



Silly Sausage Dogs

Build a Silly Sausage Dog in this fun matching and counting game!
Spin the spinner, pick a card then count the spots to see who wins the game!

Contents

- 40 sausage dog cards (6 heads, 28 middles, 6 tails) • 1 spinner board • 1 two-part plastic spinner (separate the plastic arrow from the base and attach to the spinner board) • 7 coloured discs

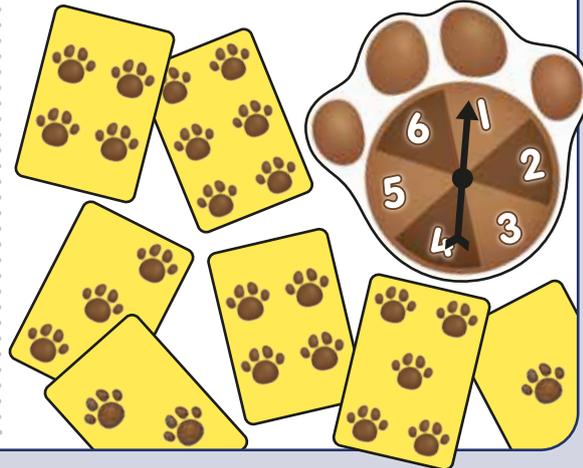
Setting up the game

Each player chooses a sausage dog head card. Place any unused head cards out of play.



Spread the middle and tail cards face down on the table and place the spinner in reach of all players.

N.B. The coloured discs are not used in this version of the game.

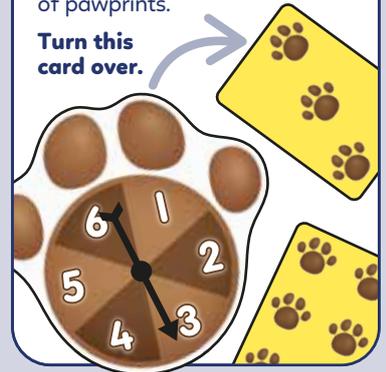


1 Spin the spinner

The youngest player starts.

Spin the spinner and choose a card with a matching number of pawprints.

Turn this card over.



2 If it's a middle card...

If the card is a **middle card**, add it to your sausage dog's head.



Play passes to the next player.

3 If it's a tail card...

If you turn over a tail card and your sausage dog **DOES NOT** have any middle cards, return the tail to the table, pawprint side up, and mix up the cards.

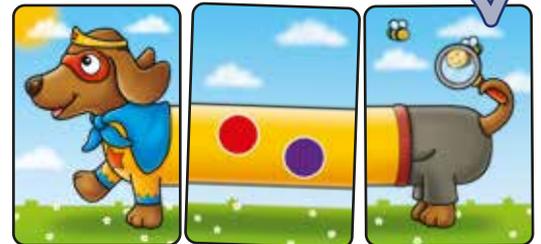
Play passes to the next player.



If you turn over a tail card and your sausage dog **DOES** have one or more middle cards, add the tail to your silly sausage dog.

N.B. The tail and head cards **do not** have to match.

Play passes to the next player.



4 When your Silly Sausage Dog is finished

When your dog has a tail you can no longer add any more cards to your Silly Sausage Dog but you can still turn cards over on your next turns.

If you turn over a middle card place it to one side out of play.

If you turn over a tail card you can finish another player's dog by adding the tail to **their** Silly Sausage Dog cards.

Alternative way to end the game

Set up the game as before and place the coloured discs, colour side down, on the table.

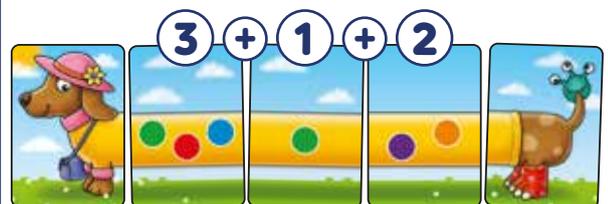
Play as above but when all players have finished their Silly Sausage Dogs, turn over one coloured disc. Players then count only the spots on their sausage dog's jumper that match the colour of the disc. The player with the most spots of that colour wins the game. **N.B.** If the multi-coloured disc is turned over players count **all** the spots on their dog's jumper.



5 The winner

Play continues until all players' Silly Sausage Dogs are finished.

Each player counts how many spots are on their sausage dog's jumper.



The winner is the player with the **most spots** at the end of the game.