

Summary

PupRush! is a fast-paced card game for 2-6 players. Players adopt a dog and explore various “Puptivities” with their fluffy friends **in a race to reach 20 BondPoints!** By exploring different activities, dealing with “Mispaws,” and tapping into their dog’s unique ability, players learn about various scenarios involved with owning a dog.

The Rules

- **Players** are in a free-for-all attempting to bond with their dog the quickest.
- The **Objective** of the game is to collect 20 Bond Points by playing cards

Setup:

1. Each player “adopts” a dog (the youngest player chooses first) and places it in front of them.
2. Separate the three decks: *Bank*, *Puptivities*, *Mispaw* and place them in their corresponding sections (follow provided diagram if needed).
3. Each player draws two cards from the *Bank* and *Puptivities*.
4. The player who chose their dog last goes first. Turn’s progress clockwise.

Game Progression:

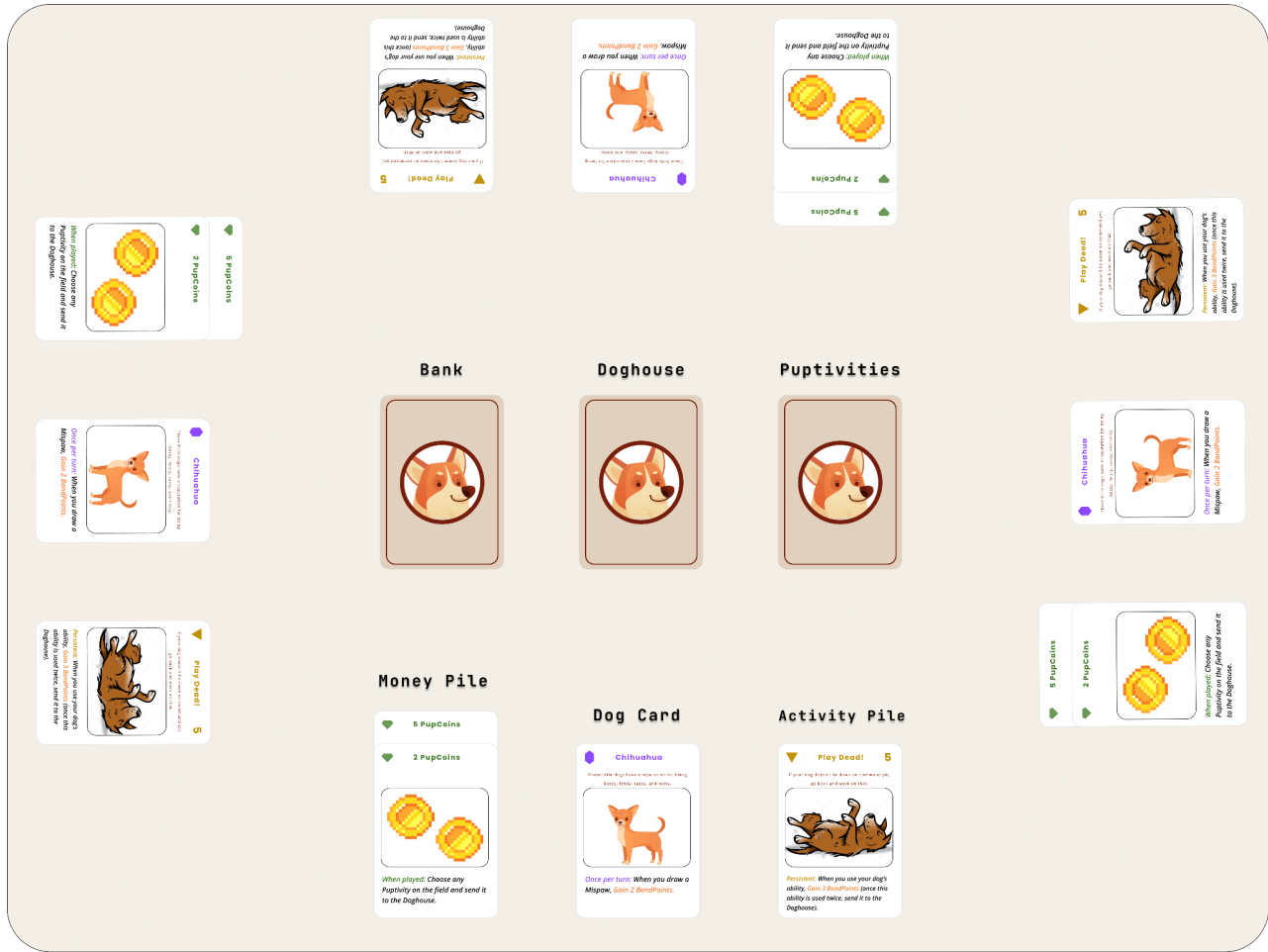
1. On their turn, each player can decide between the following two draw actions:
 - a. **Draw one card from the Bank.**
 - b. **Draw one card from Puptivities.**
2. Players are **allowed** to play **one** *Bank Card* per turn. When *Bank Cards* are played, they’re placed in the *Money Pile*.
3. Players **are allowed** to play any number of *Puptivities* per turn as long as they’re able to pay the required PupCoin cost. When *Puptivity Cards* are played, they’re placed in the *Activity Pile*.

