

How to Play with More Pups: A Guide

Good Puppies Too - Rules v1.0

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Goal

It's time for a pupper party! Invite pup friends from the Dog Park to your Yard, where they'll perform Tricks, dig holes and bury bones! Bones are worth points at the end of the game. If you have the most, you're the best at Pups. (You want that!)

Contents

100 Pup Cards
5 Reference Cards
5 Fun Friends Cards
2 Solo Score Cards



This rulebook is mostly the same as the original Good Puppies!

New rules: Eating Bones (p7), Rascals (p10), Mega Pups Setup Rules (p11), and Solo Rules (p12-15)

Setup



Give each player a Reference Card.



Shuffle all 100 pup cards together.



Based on the number of players (see below), set some cards aside in the box.



Deal a starting hand of 3 cards to each player.

Players	Cards in Deck	Cards in Box
2	45	55
3	60	40
4	75	25
5	90	10

Dog Park (Center of Table)



Deck

Available Pups
New Pups arrive each round!

Yard (Player Area)



Pup Cards
In groups, by breed

Buried Bones
Face-down



Reference Card



Your Hand

Number & Name

Each pup card has a unique number from 00-99.
The tens digit is its Breed, the ones digit is its Trick.

Example: 80-89 are Pugs. 04, 14, 24, etc are "Diligent"



Trick

Each pup has a special Trick it performs after it's played. Most Tricks have a symbol, like the ▲ here, meaning the number of pups in its group.

Tricks get better with friends around to help!

Example:

If you had 4 Pugs in play, then this Trick would become: "Do 4 times: Bury or upgrade a bone here."

Game-End Bonus

Each group has a unique rule that upgrades its buried bones at the end of the game, increasing their value!

Good Puppies is played over a series of rounds. Each round is split up into five steps. Game Round and Player Turn steps are summarized on each Reference Card.



Fill the Dog Park: Reveal one card per player, plus one extra card (ex: 3 players, 4 cards) from the deck, and place them all face-up in an area called the Dog Park.



Choose a Pupper: Each player picks one of the three cards in their hand, and places it face-down on their Reference Card.



Reveal Puppies: Each player flips over the card they chose to play, leaving it face-up on their Reference card.



Player Turns: Every pup card has a number from 0 to 99. In order from highest to lowest, each player takes their turn (see next page).



Extra Pup: The last player to take a turn (whomever played the lowest # card) takes the remaining pup from the Dog Park and adds it to their Yard, but does not perform its Trick.

Once all players have taken a turn, a new round begins.

Player Turn

During each round, every player will take one turn. A player's turn is split up into four steps.



Add Pup to Yard: Place your new pup face-up in your Yard. If you've already got pups of that breed, add it to their group.



Use Trick: Each pup has a special **Trick** that it performs when you play it. Tricks will let you bury, move, and upgrade bones.

Tricks are described in detail on the next pages.



Draw Pup: Choose one of the pups in the Dog Park and add it to your hand.



Complete Scheme: If one of your Rascals has satisfied its scheme, complete it now! (p10)

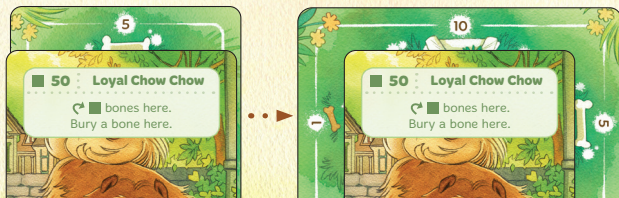
Tricks

All these puppies have Tricks they want to perform to impress you! **Tricks always only affect your own groups.**

Bury a Bone: To bury a bone, take the top card of the deck and tuck it under the pup's group, with the value 1 side showing.



Upgrade a Bone (↻): To upgrade a bone, rotate it 90 degrees clockwise. An upgraded 1 becomes a 2, a 2 becomes a 5, and a 5 becomes a 10. If you would rotate a 10, leave it alone instead.



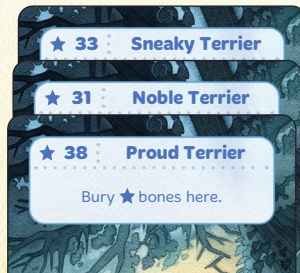
Move a Bone: Some Tricks allow you to move one or more bones between your groups. If you move a bone, preserve its value (a 5 stays a 5, for example).

Eat a Bone: Some Tricks and Schemes require your pups to eat a bone. To do so, return a bone from that pup's group to the top of the deck, without looking at it.

Draw Pups: Bouncy (07, 17, 27, etc) pups let you draw and play a pup, and perform its trick. Add it to a group as appropriate, and then proceed to the trick.

