



AMERICAN KENNEL CLUBSM

For 2-4 Players Ages 7 & Up

CONTENTS

58 playing cards

Deck of Dogs features 56 different purebred dogs registered by The American Kennel Club. Each breed has specific characteristics unique to itself. They are classified into 7 groups:

SPORTING: Originally bred to help man find and retrieve game, Sporting dogs have innate instincts in the field, the water and the woods. They range from medium to large.

HOUNDS: Hounds were bred to help man in the pursuit of game by tracking prey by sight or scent. Their many shapes and sizes reflect a group of dogs bred for work in many different environments.

WORKING: Working dogs have been invaluable to man, serving in water, snow and disaster rescue, pulling wagons and sleds, and guarding families and livestock. These intelligent animals make good companions provided their owners properly train, exercise and care for them.

TERRIERS: Terriers are intelligent and lively dogs that range in size from small to large. “Terrier” comes from the Latin *terra*, meaning earth. These dogs were bred to dig and hunt beneath the ground. Originally developed to hunt and kill vermin, today’s terriers are still full of vim and vigor.

TOYS: Toy dogs were developed for the pleasure they bring as companions. Their diminutiveness, coupled with their loving temperament make them ideally suited as family pets.

NON-SPORTING: The breeds in this group are a varied collection in terms of size, coat, personality and overall appearance.

HERDING: These dogs were bred to work side-by-side with man to herd sheep, drive cattle and keep flocks under control. The great agricultural lands could not have been settled without the help of the herding dogs.

from The American Kennel Club “Guide to Purebred Dogs” poster.

GAME RULES

The playing cards feature 56 dogs, 8 from each of the above groups. Learn more about each one by reading the information on the cards. Then, have fun playing these card games with friends and family:

- 1. TOP DOG:** Match the dogs on the cards by groups. If you are first to match them all, you win this rummy-style game.
- 2. Dog Gone It!:** Players take turns placing cards on a pile, one by one, either matching the dog on the card by its group or by the number on the card. If you are the first to discard all of yours, you win!

TOP DOG

OBJECT OF THE GAME:

To be the first player to group all of the cards in his/her hand, either by having the same number or forming a run of numbers.

BEFORE YOU BEGIN:

Shuffle and deal 7 cards to each player. Place the remaining cards on the table, facedown, to form the draw pile. Turn the top card from the draw pile face-up to form the discard pile.

PLAYING THE GAME:

The player to the left of the dealer begins by taking either the top card from the draw pile or the top card on the discard pile. The player must then choose which card in his/her hand to discard, as all players must always hold 7 cards.

Play passes to the next player. Play continues as players try to match 3 or 4 cards that form a run of numbers (like 1,2, 3) or 3 or 4 cards that have the same number.

If the cards in the draw pile are used up before there is a winner, the discard pile is shuffled and used for the draw pile.

WILD CARDS:

If you have the wild card in your hand, you can use this card to represent any other card.

WINNING THE GAME:

The winner is the player who forms 2 sets of matching cards first. Place the cards on the table face-up for all to see.



DOG GONE IT

OBJECT OF THE GAME:

To be the first player to discard all the cards in your hand.

BEFORE YOU BEGIN:

Shuffle and deal 5 cards to each player. Place the remaining cards facedown to form a draw pile. Turn over the top card of the draw pile to form a discard pile.

PLAYING THE GAME:

The player to the left of the dealer begins. He/she lays down a card that either: (a) features a dog that is in the same group as the dog shown on the turned-up card (shown by color), or (b) has the same number as the turned-up card. If the player does not have either of these in his hand, he must draw cards from the draw pile until he gets one. This card is then placed atop the discard pile.

It is the next player's turn to discard a card atop the discard pile, matching either the dog group or number, as above. Again, if this player does not have a match, he/she must draw cards from the draw pile until a match is found.

Play continues with players laying down cards when they can, and collecting cards from the draw pile until they find a match when they don't have one in their hand.

WILD CARD:

If you have this card in your hand, or if you draw it from the draw pile, you can lay it down to represent any other card of your choice!

WINNING THE GAME:

The first to discard his/her cards shouts, "Dog Gone It!" This player is the winner.

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