繁體 中文 / English Instructions·說明書









## 萌犬對對碰

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一款給2到4名新手狗狗訓練家的配對遊戲, 適合5至99歲的玩家。

設計 Jean-François Rochas 授權 L'Atelier des Bonnes Idées 美術 Oliver Freudenreich 編輯 Sina-Marie Straub 遊戲長度 10-15 分鐘



公園裡的遛狗區同時擠進太多狗狗,導致場面一度混亂, 狗狗的主人要想辦法尋回自己走失的愛犬。幸運的是,他們有自家狗狗的萌照,可以向你和其他狗狗主人展示。不 過即使有照片,也無法立即找到對應的狗狗,因為有些實 在長得太像,會讓人搞混!

遊戲的目的是通過配對狗狗萌照和狗狗屁屁的圖片,盡可能找到最多正確的狗狗。

## 遊戲配件

25張狗狗萌照卡片、25張狗狗屁屁卡片、4根原木狗骨頭、1本說明書





### 遊戲設置



在遊戲開始之前,將卡片分為萌照和屁屁。卡片的正面表示25隻不同的狗狗。



**狗狗萌照:**將背面印有爪子的25張卡片洗 匀並面朝下放成一堆。 這些是狗狗主人提 供的萌照,以幫助識別丟失的愛犬。

**狗狗屁屁:**這些卡片和萌照的狗狗相同,但是畫的是狗狗屁屁。 洗匀牌庫,然後將其反面(即為狗狗屁屁),以五乘五的格式將圖案放置在桌子中間。 在一般情況中,您只能看到狗狗的屁屁。



接著每個玩家都拿取一根原木狗骨頭。再把多餘的狗骨頭放回到倉子。

## 遊戲方式

從學狗狗叫最大聲的玩家開始,翻開牌堆最上面的一張狗狗萌照。將該卡的正面朝上放在桌子上讓所有人都能清楚看見,這張卡對應桌面上其中一隻狗狗。

#### 現在最好玩的部分來了

每個人都在照片中尋找與狗狗萌照匹配的狗狗屁屁。 這沒有那麼容易,因為有些狗狗長得超像! 你要透過特別注意耳朵、顏色和尾巴,才會發現差異。

舉例: 狗狗萌照











A) 錯誤

B) 錯誤

C) 正確

提示:

在遊戲開始時,花些時間來熟悉每張卡牌。 仔細觀察狗狗並研究牠們之間的差異。

如果您認為已經分辨出哪個是正確的狗狗屁屁,就將狗骨頭放在該卡上。如果有好幾個玩家都想把自己的狗骨頭放在同一張牌上時,只有反應速度最快的玩家,能把自己的狗骨頭放在卡片上,其他人必須決定是將自己的狗骨頭放到其他卡片上,還是保留在手中。



現在,所有玩家可以彼此確認哪些人正確匹配了狗狗萌照和 狗狗屁屁。將所有放置狗骨頭的卡片都翻面,並與狗狗萌照 進行對照。



你的狗骨頭放在正確的狗狗身上嗎?

答對了。真是好眼力! 拿起狗狗萌照並把牠放在自己面前當作獎勵。

沒有玩家把狗骨頭放在正確的位子嗎?

沒關係。 把狗狗萌照放回到牌堆底部;狗狗屁屁卡持續 留在場上。

尚未翻面的卡片留在原處。

所有翻至正面的卡片,再次翻回狗狗屁屁那一面。

現在輪到下一位玩家。

## 遊戲結束

在牌堆的所有卡片用完後,遊戲結束。每位玩家計算各自收集了多少張狗狗萌照。 收集最多卡片的玩家(讓最多狗狗 與主人重逢的玩家)獲勝。

*提示:*如果孩子還太小而無法正確計算卡片數量,可以將各自的卡片排成一列,排最長的玩家獲勝。



# Polly Poodle

A dog theme matching game for 2 - 4 budding dog trainers in the 5 - 99 age range.

Author: Jean-François Rochas Licensor: L'Atelier des Bonnes Idées

Illustrated by: Oliver Freudenreich Editor: Sina-Marie Straub

Playing time: 10 - 15 minutes





In the area of the park where people come to exercise their dogs, the situation has gotten out of control. The owners are asking for help in finding their lost animals. Conveniently, they have photos of their beloved pets to show the other park users, including you. Even though they have pictures it is complicated because some dogs look confusingly similar!

The aim of the game is to find as many dogs as possible by matching the front and rear views.

#### Game contents

25 cards with dog portraits, 25 cards showing canine hind quarters,





4 wooden bones, 1 set of instructions

## Game preparation

Before the game begins, sort the cards into views from the front and views from the rear. The faces of the cards show 25 different dogs.



Dog portraits: All 25 cards with a paw print on the reverse are shuffled and stacked face down. These are the photos the owners gave to help identify their lost dogs.

Canine hind quarters: The other cards show the same dogs, but only from behind. Shuffle the cards and place them with the reverse (i.e. the hind quarters) showing in a five-by-five grid pattern in the middle of the table.

In the general mêlée, you only get to see the dogs from behind.



Now each player takes a wooden bone. The remaining bones are returned to the box.



## How to play

The player who can bark the loudest goes first and turns over the topmost card from the pile of dog portrait cards (cards with face front view). Place the card down face up on the table so that it is clearly visible to all. The card shows one of the dogs from the front view.

#### Now the fun begins:

Everyone looks for the hind quarters that match the dog in the photo. This isn't so easy as some dogs look confusingly similar! Pay special attention to the ears, the color and the tail, and you will spot the differences.

Example: dog portrait









B) wrong



C) correct



Take some time at the start of the game to familiarize yourself with the individual cards.

Take a close look at the dogs and study the differences.

If you think you have identified the matching hind quarters, place your bone on that card. When several players all want to put their bone on the same card, speed of reaction comes into play. The first bone placed on a card stays there. The others then decide whether to put their bone on a different card or to retain it.



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The players now discover which of them has correctly matched up the front and rear views. All the cards on which a bone has been placed are turned over and compared with the photo.



Is your bone on the right dog?

Yes. You seem to have a nose for this! As your reward, take the dog portrait card and place it in front of you.

Has no player placed a bone on the right dog?

Never mind. The dog portrait is returned to the bottom of the pile; the hind viewcards stay where they are in the grid pattern.

The cards in the grid are left in place.

All cards that were revealed are turned back over again so only the hinds of the dogs appear.

Now it's the turn of the next player.

## End of the game

The game ends when all the cards in the deck have been used up. The players now count how many dog portraits they have collected. The player who has collected the most cards – and has therefore reunited the most dogs with their owners – wins the game.

TIP: If the children are still too young to count properly, they can lay out their cards in rows. The player with the longest row wins.

#### 給親愛的孩子和家長們

在www.gokids.com.tw上,可以更容易協助您更换產品或補寄遊戲中缺失的配件。

#### Dear Children and Parents.

at www.haba.de/Ersatzteile it's easy to ask whether a missing part of a toy or game can still be delivered.

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