Tricks are Optional: You can always choose to ignore a Trick or only perform part of its effect.

Symbols Become Numbers: Most Tricks' text includes a colored symbol matching the pup's breed. When you read it, replace that symbol with the number of pups in that group, including the new pup.



Example:

After playing the Proud Terrier, ★ = 3 because there are 3 pups in the group.

The Trick becomes
"Bury 3 bones here."

If there are not enough cards in the deck to complete step 1 of a round (ex: 3 cards in deck, in a 4-player game), do not put any cards into the Dog Park. Instead, this round will be the **Final Round**.

The rest of the Final Round proceeds as normal, except that players skip the Draw Pup part of their turn.

After the Final Round, each group gains its **End-Game Bonus** once. These bonuses, explained on the next page, will allow you to upgrade bones based on certain conditions.

After applying all your bonuses, count up the value of all your groups' bones. Highest total wins! In case of a tie, the player who can bark the best is the winner.

Empty Deck: During the Final Round (and sometimes during the round before it), the deck may not have enough cards to complete a Trick.

If performing a Trick requires cards (buried bones or drawing pups) and there are no cards in the deck, take cards from those set aside during Setup. If there are no cards remaining there, you must ignore the rest of that part of the Trick. **Plan accordingly!**

Over the course of the game, your pup groups will have buried bones, and even upgraded some of them. Each breed has its own unique bonus that it applies at the end of the game. If you cleverly build your Yard, these bonuses will increase your score dramatically!

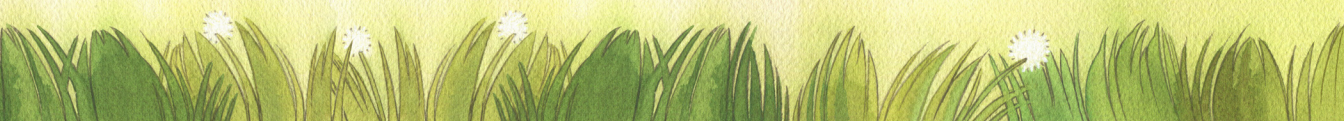
During scoring, start with your lowest group, and execute each group's End-Game Bonus **once**.

If a Rascal (see p10) was the last card played in a group, move it to the back so you can read the End-Game Bonus for that group. Rascals count as pups of their group's breed for all purposes (including End-Game bonuses).

Some bonuses will allow you to upgrade a bone multiple times (ex: ↻ ↻ a bone here). If this would cause you to upgrade beyond 10, stop at 10.

A group's bonus can only affect each bone at that group one time.

Example: The Yorkies' bonus says "For each Chow Chow you have, ↻ ↻ a bone here." If you have five Chow Chows, and your group of Yorkies have two bones, ↻ ↻ each of those two bones and then stop.



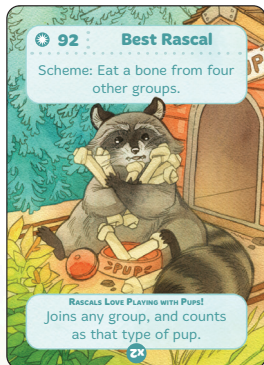
Cards 90-99 are rascally raccoons with special rules.

When you play a Rascal, you can choose any group in your Yard to add it to. It counts as a pup of that type!

This applies both to Tricks and to End-Game Bonuses.

Playing a Rascal First: If you play a Rascal before you have any groups in play, it starts its own group (additional Rascals played will also join that group). The first non-Rascal pup you play must join that group.

Schemes: Each Rascal has a scheme it wants to complete. At the end of your turn, if your Rascal has completed its scheme, you **rotate it 180 degrees** to show the x2 and tuck it with that group's bones. It still counts as a pup in that group, and all the bones there **are worth double points!** Multiple x2 Rascals do not re-double the score.



Extended Game: If you'd like a longer 2-4 player game, pretend you have one extra player during setup (ex: 60 cards for a 2-player game). If you'd like a longer 5-player game, bark lots between turns.

2-Player Strategic Adventure: Deal five cards instead of three to each player during setup, and five cards instead of three into the Dog Park at the start of each round.

Each player will choose two pups instead of one to play each round. Once all four pups are revealed, the players will take four total turns (two each), based on the order of the pups they chose.

This mode can be combined with the Extended Game described above.

Mega Pups Game

If you combine Good Puppies with Good Puppies Too, you can play with up to 6. Shuffle together and use 60 cards + 15 per player. Play as normal, except:

- If two players play identical numbered pups on a turn, the expansion pup goes first.
- Pups with matching symbols group together and count as each other's type for End-Game Bonuses.
- If you have both types in a group, choose only one of their End-Game Bonuses to execute during scoring.

