

Diggity Dog



Rules of the Game

04292



DIGGITY DOG

Mother dog just loves playing games. Here, she has hidden twelve bones, three for each puppy. The players are the puppies who must search for their matching coloured bones. It's time to prick up your ears and listen carefully! How many times does Mother bark? If you can count to three, then you will know how many spaces you can move before you put your nose to the ground again. You may also choose to dig up a bone or tease one of the other puppies. The first puppy to find all three of their matching bones wins the game.

Contents:



Mother dog in her kennel. When you press her, she barks once, twice or three times.

One game board, Four different coloured puppies, Twelve bones (in four different colours), Game rules

Before you start:

Place the game board on a table and put Mother dog in the middle- remove the plastic strip from the base of the battery compartment. Place the bones **coloured side down** on the board. Mix up the bones so nobody can remember the colours. Next, place a bone in every 'hole' on the game board. Each player chooses a puppy and puts it in the matching coloured kennel on the corner of the game board.



A bone in every 'hole'

For two or three players:

Use all of the bones and place them in the 'holes' on the board. Each player chooses one puppy.

The bones for the colour puppy not in play remain on the game board.

For two players, you may both choose to play with two puppies.

To start the game:

The youngest player starts the game. Give Mother dog a pat and press on her back. She starts to bark. You must count how many times she barks: once, twice or three times. You may move your puppy the same number of spaces on the board. The squares with paw prints on the board indicate the playing area. Players are free to move around the board in any direction they choose, so each new turn you may decide where to move your puppy. The puppies move across the squares with the paw prints.





The puppies move across the squares with the paw prints.

You may choose the direction in which to move your puppy. When your puppy stops on a square, turn him towards the bone. Push his nose against the bone and he will pick it up.



Your puppy picks up the bone

Check and see if the bone matches the colour of your puppy.

- Yes! Put the delicious bone in your kennel. Your puppy stays on this square. The next player takes a turn.
- No! The bone matches another puppy. Show the other players the colour of the bone and put it back with the coloured side facing down. The next player takes a turn.

A few more rules:

Before you move your puppy, you may decide which direction you want to move him. But you may not change direction during your turn. So, if Mother dog barks three times, you may not move two spaces forward and then one backward.

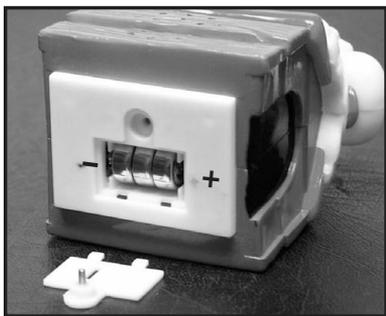
If your puppy finds a 'hole' without a bone, too bad. Your turn is over.

If your puppy lands on the same space as another puppy, that puppy must go back to his kennel.

Who wins?

The first puppy to put all three matching bones in his kennel wins the game.

The batteries:



If the batteries run down, unscrew the panel on the back. Insert three new (1,5 V) batteries. Please ensure the + end is on the correct side of the holder.

- Do not attempt to recharge non-rechargeable batteries
- Remove rechargeable batteries from the game before being charged
- Only recharge rechargeable batteries under adult supervision
- Do not mix different battery types, or new and used batteries together
- Only use 1,5 V batteries of the type supplied with the game
- Gebruik alleen 1,5 V batterijen van hetzelfde type als er in het spel zaten.
- Always remove batteries when they are exhausted
- Do NOT short-circuit the supply terminals under any circumstances



Caution: Not suitable for children under 3 years of age due to small parts.

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