

Top Dog!

By Quantum Productions
www.Combo.Zone

You are a rising dog trainer reaching for fame. You'll buy pups from the breeder & mutts from the shelter, train them with Poise*tm shampoo then enter them into Shows to earn medals! You can sell these champions for more money or donate them to charity and store their medals in your personal Hall of Fame. Earn as much fame as you can before the Judge has no more medals to pass out!

Overview:

- * Buy dogs with 4 different stats: Poise, Agility, Wiggle, Speed.
- * Enter dogs into Shows to earn Medals!
- * Sell the champions for more Bones (money) or donate to your Hall of Fame to receive Fame points and win the game!
- * 2-4 Players, 45 minutes.
- * Difficulty: Light.

Board Setup:

- * Separate Pup cards from Mutt cards. Mutt cards have "Mutt" written on top. All other dog cards are Pups.
 - * Shuffle Pup deck, place below board. Reveal 2 Pups faceup.
 - * Shuffle Mutt deck, place below board next to Pup deck. Reveal 1 Mutt faceup.
 - * There are now 2 Pups to choose from and 1 Mutt. When the Mutt deck runs out, reveal a Pup in its place.
 - * Bronze Show starts with 12 medals: 4 in the P A W S and 8 backup.
 - * Silver Show starts with 8 medals: 4 in the P A W S and 4 backup.
 - * Gold Show starts with 4 medals: 1 for each category P A W S.
 - * Place Judge pawn in SPONSOR position.
 - * Place black Poise*tm shampoo in a pile.
 - * Place yellow Bones (money) in a pile.
 - * Place extra medals in a pile. These can be used for Bones (money) when the Bones run low.
- Bronze = 10, Silver = 20, Gold = 30.



Player Setup:

- * Whoever last washed a dog goes first. Place the 1st Player pawn in front of them.
- * Each player starts with 7 bones (money).
- * Each player starts with 3 Small Kennels.
- * Each player has 10 collars of their color (red, green, blue and white cubes) to mark their Dogs.



Yellow cube: 7 bones (money)

Small Paw: 3 small kennels

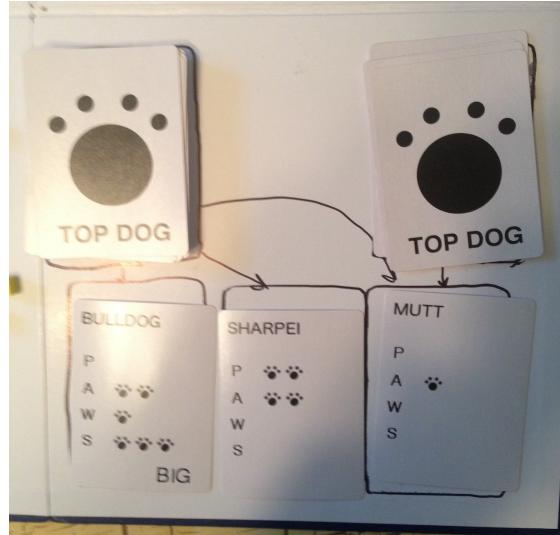
Orange Pawn: First player marker

Round Sequence:

- * Player with the first player marker takes their turn.
- * Play continues to their left (clockwise) until all players have taken their turn.
- * When all player have gone, pass the first player marker clockwise (left of that player).
- * When the first player marker passes, advance the Judge 1 position.
- * Judge moves from Sponsor > Bronze > Silver > Gold > Sponsor (looping).
- * If Judge lands on Bronze, Silver or Gold see Judging a Show below.
- * Cycle Pup deck - see Cycle Pup deck below.

