



Oopsy Poopsy Games LLC

By Chloe & Jeff Pritchett (2017)

For: 2 to 5 players

Ages: 6 to 106

Duration: 10-30 minutes

OBJECTIVE:

Match a puppy with its correct collar and place it in your yard to play. You just need five puppies in your yard to win, but it's not that simple. Another player may try to lure one of your puppies into their yard with a bone. Sometimes one of your puppies will get lost chasing a nut-hoarder when another player yells, "Squirrel!" Still other times a neighbor will let you know it's time to clean your yard with an Oopsy Poopsy card, causing you to lose a turn. Sound impossible? Well, if you play your cards right, you just might be the first to have five puppies in your yard and win!

COMPONENTS:

- 100 Cards
- Instructional Pamphlet

*****HOW TO PLAY (in a nutshell to get started playing)*****

SET-UP

- Deal 5 cards to each player, and be sure to shuffle cards very well between games.
- Gameplay is clockwise from the dealer.

If you do **NOT** have an **Oopsy Poopsy card** in your yard—choose any **ONE** of the following actions for your turn:

- Place a **Puppy/Collar Combo** (single **Puppy card** with matching **Collar card**) in your yard.
 - These two cards stay together the entire game
- Play a **Bone card** against another player's puppy.
 - Used to lure another player's puppy into your yard
- Play a **Squirrel card** against another player's puppy.
 - No more than **TWO** squirrel cards can be in a single player's yard at any time.
- Play an **Oopsy Poopsy card** against any player.
 - Victim does not need to have puppies in their yard (unless alternate gameplay rule applies)
- Play a **Dog Whistle card** to find **YOUR** lost puppy.
 - The Dog Whistle will **NOT** work on another player's lost puppy
- Play a **Pet Carrier card** to find **ANOTHER PLAYER'S** lost puppy.
 - There is no counter to the **Pet Carrier card**
- Play a **Diploma card** on one of the puppies in your yard.
 - This card guarantees your puppy will stay in your yard until the end of the game
- Can't do anything? Then you must discard any **ONE** card (from your hand) and draw **ONE** new card.
 - This action is **NOT** optional if you can't do anything else
- Turn ends once your hand is replenished back to 5 cards

Important: If you have an **Oopsy Poopsy card** in **YOUR** yard, your **ONLY** option is to discard it and miss your turn.

A **Stay card** can only be *played* during **ANOTHER** player's turn and therefore doesn't count as an action on your turn:

- This only counts when *playing* the **Stay card** to **counter** a **Bone** or **Squirrel card** being played against you.

GAMEPLAY NOTES (Good to know stuff):

- Saying, “*Oopsy Poopsy!, Squirrel!, Here puppy, puppy!, and Puppy stay!*” may feel optional, but it really makes the game more fun and enjoyable, especially for any spectators!
- The **YARD** is the area immediately in front of a player where puppies are placed.
- Oopsy Poopsy is a “play from hand” then “draw to refresh” type of game. This can take time to get used to. Veteran players should keep an eye out for new players reaching for the draw pile at the start of their turn.
 - Sometimes a player may realize they forgot to refresh their hand after a turn. When this happens, simply allow that player to refresh their hand as soon as they notice.
- **Stay cards** are **optional** and used only to counter the **Squirrel** and **Bone** cards.
 - It’s never played during your own turn, and therefore will never count as an action
- The **Perfect Collar card** is like a wild card. It has all three charms and goes with **any** color puppy.
- There are **2** types of **Special Puppies**:
 - Some have a T-bone steak in their mouth:
 - They are not interested in Bones so will **NEVER** be lured into another player’s yard by a **Bone**
 - Some wear dark shades and black leather jackets:
 - They are too cool to chase **Squirrels** so will **NEVER** become lost chasing a **Squirrel**
- A lost Puppy will always have a squirrel card (turned sideways) on it, until it is found.
- Lost Puppies still belong to their owner until found by another player using a **Pet Carrier**, or the Puppy’s owner using a **Dog Whistle**.
 - The **Pet Carrier** and **Dog Whistle** cards are **NOT** interchangeable
- The game may take a few turns to get going as players build their hands and pair puppies with collars.
 - It takes fewer turns to get going with more players

THE CARDS (The intimate details about each and every card):

The Puppy Cards

Puppy cards are placed in your yard (one at a time) and **ONLY** with its matching collar card under it.

The Regular Puppy Cards

There are three different **regular** puppy cards:

- Orange puppies with a diamond shape at the top
- Green puppies with a clover shape at the top
- Purple puppies with a triangle shape at the top

The Special Puppy Cards

There are two different **special** puppy cards for each color puppy:

- “**Too Cool to Chase**”
 - These puppies wear dark shades and black leather jackets. They will never become lost because they are too cool to chase squirrels
- “**In a “MEATing” Right Now**”
 - These puppies have a T-bone steak in their mouth. They can never be lured with a bone because they have a steak and are not interested in bones

THE CARDS (Cont'd):

The Collar Cards

Collar cards are only placed in your yard when it's accompanied by a matching puppy card on top.

The Regular Collar Cards

There are three different **regular** collar cards:

- Orange collars with a diamond shaped charm
- Green collars with a clover shaped charm
- Purple collars with a triangle shaped charm

The Perfect Collar Cards

- There are three **perfect** collar cards. These have all three charms and go with **any** color puppy.