12 Fun Friends / Solo Play

Four large cards are included with the game: Silly Sally, Playful Pat, Fiddly Finn, and Clever Cleo. Each has two sides, allowing them to either be an Extra Player in a game or a Puzzle Pal in Puzzle Mode.

Extra Players: You can play with any mix of human players and Fun Friends, allowing for solo play or larger games for small groups.

Each Fun Friend you use as an Extra Player increases the player count for Setup, and needs its own Yard area. Fun Friends do not ever have a hand of cards.

They have a turn order number, and always take their turn as if they'd played a card with that number. Plan your plays accordingly!

Each Fun Friend card tells you what to do on their turn - what pup they pick, and what to do with it. Fun Friends always ignore the trick or scheme printed on the played Pup. Instead, follow the instructions on the Fun Friend card.

Human players play exactly as they would normally.

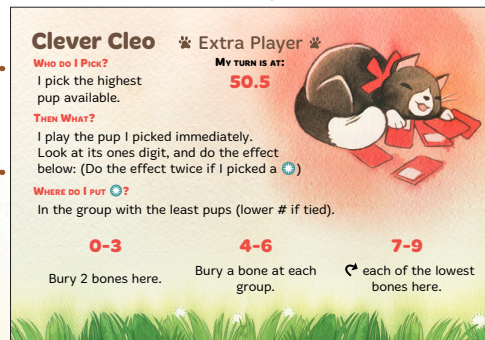
During End-Game Scoring, Fun Friends always choose to upgrade their bones in the way that would gain the most points. If they have one or more Rascals, one spins to its x2 side - the one that would gain the most by doing so.

Example: Clever Cleo

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Behaviors
What Cleo does
on her turn.

Turn Order
When Cleo always
takes her turn.



Actions
Always skip the trick on the pup Cleo played!
Use its ones digit to determine what she
does instead.

Example: Pup 15's ones digit is 5,
so Cleo would Bury a bone at each group.

To play solo Puzzle Mode, select one of the Fun Friends and place them with their Puzzle Pal side face-up. Then, take one of the eight available Puzzle Bonuses (you can choose, or select randomly) and tuck it under the top edge as shown on the right.

In Puzzle Mode, your goal is to build the best yard of pups to score as many points as possible. You'll set up a deck of 70 cards, but you won't have a hand to manage.

On each turn, you'll deal a Dog Park of 4 pups face-up, arranging them from low to high. You'll choose two pups that *aren't* next to each other*. Both will go to your yard, but only one will perform its trick. The others are discarded. This will repeat until the deck runs out, and then you'll score End-Game bonuses, and then your Puzzle Bonus.

Each of the four Puzzle Pals lists the steps in each turn on their card - but each has a Special Ability. That ability will modify some of the setup/steps, so that each time you play Puzzle Mode, it's a little bit different!

If you score 50 or more, you're a Fine Pup, 75 or more, a Good Pup, 100 or more, a Great Pup, 120 or more, a Fantastic Pup, and if you get 150 points? Well then, you're a Wondrous Pup! 200 would be an Impossible Pup, but that's impossible. Right?

Special Ability
How Silly Sally
changes things.

Puzzle Bonus
Tucked here

When counting your score, treat every 2 on a bone as if it were a 4.

Puzzle Bonus

Silly Sally

🐾 Puzzle Pal 🐾

Special Ability - Super Pups Party

Once during the game, in **Step 2**, instead select all four pups! Place one in your Yard, ignoring its trick. Place the others one by one, using their tricks.

Setup: Create a 70 card deck of Puppies.

- 1) Deal 4 pups face-up to the Dog Park. Arrange them from lowest to highest.
- 2) Bring friends together! Select two pups that are not adjacent. Place one in your yard, without using its trick. Place the other in your yard, and use its trick.
- 3) Other pups go play! Discard the other two cards.
- 4) Start a new turn. If there aren't enough pups to deal a new Dog Park, the game is over! Execute End-Game Bonuses and count your score. "Have the most!" is instead "Have 4+" on all bonuses.



Actions

Each Puzzle Pal has a full reference of how to play Puzzle Mode, according to their Special Ability rules.

FAQ

Q: Can I upgrade a bone that's already a 10?

A: Nope! If any Trick or End-Game Bonus would upgrade a bone beyond 10, upgrade it to 10 instead.

Q: Do Rascals have End-Game Bonuses?

A: No. If the game ends and you have a group with a Rascal on top, move it to the back of the group so you can read the correct Bonus. It still counts as that type of pup for End-Game Bonuses, though!

Q: Can I do multiple parts of a Trick in any order?

A: No, you must do them in the order that they're written on the card.

For more information, visit us at **AsmadiGames.com** or check the **BoardGameGeek** Forums for **Good Puppies**.

Credits:

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