

that's
AWLIFTS!



INSTRUCTION BOOKLET

HOW TO PLAY

that's RUFF!

That's Ruff! is a game for two, three, or four players. Four can play individually, or in partnerships of two who sit across the table from each other.



That's Ruff! is played in a series of hands of cards, until the winner's dog is in its dog house and has no flying discs left for it to collect along the path on its gameboard.

Dogs collect flying discs by moving onto or past the disc's location. Collected discs then get stored in the dog house, improving the chances for victory.



Each hand of the game is played in two parts. In the first part, your dog moves clockwise, but in the second part (collecting cards played in the first part), it will move counter-clockwise.

The 72 cards are numbered 0 through 13 in three colors (blue dog dishes, red fire hydrants, and black paw prints). There are two of each number in both blue and red, but only one of each number in black. There are also two "Wild Dog" cards.

The cards numbered 8 each show a dog whose name is on one of the game board's dog houses — these are special for the player using that board. The dog on the black 8 (Pappy) is special for everyone.



Each player or partnership gets a dog path game board and a dog token that starts on the 0 square. A flying disc token is "tossed" onto the number 8 square on the path, with the other discs available to be "tossed" during play.

A dog will move along its path, first clockwise during the "Counting" part of a hand, and then counter-clockwise during the "Collecting" part. **The dog house itself counts as a space on the path** — the dog moves through it, in one door to reach the dog house space, and then out the other.



This dog is moving four spaces clockwise, from the 12 to the 1

When a dog reaches (or passes through) a space where a disc has been "tossed", the disc is "fetched". **Fetched discs are moved INTO THE DOG HOUSE.** Whenever your dog reaches its dog house and you don't want it to move further, you can discard one fetched disc for each space the dog would otherwise be obliged to move.

TO BEGIN THE GAME, the dealer shuffles the full deck, then deals a hand to each player. Set aside the undealt cards — the same dealer will use them to deal the next hand(s), and doesn't pass the deal until the whole deck has been used.



Deal 9 cards
(when 2 or 4 players)

Deal 8 cards
(when 3 players)

COUNTING: THE FIRST PART OF PLAYING A HAND

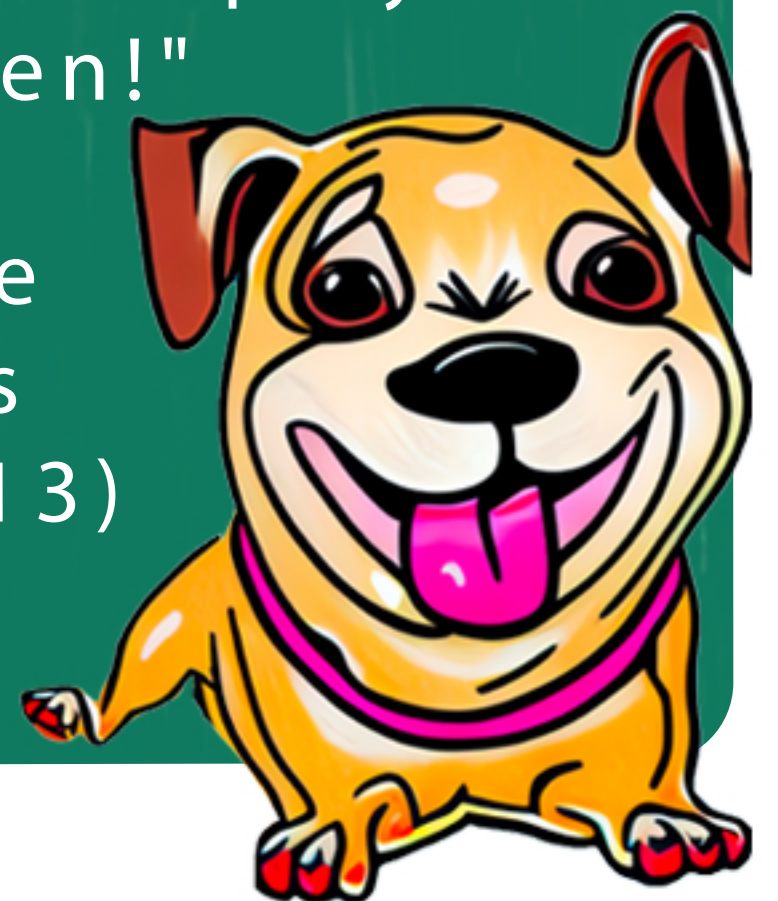
After the deal, each player chooses to **KEEP FIVE CARDS** in their hand, and **LAYS THE OTHERS OUT** in front of them. Each of these can be laid **either face-down or face-up**. The cards that are laid out will be used in the second part of the hand ("Collecting").