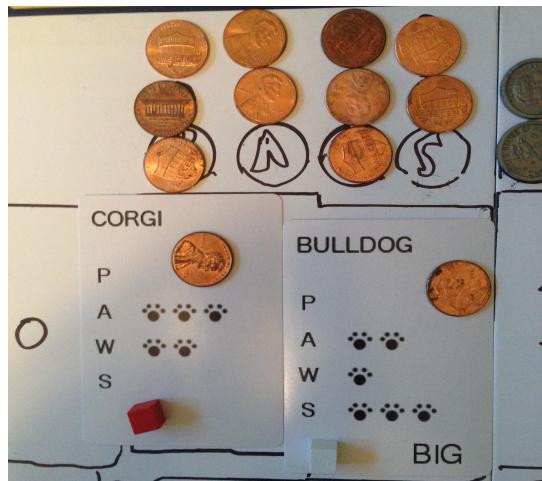
Cycle Pup deck:

- * After evaluating shows, take the rightmost Pup card available and place it facedown next to the Pup deck.
- * Move all other Pup cards from left to right.
- * Reveal a Pup card from the deck faceup in the leftmost space which is empty.
- * If the Pup deck is empty, shuffle the Pup cards set aside then make them the new Pup deck.
- * There should always be Pups available in the 2 slots. When the 6 Mutts have been purchased, that Mutt slot becomes a Pup slot for a total of 3 Pup slots. The 2 existing Pup cards are moved to the right and a new Pup card is revealed into the leftmost space which is empty.

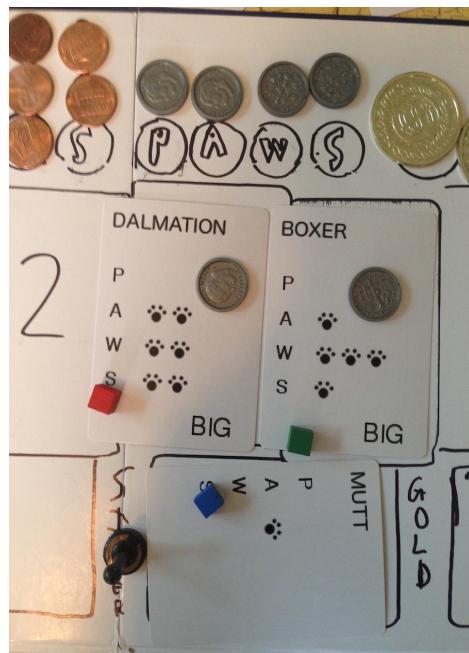


Judging a Show:

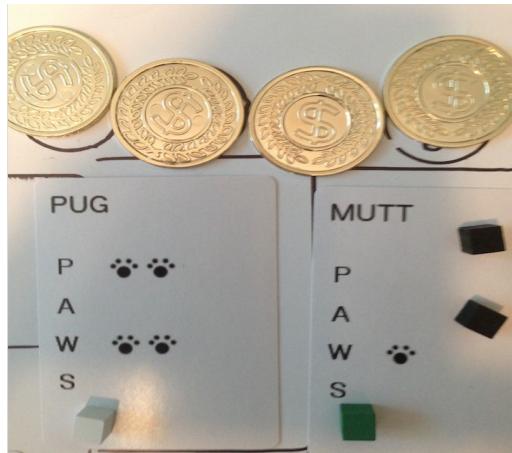
- * If a Show has 1 or 2 Dogs entered, the Judge will evaluate their performance.
- * If there are 1 or 2 empty slots, check for moving a Dog in the Qualifier space into the Show before evaluating - see Qualifiers below.
- * Start with the P medal first, then A, then W then S. If a medal is missing, skip to the next medal in the sequence (PAWS).
- * Select the dog which has the most of that category (Poise, Agility, Wiggle or Speed). Ties are given to the dog in slot #1.
- * A Dog must have a minimum of 1 point in a category to win the medal. Poise*tm shampoo tokens are added to the dog's Poise rating to count for Poise points.
- * Place the medal onto the dog then return them to their owner.
- * If their owner does not have sufficient kennel space available, the dog and its medals are lost.
- * Proceed to evaluate the next category (Poise > Agility > Wiggle > Speed).
- * A dog cannot win more than 1 medal at a time. If this would happen, then no dog wins the medal.
- * After evaluating all medals, if all medals are empty, replenish with backup medals above the PAWS if available. Only replenish from this starting pile (8 Bronze, 4 Silver, 0 Gold).
- * After evaluating all medals, slide the Dog in Slot #2 to #1 if available.
- * Enter Qualifier Dog into the Show, if there is space (see below).
- * Only check to enter the Qualifier Dog before and after evaluating medals - not during. The Qualifier dog cannot earn medals during the judging of the Show.



