

Silly Sally

MY TURN IS AT:
70.5

WHO DO I PICK?

I pick a pup from the group I have the most of (lowest # if several are tied)

THEN WHAT?

I play the pup I picked immediately. Look at its ones digit, and do the effect below:

WHERE DO I PUT 🌟?

In the group with the least pups (lower # if tied).

0-3

Bury a bone here for each pup in the group.

4-6

Bury a bone here.
↻ the lowest bone here.

7-9

Bury a bone here.
↻ the highest bone here.



Clever Cleo

MY TURN IS AT:

50.5



WHO DO I PICK?

I pick the highest pup available.

THEN WHAT?

I play the pup I picked immediately. Look at its ones digit, and do the effect below:

(Do the effect twice if I picked a 🌀)

WHERE DO I PUT 🌀 ?

In the group with the least pups (lower # if tied).

0-3

Bury 2 bones here.

4-6

Bury a bone at each group.

7-9

↻ each of the lowest bones here.

Playful Pat

MY TURN IS AT:

80.5



Who do I Pick?

I always take a Corgi if there is one (Lowest if several), or the Lowest pup available.

Then What?

I play the pup I picked immediately. Look at its ones digit, and do the effect below:

Where do I put 🌟?

In the group with the most bones (lower # if tied).

0-3

Draw a pup and play it, ignoring its trick.

Then, bury a bone at its group.

4-6

Draw a pup and play it, ignoring its trick.

Then, ↺ each bone at its group.

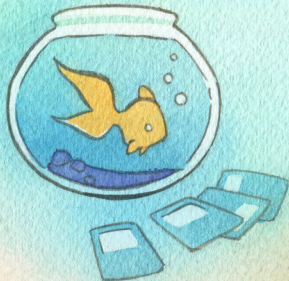
7-9

Bury a bone at each group with less than three bones.

Fiddly Finn

MY TURN IS AT:

20.5



WHO DO I PICK?

I pick the lowest pup available.

THEN WHAT?

I play the pup I picked immediately. Look at its ones digit, and do the effect below:

WHERE DO I PUT 🌟?

In the group with the most pups (lower # if tied).

0-3

Bury a bone at each group.

4-6

Move all your 1-bones here. ↻ each 1-bone here.

7-9

Bury two bones here. ↻ each 2- or 5-bone here.

Fun Friends Rules

A MINI-EXPANSION FOR GOOD PUPPERS!

GAME BY CHRIS CIESLIK

ART AND DESIGN BY CORI CORENE

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How's It Work?

Fun Friends is a super simple expansion that allows you to play Good Puppies solo, or add friends to your game!

Each Friend you use is a player who will have their own yard, pups, bones, and score at the end of the game. During setup, count them as players when you create the deck, but do not deal them a hand of 3 cards.

A Friend has a turn order *#* next to their name, so you always know when they're going to take their turn. Plan accordingly! When it's their turn, look at their card to see which pup they'll choose, and what they do with it.

Each Friend always ignores the normal trick of the pup and does something else instead, according to the ones digit on the card. See each Friend card for details on what that is.

Human players play exactly like they would normally. The game proceeds in rounds and ends like a normal game would.

During End-Game Scoring, Friends always choose to upgrade the bones in a group in a way that would gain them the most points. For example, if they would be able to upgrade two bones at a group, and had a 1, a 2, and a 5, they'd upgrade the 2 and the 5.

Good luck, and have fun playing with pups! (And Friends!!)