

# PRINT AND PLAY



## GAME CONTENTS

HEROES	X12	SOCKS	X3	RUG	X4
BADGER	X4	TOY	X9	LICK 1	X4
STRANGER	X5	MEEP	X9	LICK 2	X3
VACUUM	X6	KIBBLE	X7	LICK 3	X2
DASH	X15	WATER	X7	LICK 4	X1
UNDIES	X3	POO	X12		
BRA	X3	FLOOR	X5	TOTAL	114

## PICK AND PASS

SHUFFLE THE GAME DECK AND DEAL ELEVEN CARDS TO EACH PLAYER. PLACE THE REMAINING CARDS IN A STACK AT THE CENTER OF THE TABLE AS THE DRAW PILE.

FROM YOUR HAND, SELECT A CARD TO PLAY. PLACE THIS CARD FACE-DOWN ON THE TABLE TO START. AFTER EACH PLAYER HAS SELECTED A CARD TO PLAY, ALL PLAYERS FLIP THEIR CARDS FACE-UP TO SHOW THE OTHERS THEIR CHOICES.

PASS THE REMAINING CARDS IN YOUR HAND TO THE LEFT. PICK AND PASS AS DESCRIBED ABOVE UNTIL ALL CARDS ARE PLAYED FACE-UP ON THE TABLE.

## TRADE AND TALLY

AT THE END OF EACH ROUND, STARTING WITH PLAYER ONE, ALL PLAYERS ARE GIVEN THE OPPORTUNITY TO TRADE ANY UNDESIRABLE CARDS. DISCARD THEM, AND DRAW THE SAME NUMBER OF NEW CARDS FROM THE DRAW PILE.

TALLY UP YOUR POINTS BY MAKING COMBOS WITH ALL OF YOUR FACE-UP CARDS, YOUR HERO STARTING ITEM, AND YOUR HERO ABILITY.

THE GAME ENDS WHEN YOU'VE PLAYED ENOUGH ROUNDS TO REACH OR EXCEED A SCORE OF 100 POINTS. THE PLAYER WITH THE HIGHEST FINAL SCORE WINS THE GAME. IN THE EVENT OF A TIE, THE PLAYER WITH THE HIGHEST NUMBER OF DASH CARDS IN PLAY AT THE END OF THE FINAL ROUND WINS THE GAME. IF THE TIE REMAINS, YOU'RE BOTH AWESOME.

NEED TO PLAY MORE ROUNDS? THE LOWEST SCORING PLAYER AFTER THE TRADE AND TALLY IS PLAYER ONE FOR THE NEXT ROUND.

## OBJECTIVE

REACH OR EXCEED A SCORE OF 100 POINTS BY DRAFTING AND COMBINING CARDS. THE PLAYER WITH THE HIGHEST FINAL SCORE WINS AND BECOMES LEADER OF THE PACK!

## REGULAR GAME SET-UP

DETERMINE PLAYER ONE: STARTING WITH THE YOUNGEST PLAYER, DRAW CARDS FROM THE SHUFFLED DECK. THE FIRST PERSON TO DRAW A POO CARD (MOVING CLOCK-WISE) IS PLAYER ONE.

PLAYER ONE DEALS TWO HERO CARDS TO EACH PLAYER. EACH PLAYER PICKS ONE OF THE TWO HERO CARDS AND DISCARDS THE OTHER. THE HERO YOU SELECT WILL BE YOURS FOR AS MANY ROUNDS AS IT TAKES TO WIN THE GAME, SO CHOOSE WISELY. PLACE YOUR HERO FACE-UP ON THE TABLE. NOW IT'S TIME TO PLAY...

NOTE: PLAYER ONE IS THE FIRST TO EXCHANGE A TOY (DURING PICK AND PASS GAMEPLAY) AND THE FIRST TO TRADE AND COUNT DURING THE TRADE AND TALLY PHASE AT THE END OF EACH ROUND.

## HOW TO SCORE CONDENSED VERSION

USE A PERSONALIZED STRATEGY TO MAKE KILLER COMBINATIONS! WITH OVER TWENTY DIFFERENT COMBOS, HOW YOU PLAY IS UP TO YOU. THERE CAN ONLY BE ONE WIENER, SO CHECK OUT THESE DIFFERENT SCORING OPTIONS.

