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## SUMMARY

- Eat the worst food and choose which end from which to expel your rotten doggy hotness! It's a race, though, so let it out before someone goes out! And if you go out, be sure you have the highest-scoring (and smelling) hand!

## SETUP

- Shuffle the deck thoroughly (at least 4-5 times for a first time shuffle).
- Deal 5 cards to each player. Players should look at their cards.
- Place cards face down in a grid:
  - For 2 players: 8 cards in a 4x2 grid.
  - For 3-4 players: 12 cards in a 4x3 grid.
- Players take turns flipping 2 cards face up, choosing 1 to put into their hand (all players should see both cards).
  - Note: Each player is allowed 2 cards face up. If the previous player leaves their 2nd card face up, the next player must turn it face down or it will count towards their 2 face up cards.
- Repeat until all players have taken 2 cards. Place any remaining cards in the bottom of the deck.
- Each player should have 7 cards in their hands.

## TURN




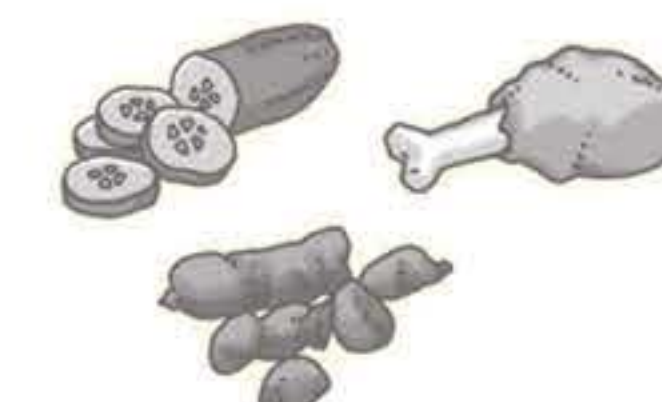
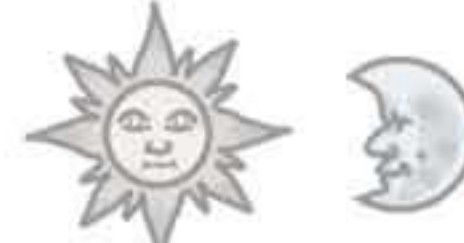
- Your goal is to create the "worst breath" with the highest scoring cards.
- On your turn, choose 1 of the following to perform:
  - Draw 1 deck card and add it to your hand.
  - Draw any 1 discard card and add it to your hand.
- In addition, at any time, you may play 1 Scavenger card on your turn (see [Card Types](#)).
- After the above, if you have 8 cards in your hand, place 1 card from your

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hand face up in the center between players to discard it.

- Note: If 1 player discards a scavenger card, another can draw it (and use it on the same turn).
- Go Out (optional). If it's your turn and you're ready to start the end of the game with a hand you think will win, say, "I'm out." Your hand is now considered "outed." Unless someone scavenges your hand, your game is done (see [Card Types](#)).
- After going out, all other players get 1 turn each before the game is done.
- Note: If the deck runs out while playing, take all discarded cards (including face down special cards) and reshuffle to form a new deck.

## CARD TYPES

- Cards are either
  - Food 
  - Bone 
  - Special 
- Food cards indicate 3 important bits of information:
  - Food type (Vege,  Meat)
  - Fresh or Rotten 
  - (Day or Night)
  - Location of Breath Exit (either Snout or Butt)
- Bone cards serve 1 purpose:
  - To promote proper digestion of Meat, you must chew on 1 Bone in your final hand.
  - Bone cards have no point value. Matching them earns nothing (except for the legendary 100 point Super Combo! - see [Points](#)).
- Special cards are 1 of the following:
  - Scavenger - Swap a card with an opponent. Place this card face up and 1 card from your hand face down in front of an opponent. Choose a card in their hand and request it. If they have a Guard

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Dog, they can block this move. Otherwise, discard this Scavenger card face down once used (cannot be used again until the discard is shuffled).