While playing the Counting part of the hand, all players' dogs will move **CLOCKWISE** along their path.

In turn, beginning from the dealer's left, each player must **play a single card** to the center of the table — either a card from their hand, or one of their face-UP cards. When playing a face-up card, it must be immediately replaced with a card from the player's hand, laid face-DOWN.

When playing the card, the player announces the new sum of the cards that have been played ("the count"). **The count starts at 0**, so if the first card played is a 4, the count will be declared "Four!" If the next player plays a 6, the count becomes "Ten!"

If a **Wild Dog card** is played, the player gets to declare the card's number (any number from 0 to 13) and its color.



If the declared count is either **1, 2, 4, 8, 16, or 32** (any of the shaded numbers on the game board), the player's dog moves **TWO SPACES**.

Even if the count is already at one of these numbers, and the card played is a 0, the dog still gets to move.



"Eight, and my dog moves three!"

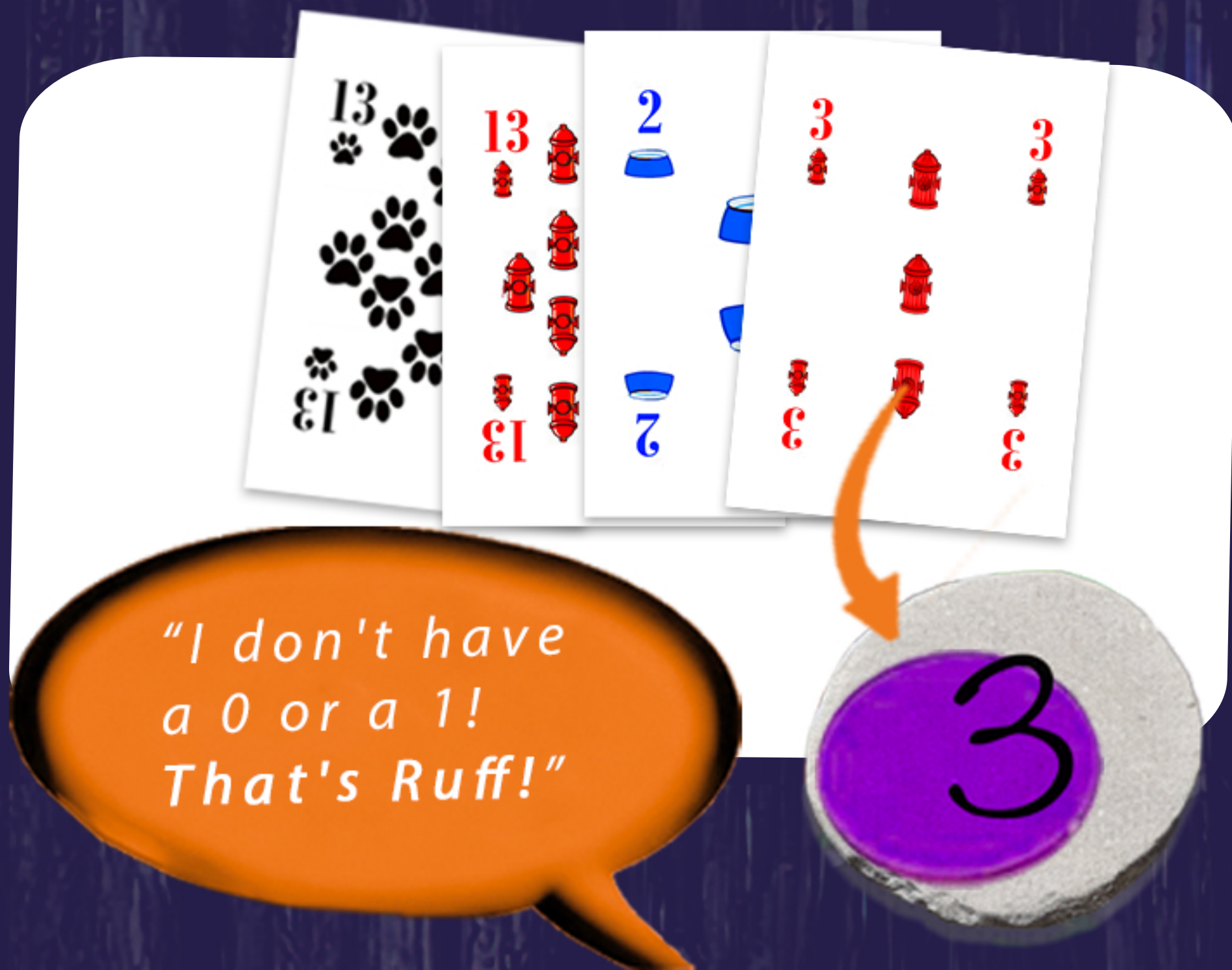
(A dog reaching or sitting on a shaded number means nothing; the shading is only to remind you which "counts" will result in dog moves.)