	IMMEDIATELY EXCHANGE TOY FOR TWO CARDS FROM THE TOP OF THE DRAW PILE	
	LICK ATTACK 1 LICK ATTACK 2 LICK ATTACK 3 LICK ATTACK 4	1PT 2PTS 3PTS 4PTS
	1 WATER 1 KIBBLE WATER + KIBBLE	1PT 1PT 5PTS
	1 SKIVVIES OF ANY TYPE 2 DIFFERENT SKIVVIES COLLECT ALL 3 SKIVVIES	1PT 5PTS 12PTS
	1 POO + FLOOR 2 POOS + FLOOR 3 POOS + FLOOR	2PTS 4PTS 6PTS
	1 POO + RUG 2 POOS + RUG 3 POOS + RUG	3PTS 6PTS 9PTS
	1 VACUUM + 1 DASH 1 VACUUM + 1 DASH + 1 MEEP UNDEFEATED	5PTS 7PTS -1PT
	1 STRANGER + 2 DASH 1 STRANGER + 2 DASH + 1 MEEP UNDEFEATED	8PTS 12PTS -2PTS
	1 BADGER + 3 DASH 1 BADGER + 3 DASH + 1 MEEP UNDEFEATED	12PTS 18PTS -3PTS
	UNPAIRED   UNRESCUED MEEP	-1PT

## ABOUT YOUR HEROES

EACH HERO COMES EQUIPPED WITH A STARTING ITEM AS WELL AS A SPECIAL ABILITY.

AT THE END OF THE ROUND, USE YOUR STARTING ITEM AND SPECIAL ABILITY DURING THE TALLY PHASE TO ASSERT DOMINANCE OVER YOUR RIVALS.

## READING HERO CARDS

YOUR HERO'S NAME

THEIR ABILITY NAME

YOUR HERO HAS THIS AS A STARTING ITEM.

YOUR HERO'S ABILITY CAN HELP YOU SCORE BONUS POINTS OR ALLOW YOU TO BREAK THE RULES.



## TEAM PLAY OPTION

CREATE TWO EQUAL TEAMS FROM YOUR GROUP. SIT IN ALTERNATING PLACES WITH THE OPPOSING TEAM. GAME PLAY PROCEEDS AS USUAL.

BEFORE THE TRADE AND TALLY, THERE IS A FREE SWAP BETWEEN ALL TEAM MEMBERS. YOU CAN RE-ARRANGE YOUR CARDS FREELY AMONG ALL MEMBERS OF THE TEAM AS LONG AS EACH PLAYER HAS AT LEAST 11 CARDS AFTER THE SWAP. THEN ALL PLAYERS PROCEED TO THE TRADE AND TALLY AS DESCRIBED ON PAGE 2.

THE GAME ENDS WHEN YOU'VE PLAYED ENOUGH ROUNDS TO REACH OR EXCEED A TEAM SCORE OF 300 POINTS. THE TEAM WITH THE HIGHEST FINAL SCORE WINS!

**PRINTING INSTRUCTIONS** - PRINT ONE OF EACH PAGE IN THE DOCUMENT. THERE ARE TWO PAGES OF HEROES AND ELEVEN PAGES OF COMBO CARDS. WE HAVE MADE THE HERO CARDS SLIGHTLY LARGER SO YOU CAN EASILY SEPARATE THEM FROM THE COMBO CARDS. PRINT DURIBLE CARD STOCK FOR BEST RESULTS AND CUT THE CARDS ALONG THE LIGHT GREY LINES. IF YOU LIKE THE GAME SHARE IT WITH FRIENDS AND PURCHASE A FULL QUALITY VERSION ON DOXIEDASH.COM!

# HERO CARDS 1



**CRICKET**  
WILD'N OUT



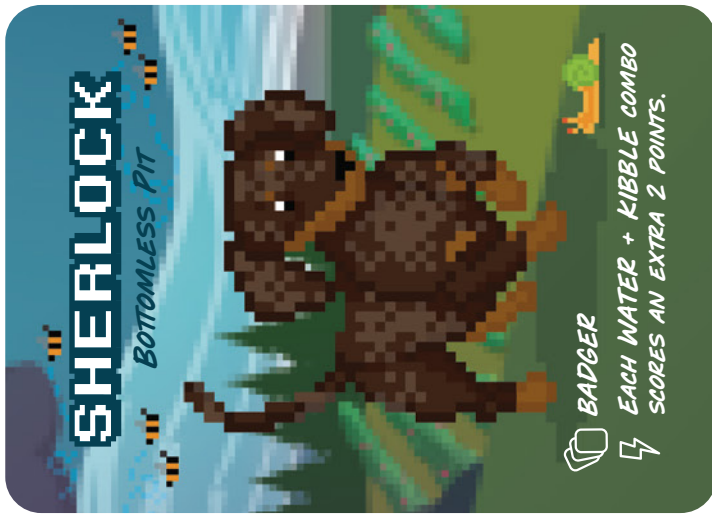
**RUG**  
EACH UNUSED DASH SCORES 2 POINTS AFTER TRADE AND TALLY.