4. Players **cannot** have more than 6 cards in their hand and must discard additional cards to the *Doghouse* at the end of their turn.
5. If it's a player's turn and they have **no cards in their hand**: they draw one card from the Puptivity and Bank decks.

Terminology/Clarifications:

1. *Puptivity* cards, when played, are placed in the *Activity Pile* for all players to see. They are sent to the *Doghouse* when their **persistent** requirements are met, or after their **instant** effect resolves.
2. PupCoins, when played, are placed in the *Money Pile*. They are sent to the *Doghouse* when they are used to **pay the cost** of a *Puptivity*.
3. Players **don't** receive the remainder when paying a cost (i.e., if a *Puptivity* costs 3 PupCoins and you only have a *Bank* card with a value of 4: you may play the *Puptivity*, but will not get back the 1 PupCoin remainder).
4. The *Money Pile* is where activated *Bank* cards remain face-up (for all players to see) until they are used.
5. The *Doghouse* operates as the discard pile of the game and is shared between all players. Whenever any type of card is used, it gets sent here. Cards in the *Doghouse* are face-down.
6. BondPoints can **never be negative**.

Board State Diagram



Card Types

Dog Cards

Your newly adopted fluffy friend. Their effects greatly impact gameplay or give a significant advantage. These effects are relatively **strong** and change the way you have to play the game in order to generate BondPoints. Most dog abilities can only be activated **once per turn, but this isn't always the case!**

Bank Cards

The primary resource cards of the game. Each one provides between 1-6 PupCoins. Bank cards may also have an additional effect that is triggered **when the card is played** (placed into your Money Pile).

Puptivity Cards

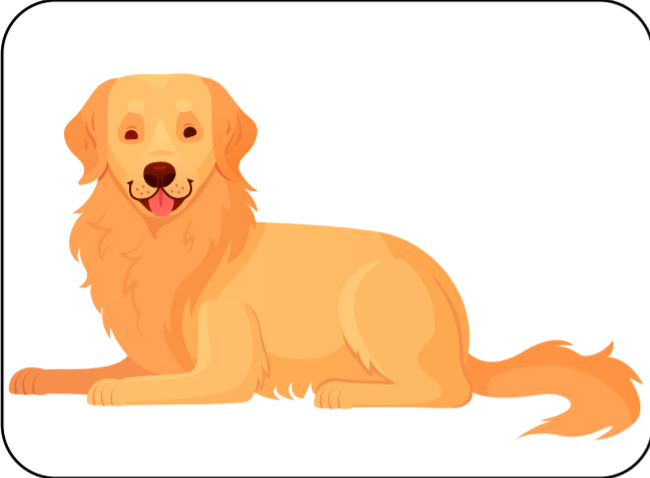
The main play cards that are activated from the hand and placed in the *Activity Pile*. This is your main method of receiving BondPoints. They usually always cost PupCoins, so save up! Their effects may be **persistent** or **instant**, and may involve a single or multiple player(s).

Mispaw Cards

The secondary play cards that often “hurts” the player drawing them but *may* serve as tools to “attack” enemy players at the cost of BondPoints; so be careful who you're making draw them! **They are automatically activated when drawn.**

Labrador Retriever

This breed likes to be active. They're bird dogs at heart, so they love a good game of fetch.



*Once per turn: When you draw a Puptivity, draw another and **Gain 1 BondPoint**.*

Beagle

This breed's incredible sense of smell makes them a great working dog.