- Guard Dog - Protects against a Scavenger card. Play once someone places a Scavenger card in front of you (or another player!). Discard this Guard Dog card face down once used (cannot be used again until the discard is shuffled).
- After you play a Special card, draw 1 card from the deck to replenish the missing card in your hand.

## SETS

- A "Set" ideally combines groups of 3 or more food cards that earn points based on various criteria.
- Foods ranked in order of higher points to lowest points:
  - Meat
  - Poop
  - Vegetable (referred to as "Vege")
- Other elements that affect your Breath:
  - Is the Food more rotten? (Night is more rotten than Day)
  - Is the Breath coming from the Snout or the Butt?
- Food and Breath combine to form your total score at the end of the game (see [Points](#)).
- Super Combos:
  - There are more difficult hands to build called Super Combos that earn BIG points (see [Points](#)).

## WINNING

- The goal of the game is to go out with the highest scoring hand.
- When you think you have a good hand declare, "I'm out." If nothing changes, this signifies the end of the game. Once a player goes out, the remaining players have 1 turn each to finish building their hands.



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- The only exception to this rule is if someone Scavenges the player who goes out. This action may disrupt the outer's ability to actually go out. In this case, the outer can choose to continue instead, making the outing a "false alarm." Continue play as normal. Otherwise, it's an "official" outing.
- Following an official outing, Points are tallied once the last player finishes (see Points).

## POINTS

Points can be tallied using the included Scores cards (back side indicates Points) in a series of 5 games. Mark points using a Dry Erase marker only (and store dry erase capped point down to last longer).

Tally points using the following criteria (also indicated on the included Points or "pts" cards):

- **5 pts** - if outing player has the highest-scoring hand.
- **-5 pts** - if outing player does not have the highest-scoring hand.
- **6 pts** each Meat - for 3+ you get 6 pts each (eg 3 Meats = 18 pts ).
  - Note: You need 1 Bone to get points for Meat.
- **5 pts** each Poop - for 3+ you get 5 pts each (e.g. 4 Poops = 20 pts).
- **4 pts** each Vege - for 3+ you get 4 pts each (e.g. 6 Vege = 24 pts).
- **5 pts** - if all Food is the same (e.g. hand has 6 Meat and 1 Bone, or 7 Vege, etc.).
- **1 pt** for every food card - if all are Butts (e.g. 6 Butts earns 6 pts).
- **1 pt** for every food card - if all are Night, you get 1 pt for every card.
- **3 pts** - for every Snout+Butt pair (requires 3 or more of the same food to get this bonus).
- **2 pts** - for every Special card.
- **Super Combos:**
  - Note: Super Combos do not earn extra points as indicated above,

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except for the +5/-5 points related to going out.

- **60 pts** - Bone + all cards are day + 2 of each food type (1 snout, 1 butt per food type).
- **65 pts** - Bone + all cards are night + 2 of each food type (1 snout, 1 butt each).
- **80 pts** - 7 Meat + discard 1 Bone.
- **100 pts** - 6 Bone + 1 Meat.

## COMPETITION

- Each time a player goes out (and all other players have their final turn) it is considered a "round."
- Total all players points and indicate this total with a dry erase marker on the supplied Points cards.
  - Note: Use 1 score card for every 2 players that participate.
- 5 rounds should be played.
- Whoever has the most points at the end of the 5 rounds is the winner of the competition!

## ALTERNATE PLAY

- You can enforce a few additional rules to lengthen the game or make it more challenging:
  - Require a minimum point count to "go out."
  - Require a super combo to "go out."





*presents*



*A Tavern Card Game*

# Dog's Breath™

A Tavern Card Game



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Perfect for any tavern with good ale and a warm fireplace!

- Includes 60 Vegetable, Poop, Meat, Bone, Scavenger, Guard Dog, and Reference cards.
- Silly and fast, strategy of what to discard and when, and how to arrange/hide your hand.

A Tavern Card Game

**COMPETE**

**INFORM**

**STRATEGY**

**SLOW**

**TEXT**

**COOPERATE**

**ENTERTAIN**

**CHANGE**

**FAST**

**GRAPHICS**

**10 2-4**

**7-99**