**KIKI**  
SPICY BOI



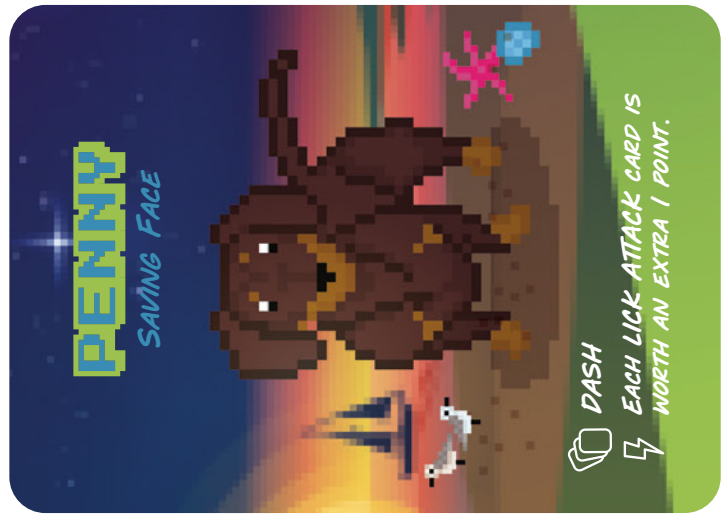
**LICK ATTACK 2**  
EACH KIBBLE CARD IS WORTH 1 EXTRA POINT.




**SHERLOCK**  
BOTTOMLESS PIT



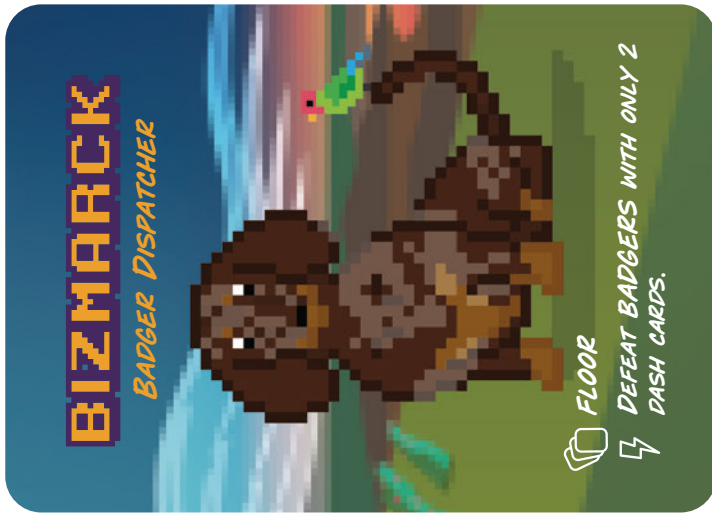
**BADGER**  
EACH WATER + KIBBLE COMBO SCORES AN EXTRA 2 POINTS.



