

WALT DISNEY'S



DALMATIANS

Puppy Rescue Card Game

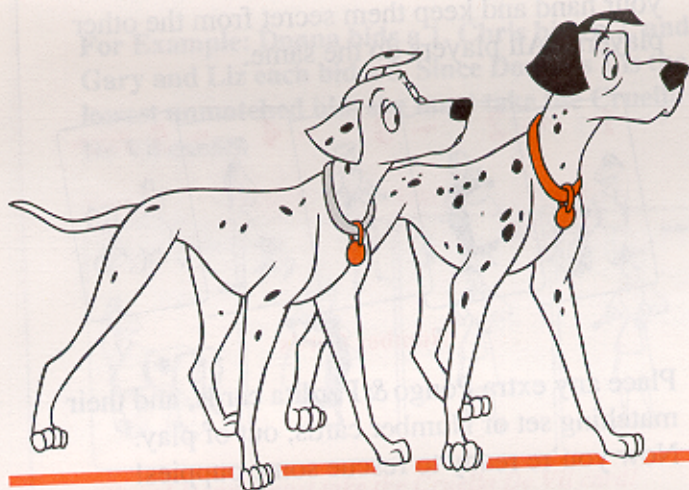
For 2 to 4 Players—Ages 5 and Up

Contents:

20 Number Playing Cards, 4 Pongo & Perdita Cards, 4 Cruella De Vil Cards, 32 Puppy Cards.

Object

Be the player to make the longest line of rescued puppies.

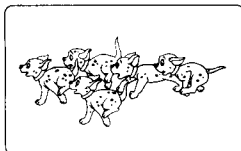
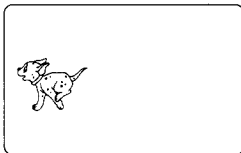


Setup

1. Separate the Puppy Cards and the Cruella De Vil Cards from the Decks:

Shuffle *all* these cards together and place them *face down* in the center of the play area to form a draw pile.

Puppy Cards



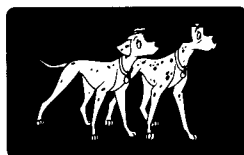
Cruella Cards



The Puppy cards show as few as 1 puppy and as many as 5!

2. Separate the Pongo & Perdita Cards from the Decks:

Take a Pongo & Perdita card and place it *face up* in front of you. All players do the same.



Pongo & Perdita Cards

3. Separate the Number Cards into Sets According to Color:

Take the set of Number cards that matches the color of your Pongo & Perdita card. Hold your five Number cards in your hand and keep them secret from the other players. All players do the same.



Number Cards

Place any extra Pongo & Perdita cards, and their matching set of Number cards, out of play. Now you're ready to rescue some puppies!

How to Play

The game is played in rounds. In each round, players secretly bid with their Number cards and try to win Puppy cards. When all five of each player's Number cards have been played, the round is over. Several rounds make up a game.

A Round

Each round is made up of the following four steps:

Step 1: Turn over the top card of the draw pile.

Step 2: All players secretly bid for the card with one of their Number cards.

Step 3: The winner of the bid gets the card and places it next to his or her Pongo & Perdita card.

Step 4: Place *all* of the Number cards used in the bid out of play.

Continue to do these four steps until all players' Number cards have been played.

The Draw Pile Cards

Players bid for two types of cards — either *wanted* Puppy cards, or *unwanted* Cruella De Vil cards. How to bid for both types of cards is explained below.

How to Bid for Puppy Cards

When the top card of the draw pile is a Puppy card, here's how to bid for it:

All players secretly select a Number card from their hand to bid.

