps listed on the Tricks tile.
 - Each step is mandatory unless it says you "**may**" do it.
 - If you can't do a step, skip that step.
 - Sometimes a step will allow you to repeat it.
 - Some Tricks have you roll dice (from the common pool unless the trick states otherwise).
 - Typically, you must place or bury each die rolled.
 - Some tricks may have special rules for this.
 - Before placing or burying dice you may spend 1 of your **treats** to reroll ALL the dice.
 - Try to place each die rolled on a dog card.
 - If not possible you must bury it on the yard tile.
 - If ever the total number of spots on dice on the yard tile are 8 or more you **BUST**:
 - You may spend a **treat** to prevent BUSTing by rerolling all the dice from that Trick step.
 - Your turn ends immediately.
 - Discard **all** dice on your dog cards & Yard tile.

(2) Score Your Dogs:

Score your dogs in one of two ways:

- Slow and Steady**
- Fast and Risky**

Slow and Steady:

- Instead of doing a trick, score each of your dog cards that are completed (all die spots are filled).
 - Flip over the dog card to the blue "completed" side.
- Draw a new dog card for each dog that was scored.
 - Up to the maximum limit of 6 dog cards (including completed dog cards).

Fast and Risky:

- Simply do a trick... and if you can complete ALL your dog cards, they all score!
 - Unless you **BUST** at the same time as scoring all your dog cards. Then you **BUST** and do NOT score them!
 - Draw a new dog card for each dog that was scored.
 - Up to the maximum limit of 6 dog cards.
 - If you score all your dog cards while performing the first step on the Trick Tile, you keep going after drawing new dog cards!
 - Likewise during a "repeat" step of a Trick Tile.

Game End:

First player to score 6 dogs wins.

Notes:

If the dice pool ever runs out (down to zero dice), ALL players immediately BUST. Then continue the game.

Recommended Trick Tile Sets (with Howl & Roll Over):

- Walk, Run, Fetch, Beg** (Adoption Event)
- Dig, Chase, Guard, Chew** (Dog Park)
- Trot, Bolt, Fetch, Gobble** (Agility Course)
- Retrieve, Sprint, Hunt, Stay** (Hunting Grounds)
- Track, Dogpile, Search, Beg** (Kennel Club)
- Retrieve, Bolt, Scavenge, Play Dead** (Puppy Pen)

Solo Mode:

You play against dOg who starts with 1 **treat**, no yard, no dog cards. Number the six Trick Tiles (1,2,3 / 4,5,6) You go first and play as usual. On dOg's turn:

- If only 1 available Trick Tile, flip them all face up.
- Roll a die to select a Trick Tile (based on how you number them).
- If it is face up, dOg takes any treats on it and flips it over (gray side up).
- If it is face down, dOg scores the top dog card.
- If dOg has 2 **treats**, spend them and score top dog card.
- Winner is first to score 6 dog cards.