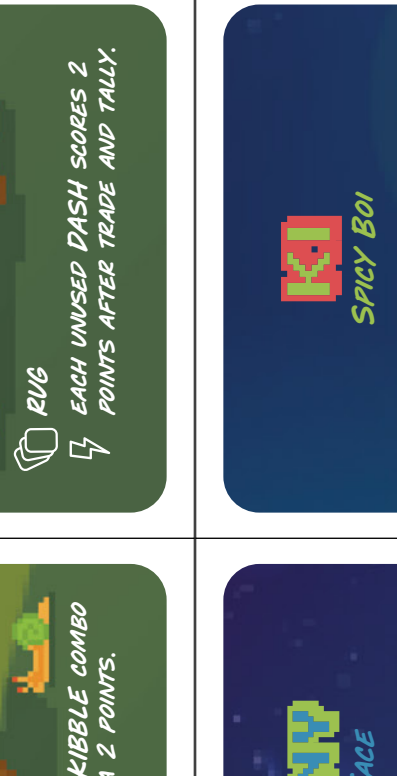
**PENNY**  
SAVING FACE



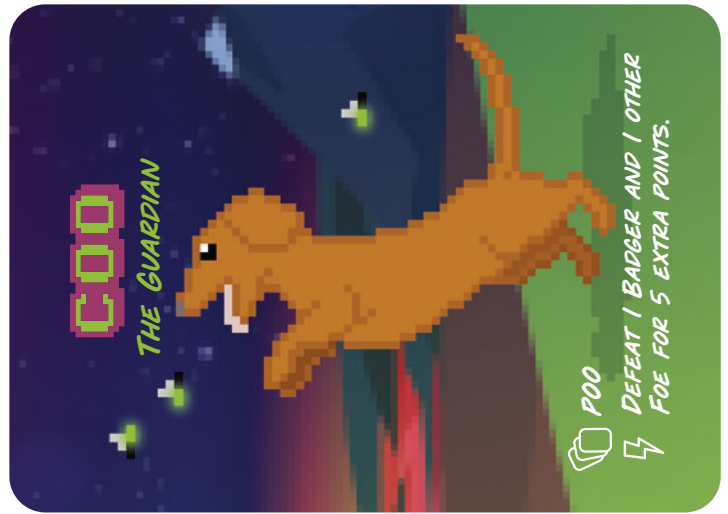
**DASH**  
EACH LICK ATTACK CARD IS WORTH AN EXTRA 1 POINT.