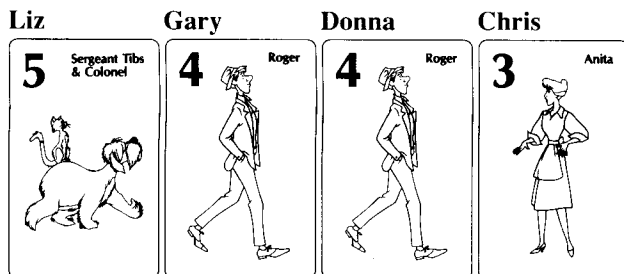
Once each player has selected a card, all players together say, "Ready, set, rescue!" and lay their card face up on the table for all to see.

Who Wins the Bid?

The player who bids the *highest* Number card, without any other player bidding that same number, wins the bid and gets the Puppy card.

Note: Place any Puppy cards you win in a pile next to your Pongo & Perdita card.

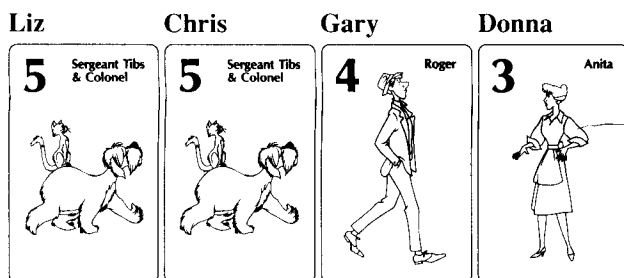
For Example: Liz bids a 5, Donna and Gary each bid a 4, and Chris bids a 3. Liz's 5 is the highest unmatched bid. She wins the Puppy card!



Liz wins the Puppy card!

If there is a match for highest Number card, the matching cards cancel each other out. The player who bid the NEXT highest *unmatched* number wins the bid and gets the Puppy card.

For Example: Liz and Chris each bid a 5, Gary bids a 4, and Donna bids a 3. The two 5s cancel each other out. Gary, who has the next highest bid with a 4, wins the Puppy card.

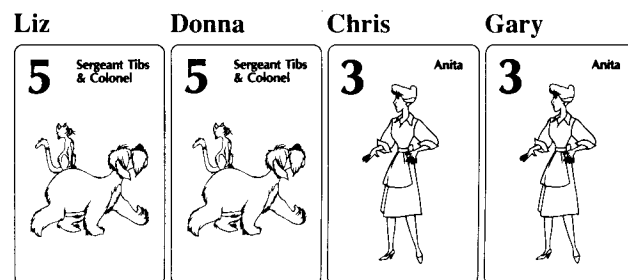


Gary wins the Puppy card!

Note: If all of the Number cards cancel each other out, players must bid again for the *same* Puppy card by selecting another Number card from their hand to bid.

For Example: Liz and Donna each bid a 5, and Chris and Gary each bid a 3. The two 5s and the two 3s cancel each other out. All players must

now select another Number card from their hand and bid again for the same Puppy card.



Select another Number card and bid again!

After a player wins the bid, place all of the Number cards used in the bid out of play.

How to Bid for Cruella De Vil Cards

Watch out! Cruella De Vil cards are mixed in with the Puppy cards. Instead of bidding for a Puppy card, players may be forced to bid for a Cruella card. *These are cards players don't want*—but everyone must still bid for them!

Players bid for these cards the same way they bid for a Puppy card, by secretly selecting a Number card from their hand.

Who Must Take the Cruella De Vil Card?

The player who bids the *lowest* Number card, without any other player bidding that same number, **MUST TAKE** the Cruella De Vil card.

NOTE: If you must take a Cruella De Vil card, place it next to your Pongo & Perdita card.

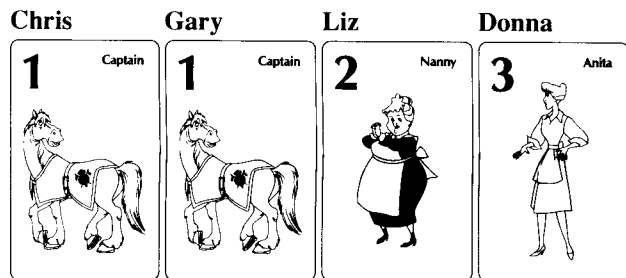
For Example: Donna bids a 1, Chris bids a 2, and Gary and Liz each bid a 3. Since Donna's 1 is the lowest unmatched bid, she must take the Cruella De Vil card.



