# Pick-a-DOG 犬愛 狗友 / Pick-a-PIG 豚營 豬朋 狗友

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Players : 1-5
Age : from 8 years

While Farmer Henry is enjoying his red wine in his newly-built colossal basement, the animals in the barn are also partying for fun! Impish as they are, they're really organized in forming groups for games – Pigs of a Belly Band Together & Dogs of a Collar Curl Together! Recruit your team with careful selection, but you have to be quick!

## Components
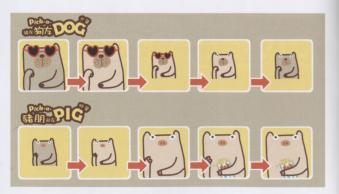
96 cards (3 sets of 32 different cards), 1 rulebook

## Set-up

Shuffle all the cards face-down and form a draw pile. Each player draws **one card** as their **"Captain" card** and keeps it **face-down** in front of themselves without looking at it for the moment. Deal **5 rows of 6 cards face-up, 30 in total** as the **"Member" cards,** within easy reach of all players in the middle of the table. Now all players together say "Pick a POG!" aloud to start the first round of the game.

## Game Play

### Picking members

Once a round is started, all players simultaneously turn over their "Captain" card. Now everybody tries to grab a card quickly as their first "Member" card, with **one hand** only, from the middle of the table. The first Member card a player collects must present **no or only one difference in comparison with his Captain card** (see illustration).

## Five attributes shown on each card

(1)    Size of the animal

(2)    Colour of the animal

(3)    With one/ two arms

(4)    With/without sunglasses

(5)    With/Without popcorn

Once a player has collected his Member card, he places it on top of his Captain card and immediately looks for another Member card with no or only one difference in comparison **with the last Member card on top of his pile.** Players repeat doing this until one of them thinks that there is no appropriate Member card left that he could grab. This player immediately shouts: **"Team Full!"** All players must immediately stop collecting member cards, followed by the examination of cards.

## Examination of Cards

Now the players first check if the player who shouted "Team Full!" really has no corresponding Member card to grab.

- If he is **right,** he may pick up **any Member card from the middle of the table** as a bonus and add it to his winning pile.
- But if he has made a **mistake** and would have been able to carry on picking up another Member card, he has to **discard all the cards that he has collected during this round, including his Captain card.**

Then, all the collected cards of each player are checked.
The Member cards have to be examined one after another and
must always present no or only one difference in comparison
with their previous card.

- If **all cards are correct,** the player places the cards he has
  collected, together with his Captain card, in this round in
  front of him as his **winning pile**.
- If he has made any **mistake,** meaning that at least one of his
  cards does not fit in the sequence, the player has to **discard
  all the cards that he has collected during this round,
  including his Captain card.**

## New round

At the beginning of a new round, each player again gets
a face-down card from the draw pile as their Captain card.
Then the gaps in the rows on the table are filled with new cards
from the draw pile as Member cards. If there are not enough
cards to fill all the gaps, the last round is played with
the remaining cards.

## Scoring & End of the game

The game ends immediately when there are not enough cards in
the draw pile to deal to each player as their Captain card.

Players count the cards in their own winning pile.
Each card in the players' winning piles is worth **one point.**
Players score no points for the cards that they have discarded.
The player with the most points wins the game.

## Pick-a-Pig/Dog! for one single player

You may also play this game alone. In a single-player game,
the player aims to get as few negative points as possible.
Deal **4 rows of 8 cards face-up,** 32 in total, in the middle and
choose any of these cards to begin the game. As in the basic
game, you collect cards with no or only one difference in
comparison with the previous card. When there is no
appropriate card left, you put aside the remaining cards and
count these negative points later. Then you set out new cards
to continue the game by repeating the steps above. After three
rounds, you add up all the negative points. The less **negative
points** you score, the better your result. This variation is not
about speed but about a premeditated selection of the collected
cards.

# Pick-a-POG! for 6-8 players

Combining "Pick-a-Pig!" with its twin "Pick-a-Dog!", the game not only has its number of cards and opponents increased, but also becomes more challenging with an additional attribute to differentiate (type of animal)!

**A 6 to 8-player game is played as the basic one, with the following changes in the rules**

(1) Deal 7 rows of 7 cards, 49 in total, face-up for the set-up of each round.

(2) The player who correctly shouts "Team Full!" can pick 2 Member cards and add them to his winning pile as a bonus.

**Enjoy the chaotic fun!**

## Acknowledgement