



*This game takes place at the annual dog show!
As dog trainers, get the best out of your dogs and have them compete in various events in different combinations.
Win at the show and get the gold dog tag at the end!*

Components

- 36 dog cards (4 types: 1 to 4, ※5/10, 6 to 9)
※Can be played as "5" or "10" by turning the card upside down.
- 5 score cards (Front: 0 to 20 pts, Back: 21 to 40 pts)
- 5 summary cards (Front: Japanese / Back: English)
- This rule sheet

Overview

- In clockwise order from the lead player, the players each play from their hand **1 or 2 cards** face up.
- If the lead player plays **2 cards**, among the players who play the **same combination of 2 cards** as the lead player, the players who play the **strongest** and **second strongest** combinations of 2 cards each gain the points in the **main event**.
- This mini-game is called a **trick**. In each round, the trick is played repeatedly until **someone has played all the cards from their hand**.
- Play a number of rounds matching the number of players, and the player with the highest total score wins.

Setup

- The players each receive 1 score card and 1 summary card ("summary").
- Place your score card with the side numbered "0" to "20" face up.
- Place your summary on top of the score card with its English side face up and the arrow pointing at the left side of "0" on the score card.

Game Flow

[Dealing Cards]

- The player who has two or more dogs is the lead player of the 1st round's first trick. Otherwise, determine the lead player in whatever way you like. On the second and later rounds, the player to the left of the lead player of the previous round becomes the lead player of the current round's first trick.
- The lead player shuffles the dog cards ("cards") and deals the following number of cards to each player.

When playing with 3 or 5 players, the remaining cards will not be used in the current round, so put them aside, face down.

3 p	4 p	5 p
11 cards	9 cards	7 cards

[Playing Cards]

- The lead player **choose** and plays 1 or 2 cards face up from their hand. Following that, in clockwise order, other players each **choose** and play 1 or 2 cards.
- When playing a card(s), announce the **event name (to be described overleaf)**.
- If the lead player plays **2 cards**, the lead player and subsequent players who play **2 cards** for the **same event** get the right to compete in the **main event**.
If the lead player plays **1 cards**, the lead player and subsequent players who play **1 card** for the same event get the right to compete in the **sub event**.
- If the leader player plays **1 cards** (sub event) and a subsequent player play **2 cards**, only that player and their subsequent players who play **2 cards** for the **same event** get the right to compete in the **main event**.

[Determining the Winners of the Trick]

- In the **main event** determined by the **first 2 cards** played, the player who played the strongest cards is ranked **#1** and the player who played the second strongest cards is ranked **#2** to each gain score.
- Next, if anyone competed in the **sub event** by playing **1 card**, among them, only the player who played the strongest card is ranked **#1** to gain score. The #2 player in the sub event and players who competed in any main event **other** than that played first cannot gain any score.

※**In case of a tie, compare the icons below the values on the cards. The players who played the cards with stronger icons win.**

Icon Strength

Icons with more parts are stronger. "4", "3", "2", and "1" from left.

[Point Acquisition]

- The winners of the tricks gain the following points.

Winner	Normal Trick	※Final Trick
Main #1	3 pts	5 pts
Main #2	1 pt	—
Sub #1	1 pt	1 pt

※**Final trick of each round**

- If you gain points by winning a trick, slide your summary according to the gained points.



- In the second and later tricks, the player who gained 3 pts in the previous trick (if there is no such player, the player who scored 1 pt in the sub event) will be the lead player.
- The cards played shall be put aside face down.
- Play the tricks repeatedly until someone has played all the cards from their hand. Then the players each note down their scores. After that, shuffle all the cards, including the cards played, cards remaining in some players' hands, and cards put aside, and deal the cards to the players again to start the next round.

Ending the Game

The game ends after playing a number of rounds matching the number of players. Then the player with the highest total score wins. In case of a tie, the tied players shall share the victory.

- Game Design & Artwork: Jyujin Ohtsubo (Joynt Game Factory)
- Development: Kenichi Kabuki (Game NOWA)
- English Translation: Saigo
- Publisher: Game NOWA (<http://gameno-wa.seesaa.net/>)
kabuken215@gmail.com

List of Events

Main Event	Strength
High Five Pair	$5+10 > 2+3$

- The values on 2 cards played add up to a "multiple of 5".
- Pick the card with a higher value from your played High Five Pair and compare its strength with that of other competitors. A higher value is stronger. In case of a tie, the card with a stronger icon (displayed below the value) wins.
- The total value of the 2 cards played does not count.

#1: 3 pts



#2: 1 pt



List of Events

Main Event	Strength
Low Set Pair	$11 > 1010$

- The values on 2 cards are the same.
- Compare the values with that of other Low Set Pairs. A lower value is stronger. In case of a tie, the cards with stronger icons (displayed below the value) win.

#1: 3 pts



#2: 1 pt



Main Event	Strength
Low Run Pair	$12 > 910$

- The values on 2 cards are "sequential numbers".
- Compare the lower-value card with that of other Low Run Pairs. A lower value is stronger. In case of a tie, the card with a stronger icon (displayed below the value) wins.

#1: 3 pts



#2: 1 pt



Sub Event	Strength
High One Card	$10 > 1$

- Play 1 card only.
- Compare the value with that of other High One Cards. A higher value is stronger. In case of a tie, the card with a stronger icon (displayed below the value) wins.