ALSO...if the card played matches the single card played just before it, either in number or color, the player's dog gets to move **ONE SPACE**. If the cards match in both number AND color, the player's dog moves **TWO SPACES!**

ALSO...if a player plays either the 8 card that matches the name on that player's own dog house OR the black 8 ("Pappy"), the player's dog moves **ONE SPACE**.

DECLARING "THAT'S RUFF!"

When unable to play a card that keeps "the count" **at or under 32**, the player declares "**That's Ruff!**" (But if the player has any card in his hand, or laying face-up, that can be played, it must be played.)



*"I don't have
a 0 or a 1!
That's Ruff!"*

When saying, "That's Ruff!", the player must **"toss"** a **new flying disc onto his dog's path**, putting it on the number of the last card that was played. (If his dog, or another flying disc, is already in that space, a new disc is not "tossed".)





"8 moves me two spaces, and one more for Pappy!"

After declaring "**That's Ruff!**", the player turns all the previously-played cards face-down, then continues his turn. **The same player now plays a card with the count having been reset to 0.** (The player's dog won't get to move if the card that was played matches the previously played card, since it was turned face-down. **Sorry, but That's Ruff!**)

Counting ends when every player has played five cards (and all hands are empty). After the final card is played, no player will declare "That's Ruff!" The cards that the players had laid in front of them remain available for the next part of play.

At the end of Counting, if any **player's dog is in its dog house and has fetched all the flying discs from its path**, that player has won the game. If more than one player is in this position, the dog having more discs in its dog house has won. If there is a tie, the game continues.

"and my last card moves me one space, and I WIN!"



COLLECTING: THE SECOND PART OF PLAYING A HAND

If no player has won the game after the "Counting" part of the hand, the "Collecting" part is played. **All cards that were played during "Counting" are turned face-up and spread out in a pile in the center of the table for all to see.** All of the cards that were "laid out" by the players in front of them are also turned face-up.

In turn, starting with the player to the dealer's left, each player **collects THREE cards** using **ONE** of their face-up cards to collect cards from the center of the table. **Collections must be either three cards of THE SAME COLOR or three cards ALL OF DIFFERENT COLOR.**