Oh no! Donna must take the Cruella De Vil card!

If there is a match for the lowest Number card, then the player who bid the NEXT lowest *unmatched* number must take the Cruella De Vil card.

For Example: Chris and Gary each bid a 1. Liz bids a 2, and Donna bids a 3. The two 1s cancel each other out. Liz, who has the next lowest bid with a 2, must take the Cruella De Vil card.



Liz must take the Cruella De Vil card!

NOTE: If all of the Number cards cancel each other out, players must bid again for the *same* Cruella De Vil card by selecting another Number card from their hand to bid.

After a player takes the Cruella De Vil card, place all of the Number cards used in the bid out of play.

BIDDING EXCEPTION FOR 2-PLAYER GAME

If both the Number cards cancel each other out, the card that players are bidding for (either a Puppy or a Cruella) is immediately placed out of play. Continue the game by turning over the next card and bidding for it.

Ending the Round

The round ends when all five of the players' Number cards have been used to bid.

How to Start the Next Round

To start the next round, players collect their five Number cards in their hands and continue bidding for draw pile cards as described above.

Ending the Game

The game ends when there are no more cards in the draw pile. Now it's time to line up the rescued puppies! Here's how:

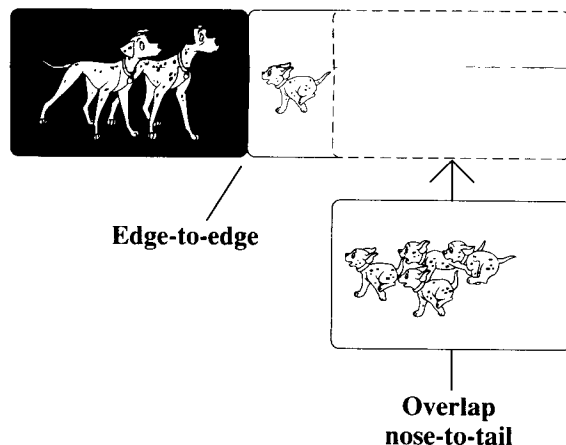
1. Any player with a Cruella De Vil card must choose one Puppy card to give up for each Cruella De Vil card he or she has. Place these cards out of play.

2. Line Up Those Puppies!

Choose a player to go first. The first player must line up his or her puppy cards next to Pongo & Perdita in the center of the play area.

Place one of your Puppy cards edge-to-edge with your Pongo & Perdita card. Then place your other Puppy cards so that they overlap each other nose-to-tail. See Figure 1.

FIGURE 1



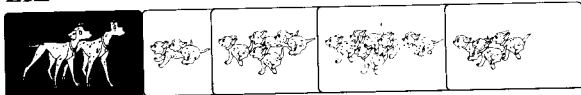
All players now make their own line of rescued puppies directly underneath the first player's line. See Figure 2.

FIGURE 2. The Line Up

DONNA



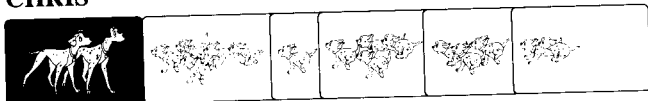
LIZ



GARY



CHRIS

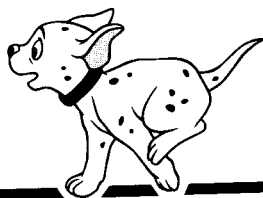


Chris wins by a tail! She has the longest line of rescued puppies.

How to Win

The player with the longest line of rescued puppies is the winner!

If two or more players seem to have the same length puppy line, count the number of puppies to see who wins.



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