*Whenever you send a card to the Doghouse: **Gain 1 BondPoint** (max 3 BondPoints per turn).*

Siberian Husky

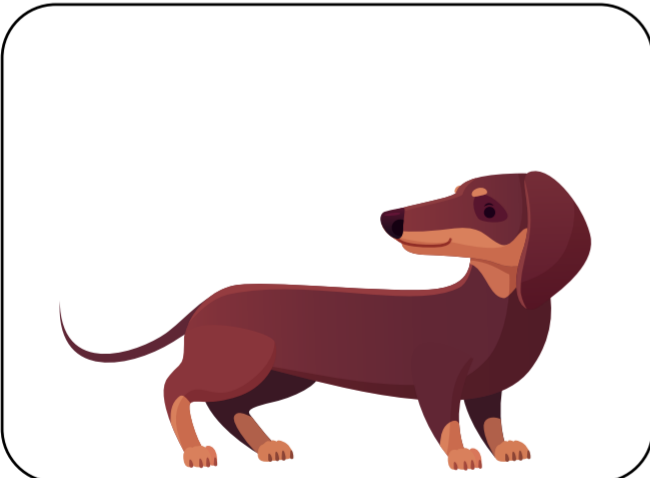
This breed is naturally clean, and the dense coat rarely requires trimming or clipping.



*Once per turn: If you have a card in your Activity Pile, **Gain 1 BondPoint**.*

Dachshund

Dachshunds typically live 12-to-15 years—longer than most dog breeds.



*Instead of your normal draw: You may choose to draw a card from the Doghouse and **Gain 1 BondPoint**.*

Welsh Corgi

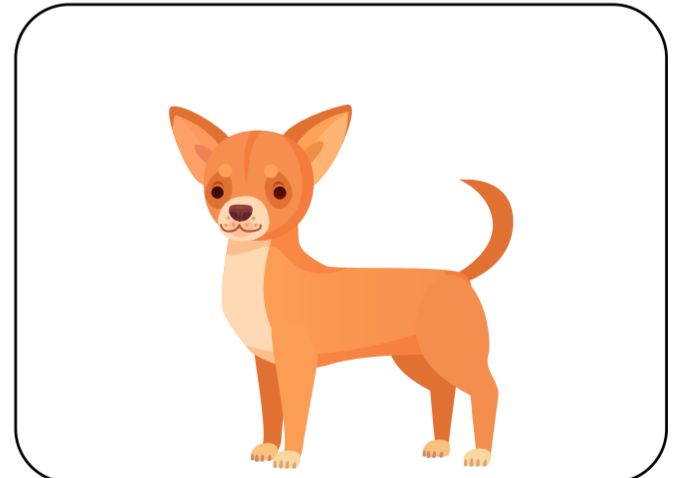
According to Welsh legend, the Welsh Corgi sprang from the lairs of fairies and elves!



*Once per turn: If you have at least 2 Bank Cards in your Money Pile, **Gain 2 BondPoints**.*

Chihuahua

These little dogs have a reputation for being bossy, feisty, sassy, and noisy.



*Once per turn: When you draw a Mispaw, **Gain 2 BondPoints**.*

Nap Time

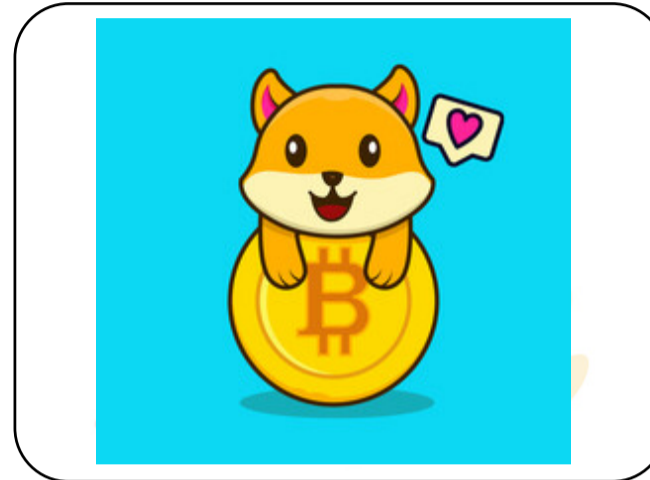
Dogs need a lot more sleep than people, often napping during the day.



When Drawn: Gain 1 BondPoint and skip your next turn.

Bank Run

People are happier spending money on their pets than themselves.



When Drawn: If you activated a Puptivity this round, draw a Bank card. Otherwise, Lose 3 BondPoints.

Puppy Eyes

Looking into your dog's eyes increases oxytocin for both of you, reducing stress.



When Drawn: Lose 2 BondPoints. Choose any player, pick a random card from their hand, and add it to yours.