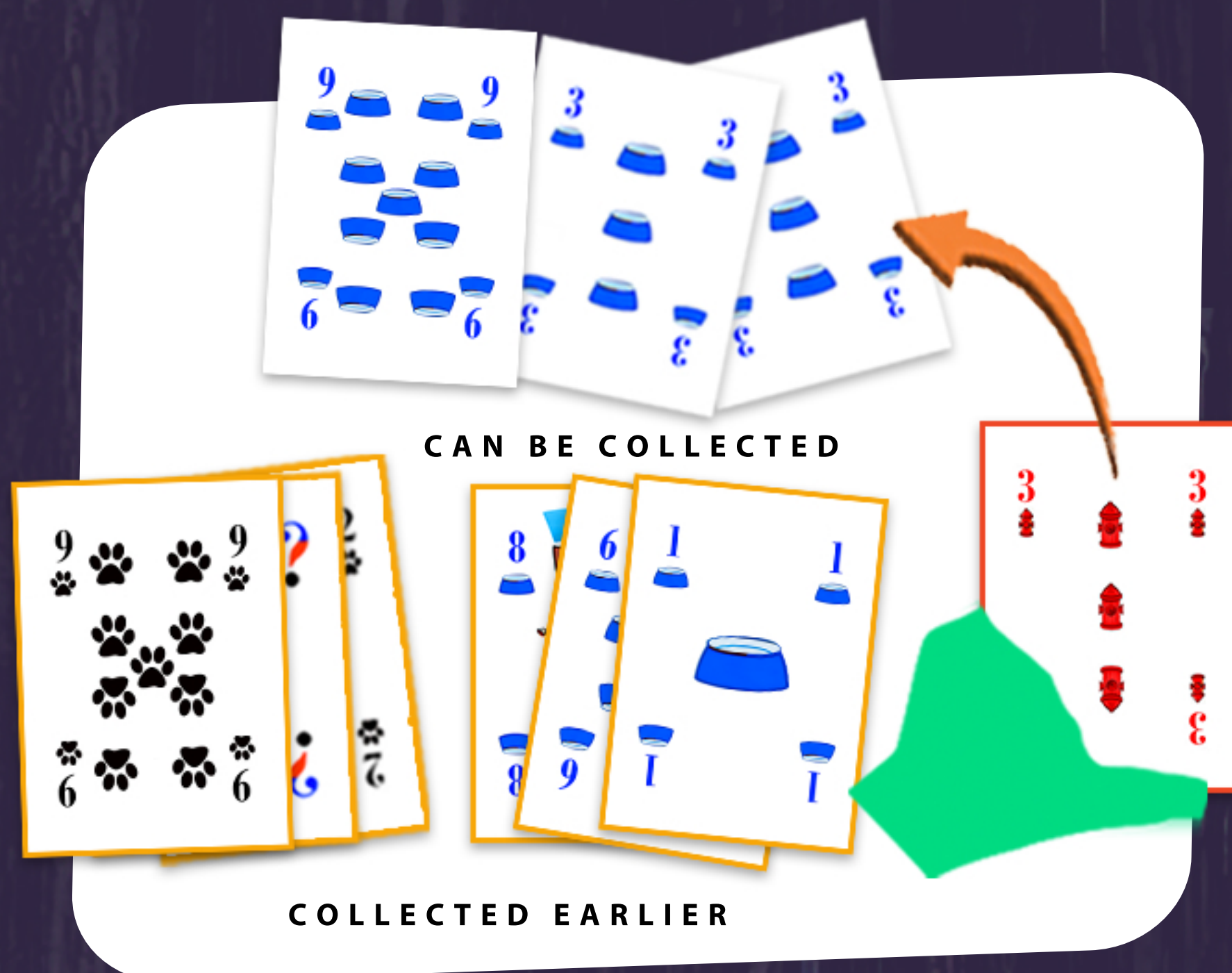


If a player cannot collect three cards, the player **MUST** (if possible) **collect TWO cards**, both of the same color — one from the player's face-up cards and the second from the cards spread-out in the center of the table.



If a Wild Dog is collected (either as the face-up card, or as one of the cards taken from the pile in the center of the table), the collecting player gets to declare that card's color. However, once collected, a Wild Dog card will **NOT** contribute to any set or flush that enables any dog-moves (see the next page), except that if a collection contains both Wild Dogs, they count as a set.

