

MIX-THE-MUTTS!

INSTRUCTIONS • 2-4 PLAYERS

COMPONENTS

- 12 hexagonal tiles featuring heads and tails
- 72 purebreed dog cards: 16 poodles, 14 beagles, 12 pugs, 10 dachshunds, 8 schnauzers, 6 pomeranians, 4 dalmatians, and 2 chihuahuas
- Mixed-breed dog poster (just for fun!)

OBJECT OF THE GAME

Mix and match heads and tails to create lovable hybrid hounds and cuddly purebreeds too! Win points by connecting tiles and creating dog combinations that match cards in your hand. The rarer the dog breed in the card deck, the more points you earn. Score the most points to win!

SETUP

- Shuffle the tiles and place them in a facedown stack to the side of the table so all players can see it.
- Turn over the top two tiles and place them side by side on the table, connecting any dog's head with any dog's tail.
- Next, flip over the next tile in the stack and place it faceup on top.
- Shuffle the cards and deal four cards to each player, facedown. Players can freely look at their hand, but should keep them hidden from other players.
- Place the remaining cards in a facedown pile to the side of the table, next to the tile stack.

GAMEPLAY

The youngest player goes first and becomes the "active player." On their turn, the active player may take **one** of two possible actions:

A) Connect a tile and score points

B) Draw two cards

A) CONNECT A TILE AND SCORE POINTS:

Connect a tile:

- The active player takes the top tile in the stack and places it next to tiles already in play, creating two or more new dog combinations (mixed-breed, purebreed, or both!). Note, the new tile must always connect to **at least two** other tiles. All dog combinations must consist of a head and a tail.

Score points:

- Once the active player has connected a tile, **all players** have a chance to score points. To score, players must have two cards in their hand that match a **new** dog combination created by the tile that was just placed down.

- **Mixed-breed example:** if a new dog combination consists of a poodle head and a schnauzer tail, players need a poodle card and a schnauzer card in their hand to score points.

- **Purebreed example:** if a new dog combination consists of a beagle head and a beagle tail, players need **two** beagle cards in their hand to score points.

- If a player has a matching set of cards, they show the cards to the other players and place them aside in their own "scoring stack." As sets are collected throughout the game, they are added to this stack.

- The active player can score **any number** of dog combinations created by the tile they placed down if they have the matching cards in their hand. So, if the new tile creates two new dog combinations and the active player has both sets of matching dogs in their hand, they can place all four cards into their scoring stack. However, all other players have the option to score just **one** dog combination on that turn.

- The active player finishes their turn by flipping over the top tile in the facedown stack and placing it faceup at the top so all players can see it. Gameplay continues clockwise to the next player, who becomes the new active player.

B) DRAW TWO CARDS:

- The active player draws the top two cards from the facedown pile and adds them to their hand. This is the only time new cards can be drawn throughout the game. Their turn is now over and gameplay continues clockwise to the next player, who becomes the next active player.
- In the unlikely case that the card pile becomes depleted, active players no longer have the option to draw cards and instead must connect a tile on their turn.

WINNING

The game ends when the last tile has been played. Players then add the point values of all cards in their scoring stack. The player with the highest point total is the winner! In the case of a tie, victory is shared.

JUNIOR GAMEPLAY

Younger players can play following the same rules outlined above, with the following exception:

At the end of the game, players simply count the number of cards in their scoring stack. The player with the most cards wins.

Note, as card point values are disregarded, the most valuable cards are not those that score the most points, but rather, those that appear most often in the card deck. While the chihuahuas and dalmatians are the stars in the regular gameplay, here the poodles and beagles reign supreme!