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Ages 5 and Up
2 to 4 Players

DOG MAN™ Supa Buddies Card Game



INSTRUCTIONS

CONTENTS:

- 60 Cards

OBJECT OF THE GAME:

Win the entire pile of Cards!

SET UP:

Show the Cards to players so that the players can understand what the Supa Buddy, the Chief and the Skunk Cards look like.

The dealer shuffles the Cards and then deals out all of the Cards one at a time to each player, until the entire deck has been dealt. Players place their stacks of Cards face down in front of them. Players may not look at their Cards.

HOW TO PLAY:

On the count of "1-2-3!" players play their Cards at the same time on each turn. Players turn over a Card from the top of their stack and place it face up next to their stack to form their pile. Play continues until one of the following happens:

1. If the face-up Card in 2 piles is an exactly-matching Supa Buddy image (*Dog Man, Li'l Petey, 80-HD, Molly, The Scarlet Shedder, The Firecracker Kid, Ninja Shark or Mecha Molly*), the first player to say, "Supa Buddy" wins both piles and adds the Cards to the bottom of that player's stack.

Example Match: Dog Man



2. If the Chief Card appears in any pile, the first player to say, "Chief!" wins ALL piles and adds the Cards to the bottom of that player's stack. If 2 players are playing, the player who collects the piles also collects 3 additional Cards from the other player.
3. If the Skunk Card appears, the last player to pinch their own nose must place 3 Cards in the middle of the table to be won on a later turn.

If players tie as they call out, the piles are moved to the middle of the table to add to the winnings on a later turn.

If a player runs out of Cards in the player's stack, the player picks up their face-up pile and turns it over to keep playing. If players run out of Cards completely, they are out of the game.

WINNING THE GAME:

The game ends when one player has collected all of the Cards. That player is the winner!