The Stay Card

- Stay cards are optional and used only to counter the **squirrel** or **bone cards**.
- When it is played, the person playing the card must say, "**Puppy Stay!**"
- Because the stay card is used as a **counter**, it will never be played during your own turn, and therefore will never count as an action when it is played.
- After the Stay card is played, both it **and** the card it countered (Bone/Squirrel) go into the discard pile.
- The **ONLY** time using a Stay card counts as an action for your turn, is when it is discarded instead of played.

The Bone Card

- The Bone card is used to lure another player's puppy into your yard.
- When a bone card is played, the player must say, "**Here puppy puppy!**" while motioning to a player's specific puppy to come.
- If successful, the player using the bone card will place the new puppy with collar in his/her yard.
- The defending player may choose to counter the **Bone card** by immediately showing a **Stay card** and saying, "**Puppy stay!**"
 - If this is done, both the bone and stay cards are placed in the discard pile.
 - Both players will then replenish their hands back to 5 cards.

The Squirrel Card

- When the Squirrel card is played, the player must yell out, "**Squirrel!**" and point in any direction.
- The player then places the squirrel card on top of a puppy/collar combo in another player's yard, causing that player's puppy to become lost chasing the squirrel.
 - If the squirrel card is not countered, the puppy will become lost.
 - A "lost puppy" is defined as a puppy/collar combo, in your yard, with a squirrel card sideways on top.
- A lost puppy still belongs to its owner, but does not count as one of the five puppies in the yard.
- Your lost puppy can **ONLY** be found by using a **dog whistle card** on your next turn.
- The defending player may choose to **IMMEDIATELY** counter the squirrel card by placing a **Stay card** on top of it, grabbing both the squirrel and stay cards, and then discarding them.
- No more than **TWO** squirrel cards can be in a single player's yard at any time.
- Lost puppies may either be found or offset with additional puppies being placed in the yard.

The Dog Whistle Card

- A Dog Whistle can **ONLY** be used to find one of **YOUR** lost puppies.
 - A "lost puppy" is defined as a puppy/collar combo, in your yard, with a squirrel card sideways on top.
 - It **CAN'T** be used to find a lost puppy in **ANOTHER** player's yard (only a **Pet Carrier** card can do that).
- It can **NOT** be used to counter a squirrel card.
- When played, the squirrel card is removed from the lost puppy and discarded with the Dog Whistle card.

THE CARDS (Cont'd):

The Pet Carrier Card

- The very rare Pet Carrier card is used to call a lost puppy from **ANOTHER** player's yard into **YOUR** yard.
- When played, **BOTH** the Pet Carrier and Squirrel cards go into the discard pile.
- There is **NO** counter to the pet carrier card.

The Diploma Card

- The Diploma card shows that a puppy has successfully graduated from Puppy Obedience School.
- It is placed on top of **ONE** of the puppies in your yard.
- When the Diploma card is played, it counts as an action.
 - Therefore, it can **NOT** be played at the same time as placing a puppy/collar combo.
- A puppy with a diploma is too well-behaved to be lured by a bone or chase squirrels.
- The Diploma card guarantees that your puppy will stay in your yard until the end of the game.

The Oopsy Poopsy Card

- The Oopsy Poopsy card is played during your turn and causes another player to **LOSE** their next turn.
- The person playing the card must hold their nose and say, "**Oopsy Poopsy!**"
- It is then placed sideways and face-up in **ANY** player's yard (even if they do not have puppies).
 - It is a way of informing your neighbor to clean their yard
- A player with an Oopsy Poopsy card in their yard...
 - May still counter a Bone or Squirrel card if played against them
 - Must discard it on their next turn, thus losing their turn (their **ONLY** option)
- Only **ONE** Oopsy Poopsy card can be in a player's yard at any one time.

ALTERNATIVE GAME PLAY OPTIONS (Some options are not for the faint of heart):

Try these fun variations after you've mastered the REGULAR gameplay.

- The Oopsy Poopsy card cannot be played until potential victims have at least one puppy in their yard.
 - A nicer way to play.
- All players start off with one puppy/collar combo already in their yards.
 - For new players to learn the game faster.
- A player who forgets to replenish after his/her turn is **NOT** allowed to replenish until their next turn.
- Increase maximum Squirrel limit from **2** to **3**.
- Increase Puppies to win limit from **5** to **6** (For up to 4 players).
- If a player has a **Puppy** with a **Perfect Collar** in their yard, they may **exchange** that Perfect Collar for one in their hand **IF**...
 - The collar card in their hand matches the puppy in the yard
 - The collar card was already in their hand with their turn began
 - This action counts as their turn, so they are not allowed to discard or replenish.



Oopsy Poopsy doesn't take long to learn, but mastering it may. It has strategy, bluffing, and fun for the entire family! Visit us at www.OopsyPoopsy.com for news, gameplay, and version updates! Also, we'd love to hear your feedback about the game or get pictures of your OopsyPoopsy gatherings! Feel free to email Jeff@OopsyPoopsy.com or simply fill out the online "contact us" form. Thank you and we look forward to hearing from you!