Snack Attack

Just like humans, dogs need a nutritious diet to be happy and healthy.



When Drawn: Lose 3 BondPoints. Take an active Bank card from any other player and add it to your Money Pile.

Barking Match

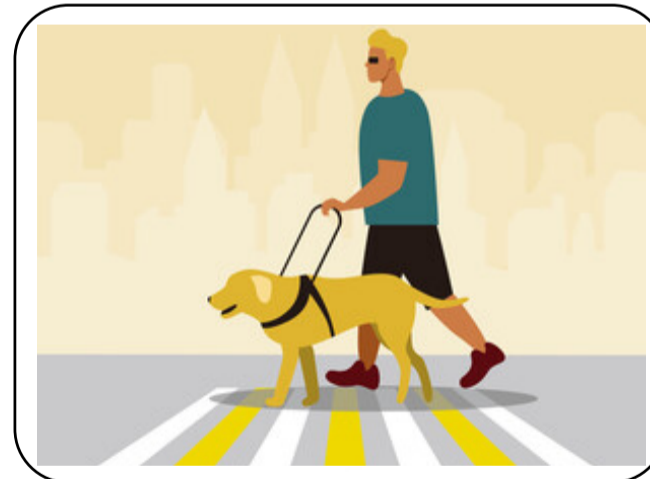
Dogs can bark to seek attention, excitement, food, express pain, and several other reasons.



When Drawn: Choose any player. Give them one of the cards in your Money Pile. If you have none, Lose 4 BondPoints.

Press Pawse

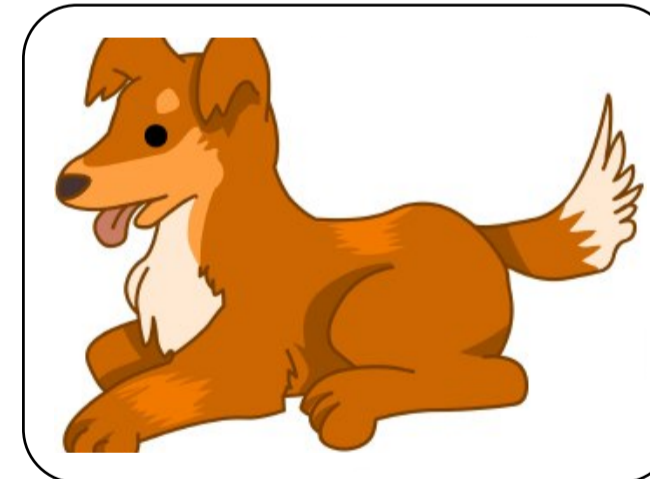
Taking a breather and walking your dog meets both your and your pet's needs.



When Drawn: All players that haven't used their dog's ability this round Lose 2 BondPoints.

Dog Days

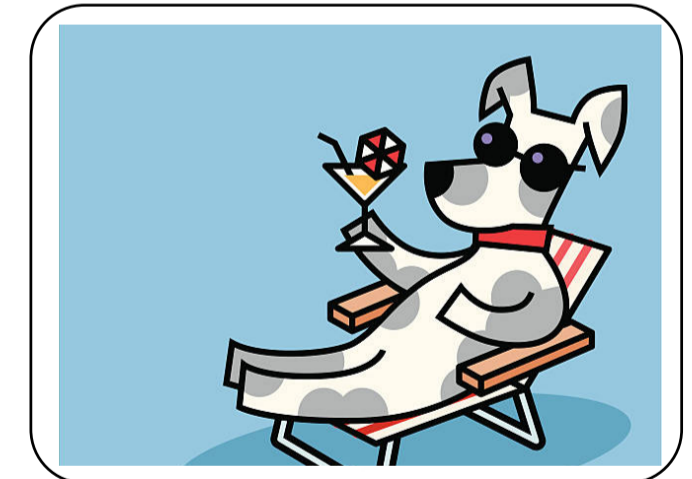
When the dog days hit, watch out! Hot, dry weather can be hard on your pet.



When Drawn: Choose a player that hasn't used their dog's ability, they Lose 5 BondPoints. Cannot be negated.

Paw-bin Hood

Dog owners are 8.6 times more likely to survive than cat owners a year after a heart attack.



When Drawn: All players with more than 4 PupCoins Lose 2 BondPoints.

▼ **Paw Pals** 0

Meeting other dogs is important for a dog's development, as they can form friendships.



Persistent: The next time the player on your right draws from the Bank Gain 1 BondPoint.