**BIZMARCK**  
BADGER DISPATCHER



**FLOOR**  
DEFEAT BADGERS WITH ONLY 2 DASH CARDS.



**COO**  
THE GUARDIAN



**POO**  
DEFEAT 1 BADGER AND 1 OTHER FOE FOR 5 EXTRA POINTS.

# HERO CARDS 2

**NAVI**  
UNDER COVER

**VACUUM**  
COLLECT ALL 3 TYPES OF SKINNIES FOR 5 EXTRA POINTS.

**CHIP**  
BABYSITTERS CLUB

**KIBBLE**  
RESCUE 2 MEEPS FOR 5 EXTRA POINTS.

**PI**  
SUCKER PUNCH

**MEEP**  
DEFEAT 2 VACUUMS FOR 4 EXTRA POINTS.

**CAUSEWAY**  
GLOEY HOUND

**SOCKS**  
SCORE 1 EXTRA POINT FOR EVERY MEEP AN OPPONENT RESCUES.

**IRON**  
SOBBY BOTTOM

**TOY**  
COMBINE 1 WATER AND 1 SOCKS FOR 5 POINTS.

**ZORA**  
PAINT THE TOWN

**STRANGER**  
EACH POO ON THE FLOOR IS WORTH 2 EXTRA POINTS.

# BADGER



DASH X3 = 12PTS, +MEEP = 18PTS,  
IF UNDEFEATED -3PTS

# BADGER



DASH X3 = 12PTS, +MEEP = 18PTS,  
IF UNDEFEATED -3PTS

# BADGER



DASH X3 = 12PTS, +MEEP = 18PTS,  
IF UNDEFEATED -3PTS

# BADGER



DASH X3 = 12PTS, +MEEP = 18PTS,  
IF UNDEFEATED -3PTS

# STRANGER



DASH X2 = 8PTS, +MEEP = 12PTS,  
IF UNDEFEATED -2PTS

# STRANGER



DASH X2 = 8PTS, +MEEP = 12PTS,  
IF UNDEFEATED -2PTS

# STRANGER



DASH X2 = 8PTS, +MEEP = 12PTS,  
IF UNDEFEATED -2PTS

# STRANGER



DASH X2 = 8PTS, +MEEP = 12PTS,  
IF UNDEFEATED -2PTS

# STRANGER



DASH X2 = 8PTS, +MEEP = 12PTS,  
IF UNDEFEATED -2PTS

# VACUUM



DASH XI = 5PTS, +MEEP = 7PTS,  
IF UNDEFEATED -1PT

# VACUUM



DASH XI = 5PTS, +MEEP = 7PTS,  
IF UNDEFEATED -1PT

# VACUUM



DASH XI = 5PTS, +MEEP = 7PTS,  
IF UNDEFEATED -1PT

# VACUUM



DASH XI = 5PTS, +MEEP = 7PTS,  
IF UNDEFEATED -1PT

# VACUUM



DASH XI = 5PTS, +MEEP = 7PTS,  
IF UNDEFEATED -1PT

# VACUUM



DASH XI = 5PTS, +MEEP = 7PTS,  
IF UNDEFEATED -1PT

# DASH



DASH AGAINST FOES TO SCORE

# DASH



DASH AGAINST FOES TO SCORE

# DASH



DASH AGAINST FOES TO SCORE

DASH



*DASH AGAINST FOES TO SCORE*

DASH



*DASH AGAINST FOES TO SCORE*

DASH



*DASH AGAINST FOES TO SCORE*

DASH



*DASH AGAINST FOES TO SCORE*

DASH



*DASH AGAINST FOES TO SCORE*

DASH



*DASH AGAINST FOES TO SCORE*

DASH



*DASH AGAINST FOES TO SCORE*

DASH



*DASH AGAINST FOES TO SCORE*

DASH



*DASH AGAINST FOES TO SCORE*

DASH



DASH AGAINST FOES TO SCORE

DASH



DASH AGAINST FOES TO SCORE

DASH



DASH AGAINST FOES TO SCORE

LICK ATTACK

4



4PTS

LICK ATTACK

3



3PTS

LICK ATTACK

3



3PTS

LICK ATTACK

2



2PTS

LICK ATTACK

2



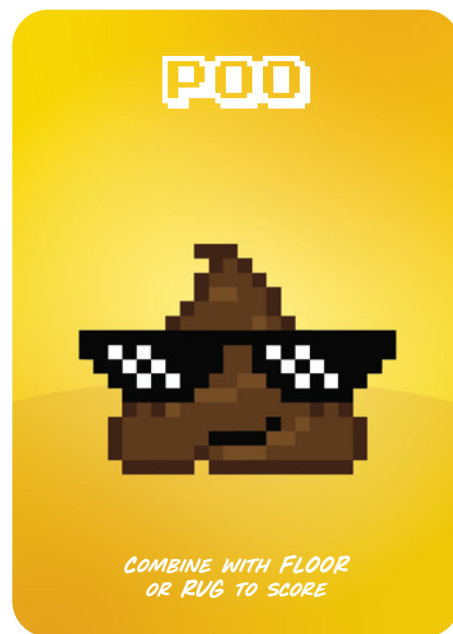
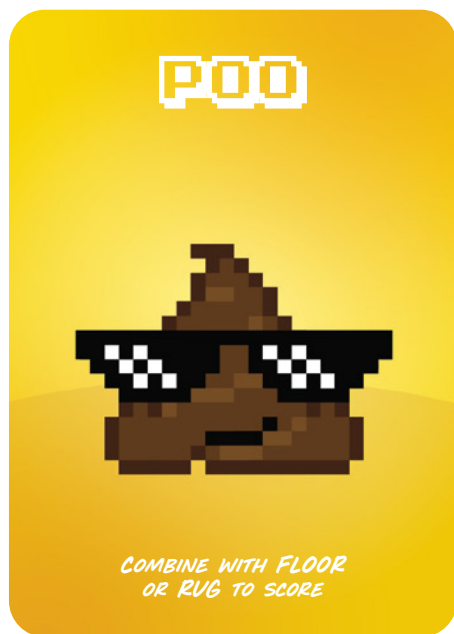
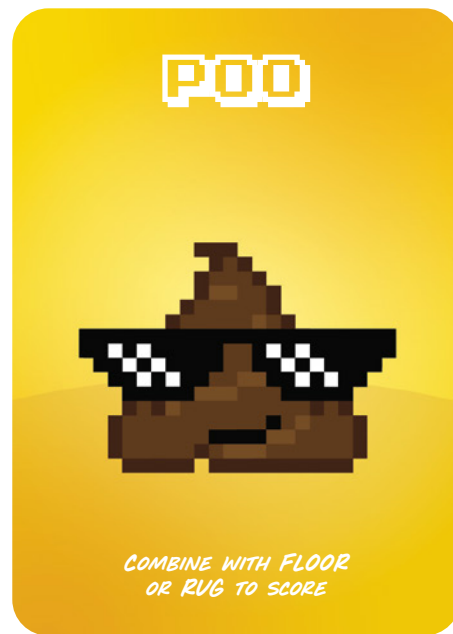
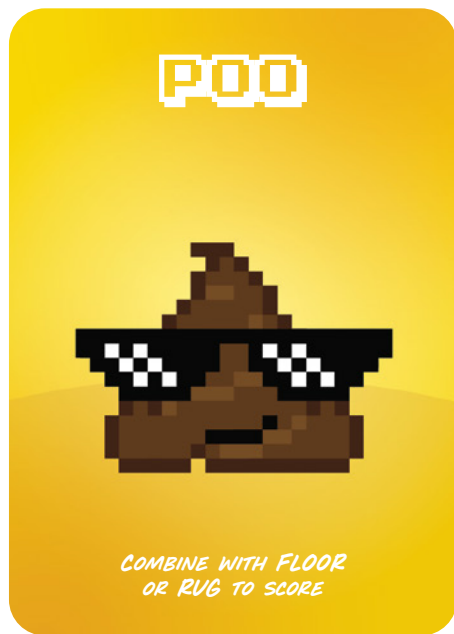
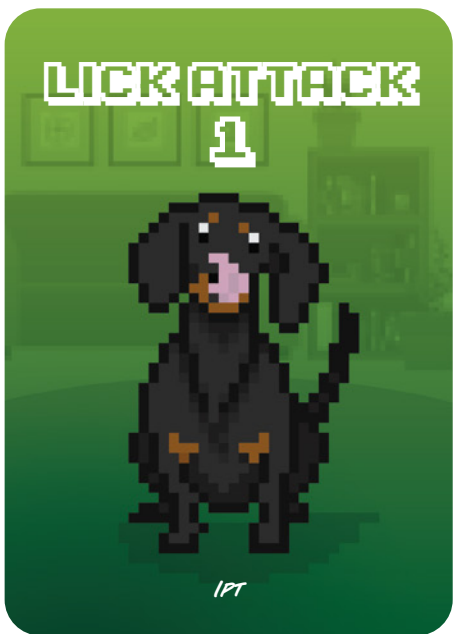
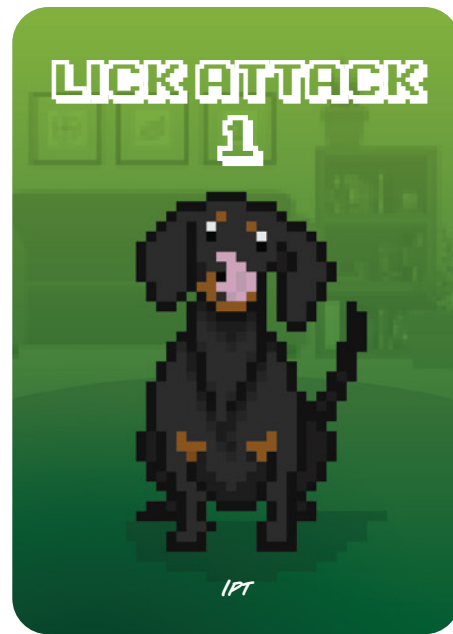
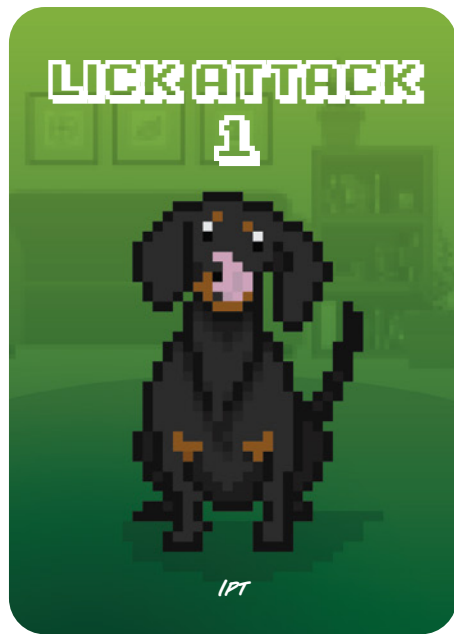
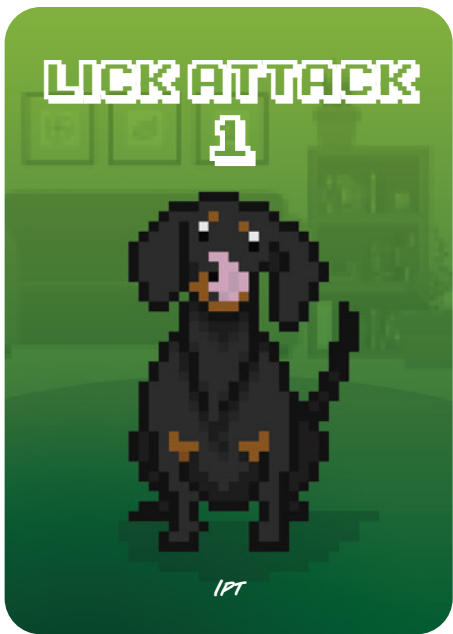
2PTS

