

Before you begin: Place the game board and die on the table. Mix up the bones and place them color-side down randomly around the game board, one inside each of the 12 dog bone holes. Each player chooses a doggie and puts it in the matching colored dog house at the corner of the game board. Put any extra doggies aside.

Playing the game: The youngest player begins. On your turn, roll the die. The number face up on the die is the number of spaces you can move on the sidewalk. You can go in either direction.

When you reach the final space, if there is a bone next to it, pick it up using your doggie's magical nose.

- If the bone's color matches your doggie's color, you may place the bone inside your dog house.
 Your doggie stays on the space and it is the next player's turn.
- If the bone does not match your doggie, place it back on the board. Be sure all players get to see the bone's color before you put it back. It is the next player's turn.
- If your doggie lands on a space and there is no bone next to it, your turn is over.
- If your doggie lands on the same space as another doggie, that doggie must go back to his dog house.

Note: Before you move your doggie, you decide which direction you will move him. You cannot change directions during a turn. For instance, if you roll a 3, you can move your doggie 3 times, but all 3 moves must be in the same direction.

Winning the game: Once you have captured all 3 of your colored bones, quickly get your doggie back to his dog house. If you are first to do this, your doggie wins!

Contents: 1 game board, 4 doggies, 12 colored bones, 1 die, game rules







