

GAMEWRIGHT®

dog dice™

the dice, bones & bingo game
for 2-4 players ages 6 and up



Rules of Play

Object

The first player to get bingo and shout "hot dog!" wins the game.

Roll the dice and match the two pictures on the dice to one or more squares on your bingo board. Then mark that square with a bone. Roll "dog gone" and doggonit, you forfeit a bone. The first player to mark four squares in the corners or four squares in a row, in any direction, gets bingo. It's a race to the finish. The first to shout "hot dog!" wins.

Contents

two dice: one dog die, one action die
four bingo boards
48 bones



action die

dog die

Set-up

Pick a bingo board and pile the bones in the center of the table, where everyone can reach them.


The first time you play, take a look at the dice.




Meet the dogs. Gigi is the poodle, McDuff is the terrier, Stretch is the "hot dog," and Gizmo, he's the big dog.

Dog Die

Gigi 
McDuff 
Gizmo 
Stretch 

Action Die

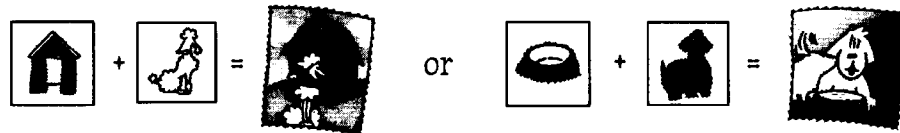
dish 
kid 
bone 

house 
trouble 
dog gone 

Check out the pictures on the action die so you'll know what to look for when you make a match. The house on the action die is blue, for instance, but on the boards it can be red, purple, blue, or pink. *You wouldn't want it to be too easy, would you?*

Then look over the bingo boards to see how one picture from the action die combines with one picture from the dog die to match a square on the board.

Game Play



The youngest player goes first. He rolls the two dice together, then calls out the roll, saying, for example, "Stretch and the kid." All players look at their bingo boards to see if they have the square that matches (in this case, the square would show the kid throwing a ball to Stretch). Each player who has a match marks that square with a bone.

Some players may have two squares that match – they get to mark both squares with bones.

Matching the dice to the pictures on the board isn't always easy. As soon as the player calls out the roll, you have to scan your board quickly to find the match and mark it before the next player rolls. If you don't mark the square fast enough, you're out of luck. You can't go back and mark it later.



Each player rolls once on his turn. The first player to roll passes the dice to the person on his left. The game continues with play moving clockwise, to the left.

Dog in Trouble



Some of the dogs on the bingo board are up to mischief!

When you roll any dog and **TROUBLE** all players look to see if they have a picture of that dog causing trouble. Each player who has it marks that square with a bone. For example, if you roll McDuff and **TROUBLE** mark the square that shows McDuff digging up the garden.

Dog Gone



There's one kind of roll that only applies to the player who rolls it – that's **DOG GONE**. Only the player who rolls **DOG GONE** has to take a penalty. Everyone else sits out.

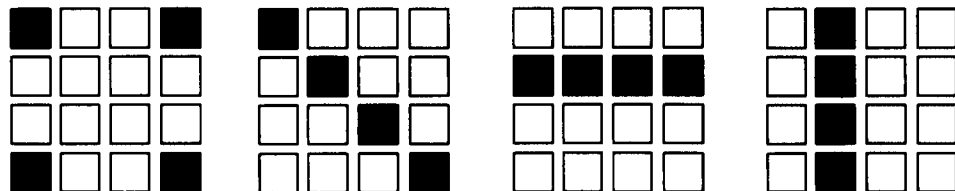
Here's how it works: if you roll any dog and **DOG GONE** you have to remove one bone from any of your squares with that dog in the picture. For example, if you roll Gizmo and **DOG GONE** you can remove the bone from Gizmo and his dish or Gizmo in trouble... any **DOG GONE** Gizmo square that's already marked on your board. *There's some strategy here, so choose carefully.* If you don't have any Gizmo squares marked with a bone, you're off the hook, and avoid the penalty altogether.

The bone you removed goes back to the pile in the center of the table and play continues.

Ending the Game

The game continues until one player gets bingo and shouts "hot dog!" To get bingo, you mark the four squares in the corners or four squares in a row, in any direction on your board. The first player to shout "hot dog!" wins the game.

These are some of the ways to get bingo:



A Word from Gamewright

We made Dog Dice because so many people wrote to us and asked us to create a game about dogs. We're dog lovers too. We even have a Gamewright mascot named Gizmo, who comes to our office every Wednesday. Most of the time, he just lies around and begs for bones. The naughtiest thing he ever does is try to steal the food off our desks. (Once he ate Alison's lunch!) Then he smiles and blinks his big brown eyes, and we can't help but forgive him. He's so cute, we made him a character in our game.

Dog Dice is a great game for families to play together. You can win no matter what your age. All you need is a keen eye, a sense of humor, and a little luck. Dog Dice is lots of fun, but it also helps build critical learning skills, like visual scanning and discrimination. The mathematically minded can try to figure out the probabilities of different picture combinations. (We'll start you out – it's twice as easy to roll Gizmo or Stretch as it is to roll McDuff or Gigi.) The social skills the game teaches are just as important, though. There's no better way to learn the value of patience, discipline, and good sportsmanship.

Please write to us and let us know what you think!

For more fun, play some of our other games:

For preschoolers: Fill 'er Up!™, Make it Up!™, Dish it Up!™

For ages 6 and up: Slamwich®, Pigasus™, Rat-a-Tat Cat™

For ages 8 and up: Mummy Rummy®, Frog Juice®, Stone Soup™, Eagle Kingdoms®, Horse Show™, Kit & Caboodle™, Cows Can't Dance™

For ages 10 and up: Quests of the Round Table™, Honor of the Samurai™



Gamewright, Inc.

Games for the Infinitely Imaginative®

P.O. Box 120 Boston, MA 02258

tel: 617-924-6006 fax: 617-924-6101

e-mail: gamewright@aol.com or dog@gamewright.com

<http://www.gamewright.com>

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Game by Ann and

Monty Stambler

Illustrations by Lori Osiecki