



INSTRUCTIONS

2-5 6+ 15 MINS

AIM

Woof! Woof!

Will you come up trumps as Best in Show or be sent to the dog house? The most accomplished tricksters win the treats in this barking-fun game that's as fast as a dog to a bone.

THE GAME

Players select a trick card from their hand to try and win the current treat card that's up for grabs. Trick cards are valued depending on how simple the trick is, with 5 being pretty easy...and 15 being a really impressive trick! Each game is made up of 2 rounds.

Win as many treat cards as you can. The player with the most treat points at the end of the game is the winner!



THE DECK - 76 TRICK CARDS

(Valued from 5 to 15)



BEST IN SHOW

This card trumps all other trick cards.

THE DECK - 20 TREAT CARDS

(Valued from 5 to 20)



SETUP FOR EACH ROUND

Separate the cards into the 2 decks – Tricks and Treats.

TRICK CARDS - Shuffle the deck and deal 9 cards to each player.

TREAT CARDS - Shuffle the deck. Take the top 9 cards and place them in a face down pile in the center of the table. Put any extra cards aside, out of play.

Example of a 3 player game set up -



GAME PLAY

The game is played over 2 rounds, with each player playing 9 cards each round.

To begin the game turn over the top treat card from the center pile. Each player must now decide which of their trick cards they want to play to try and win the treat. Each player places their chosen card facedown in front of them. Once everyone is ready, you all shout “woof” and simultaneously reveal your trick card.

The player who reveals the card with the highest value has performed the most impressive trick and wins the treat card. If the Best in Show trick card is played, that player wins the treat. Keep the treats you win in a facedown pile in front of you to score at the end of the game. Discard all the trick cards once they’ve been played. The round continues until all 9 treat cards have been won.

Set up the second round and continue play. After the second round is complete, players add up the values of all their treat cards. The player with the highest score is the winner and the top dog!

ENDING THE GAME

After 2 rounds the game ends. Players add up the values on their treat cards. The player with the most points wins the game.

ADDITIONAL RULES . . .

1. TOP DOG

During a round if 2 treat cards with the same highest value are played, nobody wins the treat card on that go. Turn over the next treat card and start the next go. Now both treats are up for grabs.

2. RUFF ‘N’ READY

If you come to the end of a round and there are still treat cards to be won, the players who are tied go into a ruff ‘n’ ready deciding round. (This can happen when 2 or more players have played a final trick card with the same value.) Those players go into a ruff ‘n’ ready deciding round.

They each draw a card from the trick deck. The highest value trick wins the remaining treats. If the values match repeat until 1 player draws the highest value card.



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