Red's Corgi had the most Agility, so they won the A medal. This Corgi had the most Wiggle, too, but they cannot win more than 1 medal at a time so neither dog wins the Wiggle medal. White's Bulldog is the only Dog with any speed, so they win the Speed medal. Both Dogs are returned to their owner's kennels.



Red's Dalmation won the Agility medal, Green's Boxer won the Wiggle medal. Blue's Mutt does not compete – it's only in the Qualifier and will be moved into the Show after the champion Dogs are returned to their owner's kennels. The Speed medal was already won in a previous Show.



These 2 Dogs tie for Poise. Since White's Pug is in position #1 (they entered the Show first) – they will win the Poise medal. The Mutt will not win the Wiggle medal because White's Pug has 2 Wiggle compared to their 1. Neither Dog is eligible to win Agility or Speed.

Qualifiers:

- * A Qualifier Dog moved into the Show is always moved the furthest possible (Into #1 if #1 and #2 are empty, into #2 if #1 is occupied, no entry if #1 and #2 are occupied)
- * If a Dog is moved from Qualifier into the Show, their Owner must pay their Entry cost immediately or the Dog is returned to the Owner. If the Owner does not have an available Kennel, the Dog is out of the game. See Entering a Show below.
- * The entry fee is not paid if slots #1 and #2 are occupied.
- * Checking to move a Dog from Qualifier into the Show is done twice at the start of a round: When the Judge moves onto the Show at the start of a round and when the Judge finishes evaluating a show. In both cases there must be available slot to move into.

Turn Sequence:

Perform 1 action with each of your 3 Kennels.

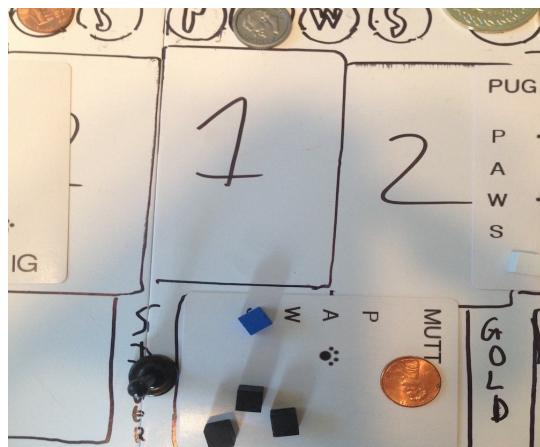
- * Consult: Gain 1 Bone.
- * Train: Add 1 Poise*tm to a dog in any of your Kennels. There is a Maximum Limit of 5 Poise*tm tokens on a dog.
- * Buy Dog: Empty Kennels can spend their action to buy a dog from the available dogs. Cost = the dog's PAWS total, paid in Bones. Add a collar of your color to the dog.
- * Upgrade Kennel: Spend 5 Bones to upgrade one of your 3 Small Kennels into a Big Kennel. Large Kennels can hold a BIG Dog or a regular Dog. Indicate a Big Kennel by flipping your Small Kennel card (The Small Paw) over to reveal a Large Paw.
- * Sell or Donate Dog: Exchange the medals on the dog for Bones. See Sell or Donate a Dog below.
- * Enter a Show: See Entering a Show below.