LICK ATTACK

2



2PTS



POO



COMBINE WITH FLOOR  
OR RUG TO SCORE

WATER



WATER = 1PT  
COMBINED WITH KIBBLE = 5PTS

WATER



WATER = 1PT  
COMBINED WITH KIBBLE = 5PTS

POO



COMBINE WITH FLOOR  
OR RUG TO SCORE

POO



COMBINE WITH FLOOR  
OR RUG TO SCORE

POO



COMBINE WITH FLOOR  
OR RUG TO SCORE

POO



COMBINE WITH FLOOR  
OR RUG TO SCORE

POO



COMBINE WITH FLOOR  
OR RUG TO SCORE

POO



COMBINE WITH FLOOR  
OR RUG TO SCORE

WATER



WATER = 1PT  
COMBINED WITH KIBBLE = 5PTS

WATER



WATER = 1PT  
COMBINED WITH KIBBLE = 5PTS

WATER



WATER = 1PT  
COMBINED WITH KIBBLE = 5PTS

WATER



WATER = 1PT  
COMBINED WITH KIBBLE = 5PTS

WATER



WATER = 1PT  
COMBINED WITH KIBBLE = 5PTS

KIBBLE



KIBBLE = 1PT  
COMBINED WITH WATER = 5PTS

KIBBLE



KIBBLE = 1PT  
COMBINED WITH WATER = 5PTS

KIBBLE



KIBBLE = 1PT  
COMBINED WITH WATER = 5PTS

KIBBLE



KIBBLE = 1PT  
COMBINED WITH WATER = 5PTS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

