

On Your Turn

1. Play a Training Card
2. Take Action
3. Choose Training
4. Adopt 1 Dog to Claim 1 Course
5. Move up to 3 Dogs
6. Refill Hand from Display

Mini-Turn



In-Game Prizes

1st to Adopt 3 Dogs:



or



1st to Finish an Agility Course:




and




or



Training

 = Agility

 = Jump

 = Speed

 = Trust

 = Strength

Trickier Actions



Boost

/ 

Draw a card. Use the raw number for its action OR receive 1 Training Treat in a color pictured.



Break



Lose 1 or 2 Training Treats to Trash 1 or 2 Training Cards. Draw replacements from deck and/or display.

+1

Distraction



Place a "+1" marker matching a specific color on an opponent's obstacle (not a Pause Box.)

+  +  → 

Intimidation

or  +  → 

Opponent receives a Flex Token and plays with a 2 card hand OR you return to a 3 card hand.

Rush



Place a "Rush" marker. Opponent's dog must clear that obstacle before moving or adopting other dogs.