▼ **Squeaky Clean** 0

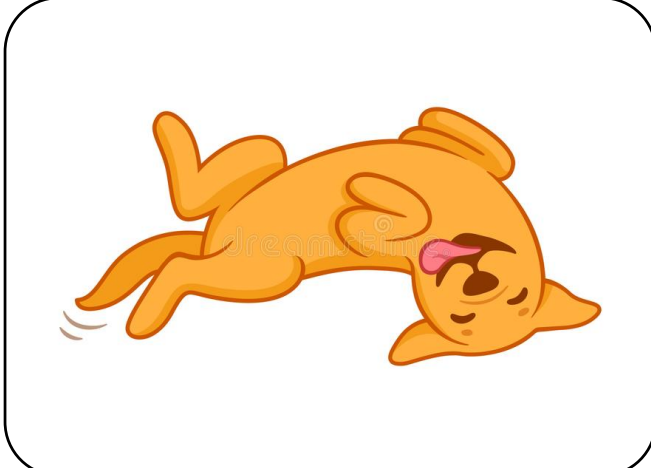
A dog's coat must not be washed more than once a week!



Persistent: The next time the player on your left gains BondPoints, they draw a Mispaw.

▼ **Roll Over!** 1

Teaching your dog tricks is a great way of bonding and improving your relationship.



Instant: If you used your dog's ability this turn, Gain 3 BondPoints.

▼ **Beach Visit** 1

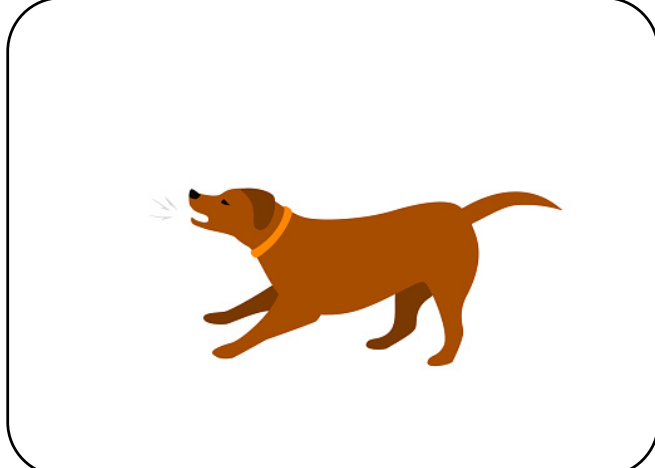
Bring plenty of fresh, cool water so your dog isn't tempted to drink from the ocean.



Instant: Gain 2 BondPoints.

▼ **Bark** 1

It is important to teach your dog to control its volume in order to not disturb others.



Persistent: The next time you draw a Mispaw, send this card to the Doghouse and Gain 2 BondPoints.

▼ **Walk!** 2

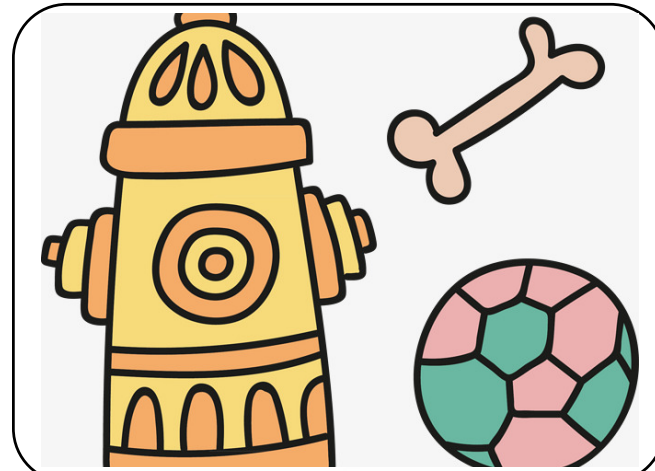
Most dogs need regular exercise, and going on walks is a great way of accomplishing this.



Instant: Flip a coin twice. Gain 3 BondPoints for each heads and draw 1 Mispaw for each tails.

▼ **Dog Toys** 2

Toys for your dog may be expensive, but you can also make them at home.



Instant: Gain 3 BondPoints for every card in your Money Pile.

▼ **Squirrel Chase** 2

It is normal for dogs to chase squirrels, but uncontrolled chasing can be dangerous.



Instant: Choose a non-dog card in play, send it to the Doghouse and Gain 2 BondPoints.

▼ **Best Friend Fur-ever** 3

Most dogs need regular exercise, and going on walks is a great way of accomplishing this.



