



Melissa & Doug®  
GET UP & GO  
GAMES



PUPPY  
PURSUIT  
GAMES

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GAME INSTRUCTIONS

## PUPPY PURSUIT GAMES INCLUDE:

- 6 Plush Puppies
- 60 Paw Print Cards
- 1 Card Tray



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# PUPPY HUNT

2 or more players

## Setting Up the Game

An adult will need to set up this game in advance. Select a number of paw print cards that describe places and/or things found in your house or classroom. Place the paw prints in order, so that each paw print leads to the next step. For example, "Look for me in a drawer" should lead to a drawer containing another paw print or a puppy. The game ends when the final paw print leads to a puppy. The game can be played with a single, long chain of paw prints leading to one puppy, or several shorter chains of paw prints each leading to a different puppy. For quicker games, the first paw print in each chain should lead directly to a puppy.

## Object of the Game

To find the hidden puppies before the other players.

## Playing the Game

Players try to figure out where to look for the next paw print or puppy. Players should be encouraged to follow the paw prints in the correct order, so all of the paw prints are found during the course of the game.

## Winning the Game

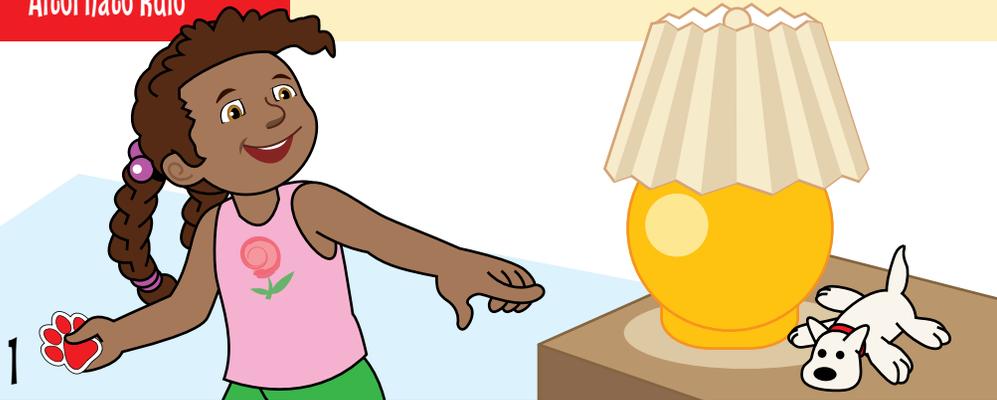
After all of the puppies are found, the player who found the most puppies is declared the winner.

## Alternate Rule

Players compete to earn the most points. A player receives one point for each paw print found, and two points for finding a puppy. If more than one player spots a paw print or puppy at the same time, each player receives the points. The player with the most points after all of the puppies have been found is the winner.

## Alternate Rule

Players work in teams to find all of the hidden puppies.



# CLUE COUNTDOWN

2 or more players

## Setting Up the Game

An adult hides a puppy, then selects and places three paw print cards in a chain leading to the hidden puppy. The adult must remember the location of each paw print.

## Object of the Game

To find the hidden puppy.

## Playing the Game

The adult should reveal the first paw print's location to the players. Allow one minute for players to follow the paw prints to the puppy. (Give players more or less time to change the game's difficulty.) If the players have not yet found the puppy, reveal the second paw print's location. If players still have not found the puppy after one more minute, reveal the third paw print's location. Allow one more minute for the players to find the puppy. Continue playing rounds of this game until one player finds three puppies.

## Winning the Game

The first player to find three hidden puppies is declared the winner.

## Alternate Rule

Players work together to find all of the hidden puppies.



# ADOPT A PUPPY

1 player

## Setting Up the Game

Place the puppies in the center of the play area, within easy reach of the player. An adult will need to facilitate this game and secretly select a puppy he/she would like to adopt.

## Object of the Game

To determine which puppy will be adopted.

## Playing the Game

The player can ask the facilitator only THREE yes or no questions, such as "Do you want a brown puppy?" As the adult answers these questions, the player should remove any puppies from the group that no longer fit the description of the puppy that the facilitator wants. After asking the three questions, the player should guess which puppy the adult wants to adopt.

## Winning the Game

The player wins the game if he/she can correctly guess which puppy the adult wishes to adopt.



# K-9 QUESTIONS

2 or more players

## Setting Up the Game

One player is chosen to hide a puppy somewhere in the play area, while the other players close their eyes.