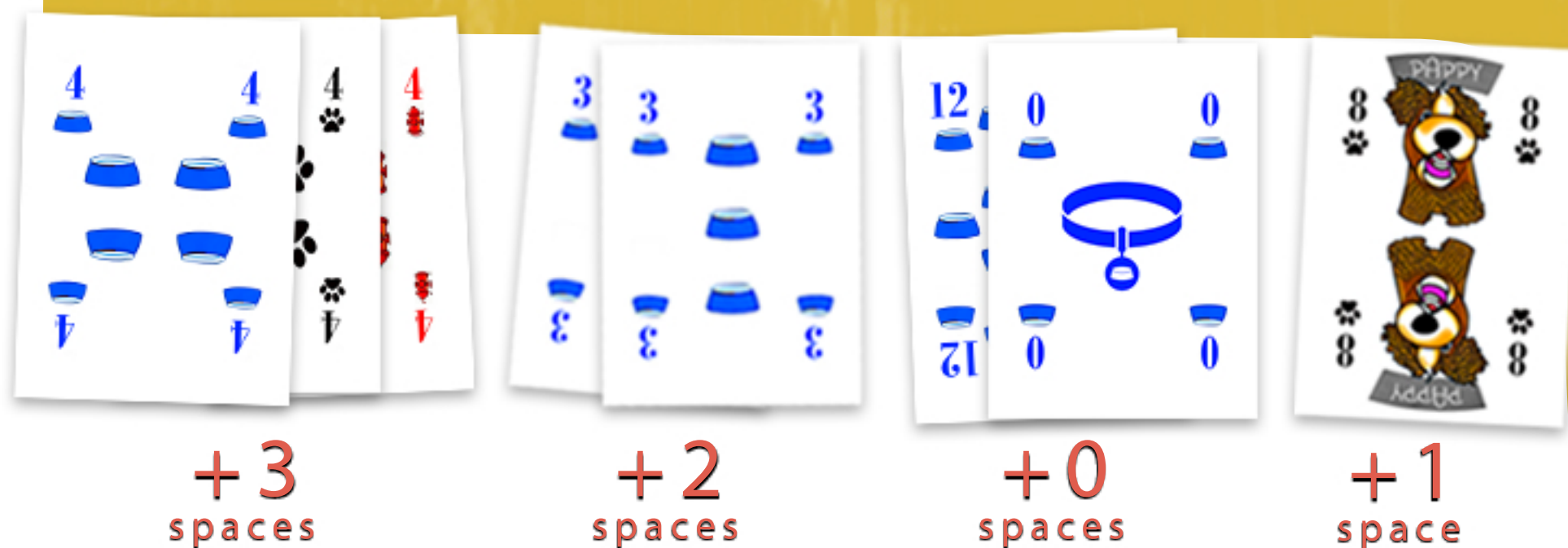
If it is not possible for a player to collect even ONE card from the center, the player **MUST** move one face-up card into the center of the table where it becomes available for players to collect on their turn.



TIP: Plan ahead! Don't just play for points! Sometimes getting zero points is better, and forcing others to take more points and move past their goals will help you to victory.

Any uncollected cards in the center of the table are discarded, and each player moves their dog **COUNTER-CLOCKWISE** according to the cards they collected... as follows:

- For **every card** (in a set of two or more) having the same number, or that are both Wild Dogs, the player's dog **moves ONE space**.
- For **every card** of the same color (in a "flush" of five or more having that color), the player's dog also **moves ONE space**.
- For collecting **the 8 card that matches the name on the player's dog house OR for collecting the black 8 card**, the player's dog also **moves ONE space**.



and +5 for five blue cards, totaling **11 spaces to move**.



At the end of Collecting, if any player's dog is in its dog house and has fetched all the flying discs from its path, that player has won the game! If more than one player is in this position, the dog having more discs in its dog house has won. If there is a tie, the game continues with the dealing of the next hand of cards.

SOME OPTIONAL OR ADVANCED VARIATIONS



- Only check for a winner at the end of Collecting (not after Counting).
- When laying cards out after the deal, all cards must be laid face-up (or face-down).
- Players pull all laid-out cards up into their hands. (Players collecting pairs or adding cards to the center must prove that they could not have done otherwise.)
- Spend fetched discs to gain abilities or advantages (such as those listed above).
- Start with some discs on the 16 and 32 spaces; "fetch" one disc from the space when playing a card to reach that count. All discs must be fetched to earn a win.
- Discard fetched discs (instead of moving them to the dog house to spend). This extends the game and makes it more difficult.



visit That's Ruff!
on the web for a
video tutorial, more
rule variations, some
game trivia, and more!

www.thegrailgames.com

GAME CREDITS

That's Ruff! was developed by Manus Hand, adapted from the Heechy Honk game system created by Laura Donahue. Illustrations and art are by Jameson Hand.

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