TOY



EXCHANGE TOY FOR TWO NEW CARDS

**RUG**

P00 X1 = 3PTS  
P00 X2 = 6PTS  
P00 X3 = 9PTS

**RUG**

P00 X1 = 3PTS  
P00 X2 = 6PTS  
P00 X3 = 9PTS

**RUG**

P00 X1 = 3PTS  
P00 X2 = 6PTS  
P00 X3 = 9PTS

**RUG**

P00 X1 = 3PTS  
P00 X2 = 6PTS  
P00 X3 = 9PTS

**FLOOR**

P00 X1 = 2PTS  
P00 X2 = 4PTS  
P00 X3 = 6PTS

**FLOOR**

P00 X1 = 2PTS  
P00 X2 = 4PTS  
P00 X3 = 6PTS

**FLOOR**

P00 X1 = 2PTS  
P00 X2 = 4PTS  
P00 X3 = 6PTS

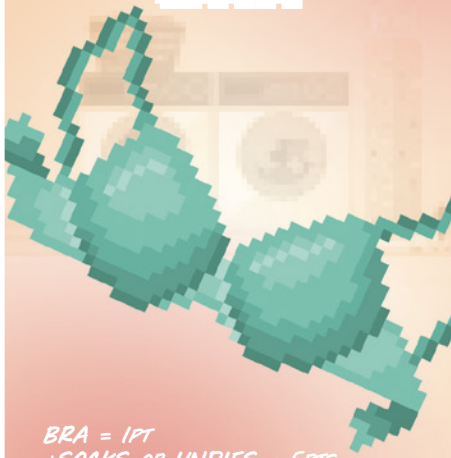
**FLOOR**

P00 X1 = 2PTS  
P00 X2 = 4PTS  
P00 X3 = 6PTS

**FLOOR**

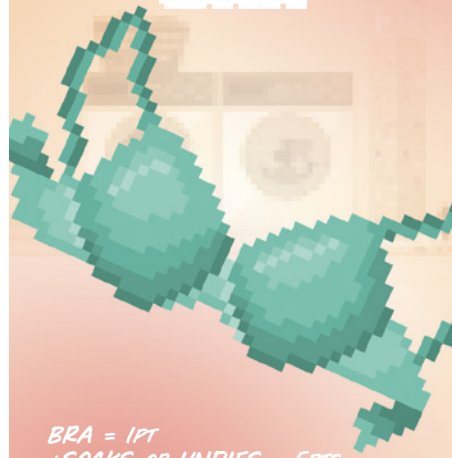
P00 X1 = 2PTS  
P00 X2 = 4PTS  
P00 X3 = 6PTS

# BRA



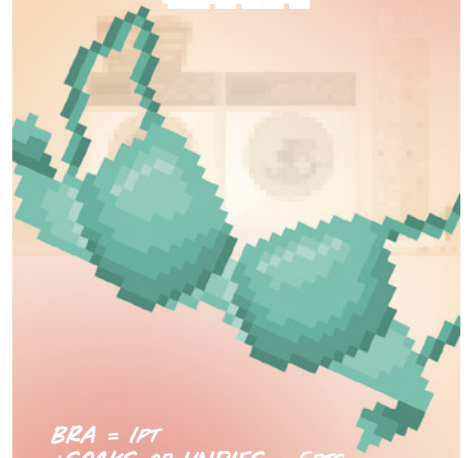
BRA = 1PT  
+SOCKS OR UNDIES = 5PTS  
+SOCKS AND UNDIES = 12PTS

# BRA



BRA = 1PT  
+SOCKS OR UNDIES = 5PTS  
+SOCKS AND UNDIES = 12PTS

# BRA



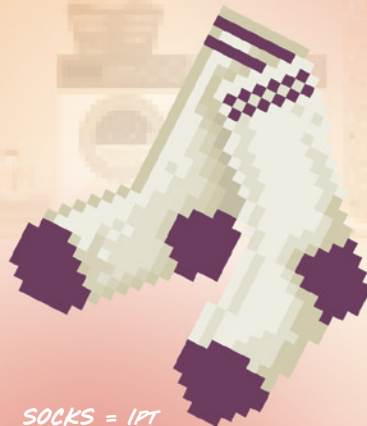
BRA = 1PT  
+SOCKS OR UNDIES = 5PTS  
+SOCKS AND UNDIES = 12PTS