Persistent: Choose any player. The next time they gain BondPoints, they split the total with you, rounding up.

▼ **Pup-Rivalry** 3

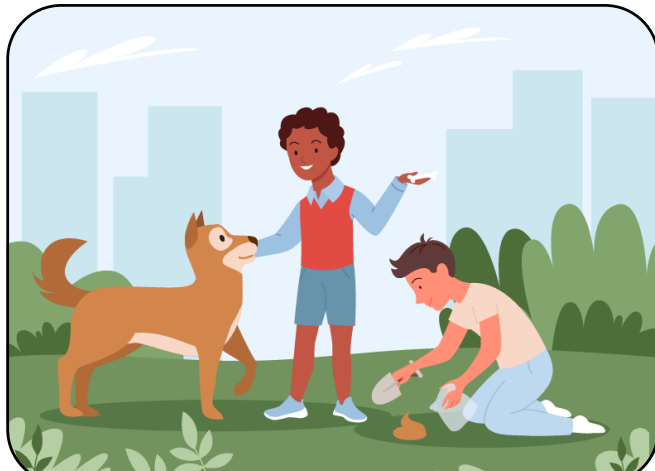
The more pets you have, the greater the chance of pet rivalries getting out of hand.



Instant: Choose any player. Send a card from their Activity Pile to the Doghouse and Gain 2 BondPoints.

▼ **Heel** 3

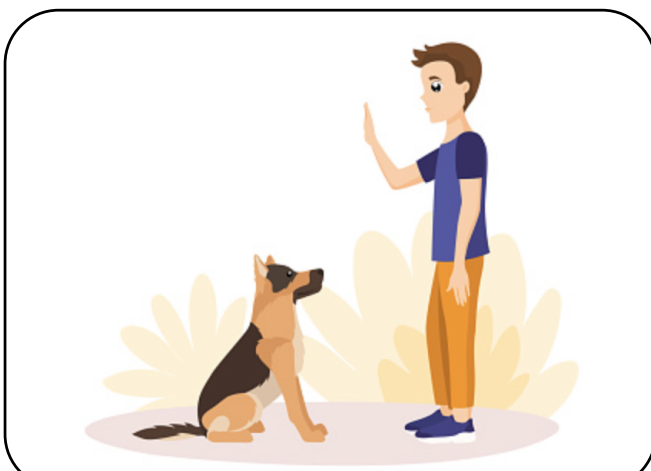
The "Heel" command adds control to the walk and mental exercise for the dog.



Persistent: When a player uses a card against you, negate it and Gain 1 BondPoint.

▼ **Dog Trainer** 4

Trainers can be expensive, but can help you build a healthy relationship with your dog!



Instant: Gain 5 BondPoints.

▼ **Eager Pup** 4

The worst thing you can do is to pay attention to an overly excited dog.



Instant: Gain 2 BondPoints for every card you drew this turn.

▼ **Play Dead!** 5

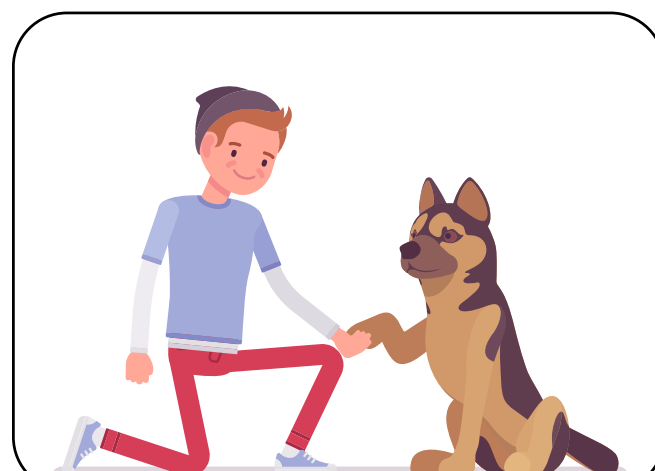
If your dog doesn't lie down on command yet, go back and work on that.



Persistent: When you use your dog's ability, Gain 3 BondPoints (once this ability is used twice, send it to the Doghouse).

▼ **Good Boy** 5

Human blood pressure goes down when petting a dog. And so does the dog's.



Instant: If you have no cards in your Money Pile, Gain 6 BondPoints.

▼ **Dog Park Famous** 6

1979: The year Ohlone Dog Park, the world's first official dog park, was created in California.



Instant: Gain 1 BondPoint for every card in the Doghouse (max of 7 BondPoints can be gained from this effect).

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