## Object of the Game

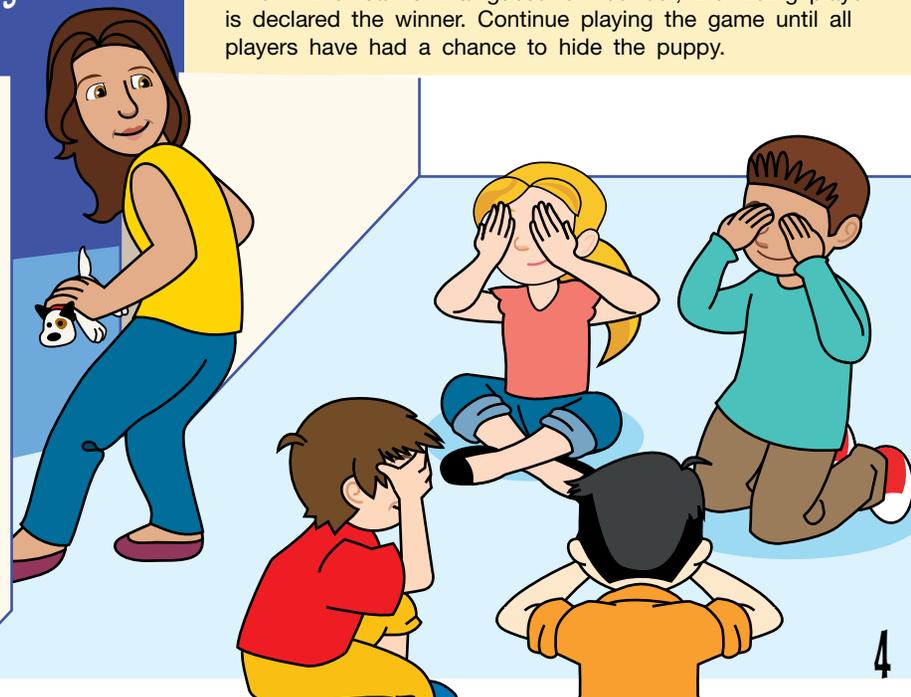
To determine where the puppy is hidden.

## Playing the Game

The remaining players work as a team, and ask nine yes or no questions of the player who hid the puppy. Players should not duplicate questions. The team may openly discuss where the puppy may be hidden at any time. Following each question, the team may make one guess as to the puppy's whereabouts. This allows nine guesses about the puppy's location. If the puppy is found, the team wins. If a guess is wrong, play continues, but the player making the incorrect guess may not guess again until after the ninth question. After nine questions have been asked, the team must make one final guess about the hiding place. The hiding player should lead the team to the hidden puppy so they can discover if their final guess is correct.

## Winning the Game

If the team successfully locates the hidden puppy, the team wins. If the team's final guess is incorrect, the hiding player is declared the winner. Continue playing the game until all players have had a chance to hide the puppy.



# LOST AND FOUND

2 or more players

## Setting Up the Game

An adult will need to facilitate this game and hide all of the puppies in the area where the game will be played.

## Object of the Game

To find the most hidden puppies.

## Playing the Game

Players race to find the puppies, collecting each puppy as they find it.

## Winning the Game

After all the puppies are found, the player who finds the most puppies is declared the winner. If two or more players find the same number of puppies, hide ONE of the puppies again. The first player to find it is declared the winner.

## Alternate Rule

Before the game, players choose one or more puppies that they must find. Players may not pick up or move other puppies. The first to find all of their selected puppies wins.



# JUMPING PUPPIES

2 or more players

## Setting Up the Game

An adult will need to facilitate this game, and gather all of the puppies within reach. Players should line up behind each other, single file, about six-to-ten feet away from the adult.

## Object of the Game

To catch only the specified named or colored puppies thrown by the game facilitator.

## Playing the Game

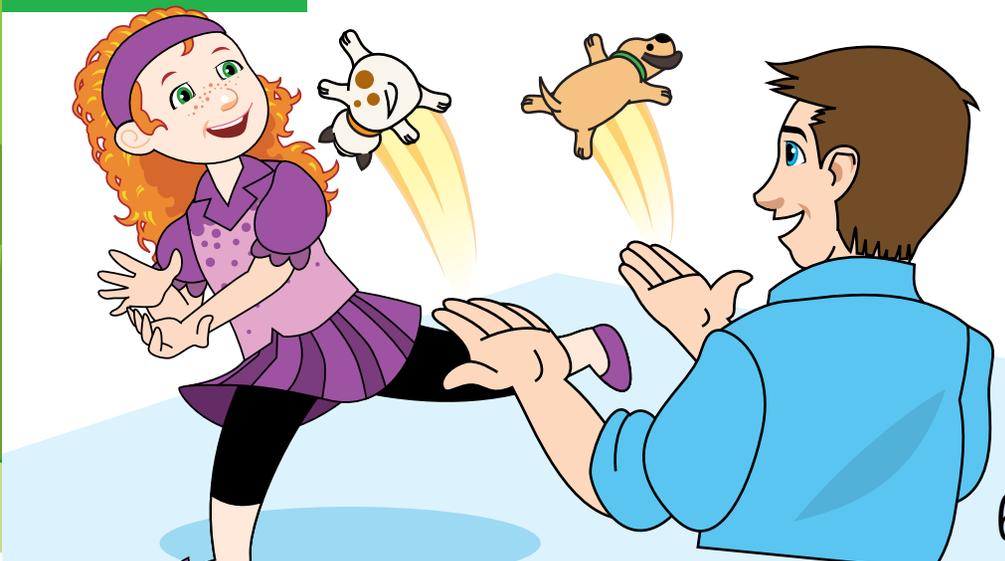
Players practice by taking turns as the facilitator tosses the puppies to each player, one puppy at a time. The facilitator should say the color or name of the puppy as it is in the air, before the player catches it. Once the players have practiced, the game is ready to be played. The facilitator throws two visibly different puppies at once to the first player in line, while calling out the color or name of ONE of the puppies. The player must only catch the puppy whose name or color matches the information called out by the facilitator. If the player catches the correct puppy, he/she returns to the end of the line to play again. If the player fails to catch the correct puppy or catches both, he/she is eliminated from the game, and the next player's turn begins.

