

Puppy Lake

a game of saving adorable puppies for 1-3 players

Components

Lake Mapboard
Truck Counter
Puppy Counters
Player Canoe Counters (2)
Fast Paddle Token (6)
Cards (2 sets of 10 each)

You will also need two normal dice and an opaque cup or bag to hold the Puppy counters.

Solitaire Rules

Setup

Place the lake mapboard on the table. Place the rear of the Truck counter on the ➡, facing in the direction of the arrow. Put the Puppy counters into the cup or bag and randomize them.

Shuffle one set of the cards and place them facedown to form a draw deck. Draw the first three cards to form a hand. Take three Fast Paddle tokens. Place your canoe on the last row so that it touches a 🌀.

Gameplay

Puppy Lake is played in a series of turns. Each turn, Mean Old Man Hubbard will drive his truck left and right on the bridge, tossing puppies over the side. The puppies will then float down stream. Finally, you will have a chance to move your canoe to try and save the puppies.

Sequence of Play

1. Move the Truck and Toss the Puppies
2. Puppies Float
3. Move your Canoe

Move the Truck and Toss the Puppies

Roll both dice.

For an easier game, re-roll any sixes.

If the dice are not the same:

The truck moves a number of spaces equal to the lower die and then tosses one random puppy into the lake. Draw a puppy from the cup and place it in the water next to the truck cab (the front space of the Truck counter). Then the truck moves a number of spaces equal to the higher die and tosses another puppy into the lake.

If the dice are the same:

Mean Old Man Hubbard goes crazy. Move a number of spaces equal to the total of both dice, tossing one puppy out of the cab in each space.

If the truck reaches the end of the bridge, it immediately turns around and starts to move back across the bridge (count the final space one time.) Once the last puppy has been thrown into the lake, Mean Old Man Hubbard drives off – laughing manically!

Puppies float

Each puppy has a number on the counter. Starting with the left column, and working from bottom to top, move each puppy towards the bottom of the lake a number of spaces equal to their number. Puppies always stay in the same column and only move down the map. If a puppy moves off the bottom of the map, it has drowned and is worth no points. If a puppy touches a canoe, it is rescued.

Move your canoe

Play one of your cards and place it in a discard pile next to the draw pile. Move your canoe left or right up to that number of spaces. One space of movement can move your whole canoe up or down one row. You cannot move diagonally nor can you rotate your canoe. If you move over a puppy, you rescue it.

Paddling Really Fast

Once per turn, you can discard a Fast Paddle counter to move up to 3 more spaces.

Ending the Turn

At the end your turn draw one card from the deck. If you reach the bottom of the deck, shuffle the discards to form a new draw pile.

Ending the Game

The game is over when the last puppy is rescued or drowns. Total the score of all the puppies you rescued. If it is greater than the score of the puppies that drowned, you win the game! Play again and try to beat your high score!

Rules for 2-3 Players

The rules for a multiplayer game are the same as the solitaire rules with the following changes:

Two Canoes

Up to two players can row their canoes trying to rescue the puppies. If a third player does not control Mean Old Man Hubbard and the Truck, then he moves twice each turn. Roll the dice normally for each move. The Canoe player with the youngest dog moves first (or you can take turns however you wish.)

Each player will need his or her own deck of cards.

A canoe can move through another canoe, but cannot stop in such a manner that two canoes are sharing a square.

The player with the most points wins.

Mean old Player

In a 2 or 3 player game, one of the players can control Mean Old Man Hubbard and his Truck instead of a canoe. The Truck player draws four Puppy counters from the cup at the beginning of each turn. He can move the Truck to any spot along the bridge and toss out as many puppies as he wants. He continues to move and toss puppies until he has run out of puppies. The Mean Old Man Hubbard player can also cackle manically when he or she runs out of puppies.

Players keep their own score. The Mean Old Man Hubbard player counts the points of drowned puppies. The player with the most points wins.

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Zero Radius Games does not advocate
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C'mon, People, it's a game!