# SOCKS



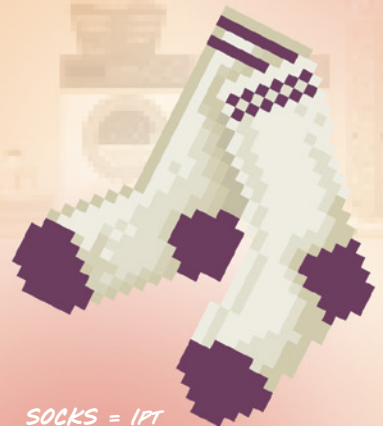
SOCKS = 1PT  
+UNDIES OR BRA = 5PTS  
+UNDIES AND BRA = 12PTS

# SOCKS



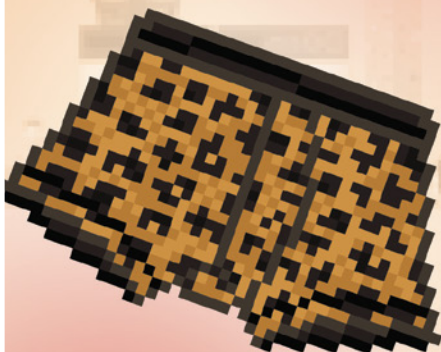
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+UNDIES OR BRA = 5PTS  
+UNDIES AND BRA = 12PTS

# SOCKS



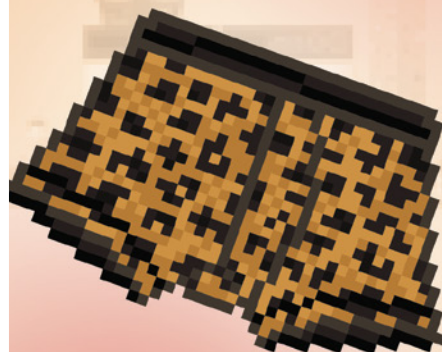
SOCKS = 1PT  
+UNDIES OR BRA = 5PTS  
+UNDIES AND BRA = 12PTS

# UNDIES



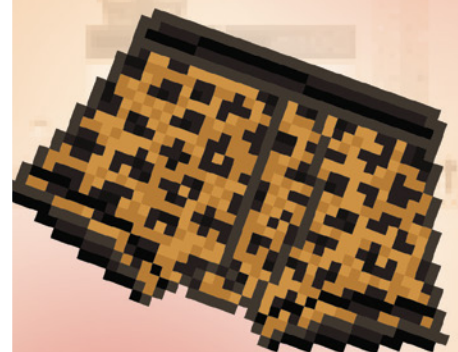
UNDIES = 1PT  
+SOCKS OR BRA = 5PTS  
+SOCKS AND BRA = 12PTS

# UNDIES



UNDIES = 1PT  
+SOCKS OR BRA = 5PTS  
+SOCKS AND BRA = 12PTS

# UNDIES



UNDIES = 1PT  
+SOCKS OR BRA = 5PTS  
+SOCKS AND BRA = 12PTS

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

**MEEP**



COMBINE WITH DASH & FOE TO SCORE,  
-1PT IF NOT COMBINED

# MISTLETOE



COMBINE WITH STRANGER AND ANY LICK ATTACK TO SCORE 3X THE VALUE OF THE LICK ATTACK CARD

# MISTLETOE



COMBINE WITH STRANGER AND ANY LICK ATTACK TO SCORE 3X THE VALUE OF THE LICK ATTACK CARD

# MISTLETOE



COMBINE WITH STRANGER AND ANY LICK ATTACK TO SCORE 3X THE VALUE OF THE LICK ATTACK CARD

# THE TREE



WHEN PLAYED EVERY OTHER PLAYER IMMEDIATLY GIVES YOU ONE CARD FROM THEIR COLLECTION... AS A GIFT!

# THE TREE



WHEN PLAYED EVERY OTHER PLAYER IMMEDIATLY GIVES YOU ONE CARD FROM THEIR COLLECTION... AS A GIFT!

# KRAMPUS



DASH X4 = 20PTS, +MEEP = 25PTS, IF UNDEFEATED -5PTS

# DASHER

THE DEFENDER



MISTLETOE

EACH DASH USED TO DEFEAT A FOE IS WORTH AN EXTRA 1 PT.

ADD THESE CARDS TO YOUR PRINT AND PLAY GAME FOR A LITTLE CHRISTMAS FUN!