## Winning the Game

The last player remaining in the game is declared the winner.

## Alternate Rule

Name a puppy color or a name that does NOT match the thrown puppies. If the player mistakenly catches either puppy instead of letting both fall, he/she is eliminated.



# PUPPY PATTERNS

1 player

## Setting Up the Game

An adult will need to set up this game in advance. Arrange the puppies in a line on the floor. (You can change the number of puppies to adjust the difficulty of the game.)

## Object of the Game

To correctly rearrange the puppies by memory as many times as possible in a row. Use this chart to determine the ranking of the player:

Rounds	Rank	Rounds	Rank
0-5	Forgetful Stray	16-20	Perfect Pet
6-10	Growing Puppy	21-25	Hot Dog
11-15	Cute Canine	26+	Best in Show

## Playing the Game

Ask the player to study the order of the puppies as they appear in the line. Scramble the puppies while the player closes his/her eyes. Ask the player to unscramble the puppies to match the original lineup. Continue playing rounds until the player is incorrect.



# PUPPY SEQUENCE

1 player

## Setting Up the Game

An adult will need to facilitate this game. Place the puppies with the red, blue, yellow and green collars in front of the player. The other puppies are not needed. Place the paw print cards face-down within easy reach.

## Object of the Game

To determine how long of an ever-growing list of colors the player can remember.

## Playing the Game

Name one of the four colors (red, blue, yellow, or green). Ask the player to pet the dog with the matching collar color. Next, repeat the name of the first color and add a second color. For example, if you originally said "red" you might now say "red, yellow." The player should pet the dog with the red collar, followed by the one with the yellow collar. Continue naming colors as long as the player is able to pet the dogs in the right order. Colors may be used more than one time in the list. Paw print cards may be used to help keep track of the color sequence.

## Winning the Game

If the player is able to pet 10 or more puppies in the correct sequence, he/she wins the game.



# PAW PICKERS

2 players

## Setting Up the Game

Place four piles of paw print cards face-down in the plastic card tray (a red pile, a blue pile, a yellow pile and a green pile). Each pile consists of 15 identically colored cards.

## Object of the Game

To win more colors than your opponent. A player wins a color by having more paw print cards of the same color than his/her opponent at the end of the game.

## Playing the Game

On each player's turn, he/she takes the top paw print card from any of the four piles. This player then selects another card from the top of ANY of the four piles and moves it to the top of another pile. It is now the next player's turn. Players continue taking turns by taking a card and moving a card, until there are no cards left. Players try to remember what cards are under other cards. A player may not look under the top card of a pile to see what card is beneath it. If a player touches the top card of a pile, they must either take it or move it, depending on where they are in their turn. Players cannot "take back" a move.

## Winning the Game

After all of the paw print cards have been taken, the player with the most cards of a color wins that color set. (Since there are 15 cards of each color, a player who collects 8 or more cards of the same color wins that color set.) If both players each have five cards of the same color, that color set is a tie and neither player wins it. The player who wins the most color sets wins the game. If both players win two color sets, the game ends in a tie.



# SECRET PUPPIES

3-4 players

## Setting Up the Game

An adult gives each player one of the puppies, and one minute to hide the puppy. After all of the players have hidden their puppies, each player chooses a deck of paw print cards (red, blue, yellow or green) to use as "markers" in this game. Therefore, each player will have paw prints of only one color.

## Object of the Game

To find the other players' hidden puppies as quickly as possible.

## Playing the Game

Each player races to find any puppies hidden by the other player(s). Players should leave one of their paw print cards next to each puppy to prove that they found it. Players must not, however, remove the puppy. Players should also be careful that the paw prints they leave behind do not make the hidden puppy easier to find for the other players!

## Winning the Game

The first player to leave a paw print card near each of the other hidden puppies is declared the winner.

