



Front Cover

Size: 10.5" X10.5"

ITEM NO .:	W5900	LANG.: DOM	GRAPH
PART CODE:	W5900-0920		PI ENG
ITEM NAME:			PROJE
TOY YEAR:	2012		CS VEN
PKG. SIZE:	10.5" X10.5"		SOFTW
PKG. SPEC.:	IS	VER.: 1st Run	COLOR
BLANK SIZE:	25" x 30"		CS DAT
NOTES TO PRINTER: Proofs accurate for process color only			
Formula Guide or color swatch specified.			

Not for children under 3 years

#4 Hoop Jump – Place your puppy on the seat and press down on the tab so that she soars through the hoop. She MUST fly through the hoop AND land on the Blue Paw Print to successfully complete this trick.



THE WINNERS' CIRCLE

- When your Puppy has made it all the way around the track and has the required number of treats, she has earned her trophy and is ready to enter the Winners' Circle!
- The number of treats each puppy must have depends on the number of puppies competing in the Puppy Pageant[™]:
 - 2-Player game: 8 treats = Trophy
 - 3-Player game: 7 treats = Trophy
 - 4-Player game: 6 treats = Trophy
- When you receive your final Puppy Treat Token, flip it over to reveal the trophy on the back. Return all of your remaining tokens back to the pile.
- To get to the Winners' Circle, you will need to return to the Start Space. Continue taking your turns and moving around the track until you get back to the Gold Paw Print. But, now, instead of going around the track, you will ____move your puppy on the path of Silver Paw Prints that lead to the platform ____ in the center of the game board.
- Every puppy is a winner! As each dog enters the Winners' Circle, she proudly takes her place on the platform in the order that she arrives. That means that the first dog to successfully enter the Winners' Circle takes 1st Place, the second dog takes 2nd place and the 3rd dog takes 3rd place; if there is a fourth dog competing, she is an honorable mention and stands on the ribbon next to the platform. Congratulations!

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N5900-0920



OBJECT

Time for your puppy to strut her stuff! Lead your dog around the track, stopping at the obstacles to perform tricks! Everytime your puppy successfully does a trick, she gets a treat. As each puppy completes the required number of tricks, she earns a trophy and can proceed proudly to the Winners' Circle!

The number of treats you need to earn depends on how many puppies are competing: 2-player game – 8 treats 3-player game – 7 treats

4-player game – 6 treats

CONTENTS:

1 Exclusive Poodle Die 4 Puppy Movers 20 Puppy Treat Tokens

1 Obstacle Course Game Board 4 Obstacles: Slide, Tunnel, Hoop Jump, Weave Poles 1 Winners' Circle Platform

LET'S LOOK AT THE GAME BOARD!



Place on Game Board in orientations shown See "SETIII

SETUP

- Each player takes a Puppy Mover. Place your mover on the Start Space (Gold Paw Print).

LET'S PLAY!

- ages clockwise.
- If you rolled the "Nap Time" icon on the die, your puppy won't move this turn. Stay where you are until your next turn when you get to roll again.
- --- There are several special spaces on the track. When you land on one of these spaces, you get to:



- When you arrive at an obstacle, stop there regardless of the number you rolled. Now your puppy gets to perform a trick! If your puppy successfully performs the trick, she gets a treat. Take a Puppy Treat Token and place it near you with the treat facing up. See "The Obstacles" for descriptions of each trick.
- After your puppy attempts a trick, whether she successfully completes it or not, she is always placed on the next space (paw print) after the obstacle.
- When your puppy has earned the required number of treats, she gets a trophy! Count all of the treats she has earned from performing tricks PLUS any she received when landing on the Bonus Puppy Treat spaces. If she has all of the treats she needs, flip over one of her Puppy Treat Tokens to reveal her trophy (then put the rest of your tokens back in the pile).





Inside Left

Inside Right

- The obstacle areas on the game board are numbered 1-4. Place each obstacle on the game board in the following order:
 - #1 Weave Poles
 - #2 Slide
 - #3 Tunnel
 - #4 Hoop Jump
- See the diagram below the image of the game board to make sure that the obstacles are correctly placed. The obstacles need to be positioned on the game board in the exact orientation shown.
- Place the Winners' Circle Platform in the center of the game board, as shown.
- Place the Puppy Treat Tokens in a pile within all players' reach. Make sure that the image of the treats are facing up.
- The player whose birthday is next gets to start!

- On your turn roll the die and move your puppy that many spaces on the track. Movement around the track
- 222 Nap Time Icon
- **Roll again!** Your puppy loves to strut her stuff!
- Go to the Grooming Station! It's time for a new fur-do!
- Take a Puppy Treat! Your puppy performed a trick!



• After your puppy has earned her trophy, she still needs to get all the way back to the Start Space (Gold Paw Print) and then proceed to the Winners' Circle, See "The Winners' Circle" for more details

• If you do not have the number of treats needed to earn your trophy, you must continue going around the track collecting more until you do.

THE OBSTACLES

- When a puppy reaches one of the 4 obstacles, stop there. Now she gets to perform a trick.
- If your puppy successfully completes the trick, take a Puppy Treat Token.
- If she does not successfully complete the trick, do not take a token.
- After your puppy has performed the trick—whether or not she is successful—place her on the next space (paw print) after the obstacle to wait for your next turn.





#1 Weave Poles – Place your puppy on the short post. Use the round tab on the guiding post to weave her through the poles. When she get to the end of the course, she has successfully completed that trick!



Short Post

#2 Slide – Place your puppy in the seat and use the knob on the side to lift it to the top of the slide. Weeeeee... she'll slide down and when she reaches the bottom, no matter where she lands, she has successfully completed the trick!



#3 Tunnel – Place your puppy on the seat and pull it back, then let go to propel her through the tunnel. She MUST land on the blue paw print space on the other side of the tunnel to successfully complete this trick!