Medal Entry Values & Show Entry Requirements

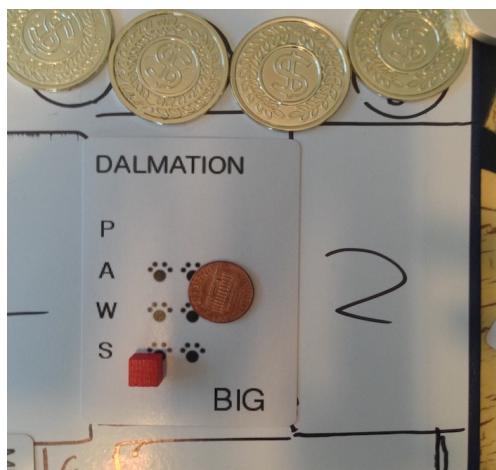
| | Entry Value | Entry Value with Judge | Entry Requirement |
|--------|-------------|---------------------------|----------------------|
| Bronze | 5 | 10 | 10 |
| Silver | 10 | 20 | 20 |
| Gold | 15 | 30 | 30 |

Entering a Show:

- * Only Dogs with less than 3 medals can enter a Show or Qualifier.
- * Each Show has 2 available slots, marked 1 & 2 on the board.
- * Each Show has 1 Qualifier slot that can be entered for free, deferring the cost until a Judge moves onto that Show & evaluates or finishes evaluating that Show (see Judging a Show & Qualifiers above).
- * Bronze, Silver and Gold Shows have an Entry requirement shown in the last column in the chart above.
- * From this Entry Requirement, subtract the number of Poise*tm on the Dog, subtract its natural Poise stat value. (A Poodle with 1 natural Poise + 1 Poise token entering a Bronze Show: 10 Requirement - 2 = 8 cost left).
- * Subtract the total of the Dog's medals Entry Values. If the Judge is currently on that Show, double the amount subtracted.
- * If the amount left is 0 or below, the Dog is entered.
- * If the amount left is above 0, you must pay that in Bones.
- * If the Judge *is not* at that Show, Bones value are worth 2 for each 1 spent.



Silver shows cost 20 to enter. The Bronze medal, normally only worth 5 entry points, is worth 10 with the Judge present. $20-10=10$. $10 - 3 \text{ Poise tokens} = 7$ remaining cost. Blue must pay 7 Bones to move this Dog from Qualifier into the Show (#1 spot since it is open).



Gold shows cost 30 to enter. The Bronze medal is worth 5 entry. $30-5=25$ left. Since the Judge isn't present on the Gold show, bones are worth double for entry cost. Red paid 13 bones ($13 * 2 = 26$ which is enough) to enter this Dalmatian.

Sell or Donate a Dog:

- * This kennel action lets you Sell or Donate your dog if it has medals.
- * Sell: Exchange the medal for its value in Bones. To keep making change to a minimum, you can place the medal below your Kennel indicating it is used as Bones (Bronze: 10 Bones, Silver: 20 Bones, Gold: 30 Bones).
- * Sell: If the Judge is on the SPONSOR position then Medals are worth double their regular value.
- * Sell: Receive Bones for each Poisetm shampoo token on the sold dog.
- * Donate: Push the medals above your Kennels – this is your Hall of Fame. **The player with the most points in their Hall of Fame wins the game.**
- * Donate: Any Poise on the Dog is added to the Hall of Fame as well and counts as 1 point per token.
- * Remove the Dog from the game.

Medal Values:

| | Sold | Sold with Judge on Sponsorship | Donated |
|--------|----------|-----------------------------------|---------|
| Bronze | 10 Bones | 20 Bones | 10 Fame |
| Silver | 20 Bones | 40 Bones | 20 Fame |
| Gold | 30 Bones | 60 Bones | 30 Fame |



Red has 50 points of fame ($1 \text{ Gold} = 30 + 1 \text{ silver} = 20$). They could sell their Boxer for 10 bones or wait until the Judge is on the Sponsor position and receive 20 bones. Red could donate at any turn and add the Bronze medal to their Hall of Fame for an additional 10 points of Fame.

Ending the Game:

- * When a Judge moves onto a Show space (Bronze, Silver or Gold) and there are zero medals to give out, the game ends. This happens even if there is no dog currently in the Show.
- * Each player sums the total of the Medal values + any Poise tokens in their Hall of Fame pile above their Kennels. The player with the most points in their Hall of Fame wins the game!