Meet Doggie Doo, the cute, loving, happy puppy, who likes nothing better than eating his favourite treats when out for a nice walk. As you play the game, feed Doggie Doo his treats. pump his lead, but when he poops, oh no... scoop the poop to score a poop token.

**Contents**

1 x bone

1 x dog and his lead

11 x poop tokens

1 x dog poop storage bin

1 x poop scoop

1 x dog treat (and 1 spare)

1 x spinner

**OBJECT OF THE GAME:**
The first player to collect three poop tokens wins the game.

**SET-UP:**
Before each round of the game, you need to feed Doggie Doo.

Remove the bone and insert one dog treat into his mouth (keep the spare treat in the dog poop storage bin so that it remains fresh). Push the treat inside Doggie Doo’s mouth with your finger. The treat must not poke out the top of the tube.

Now push the bone firmly into his mouth.

To prevent air loss and to make it easier to pump the lead:
- Make sure that the red bands on the bone are securely in place.
- Make sure the tube which connects the lead to Doggie Doo’s collar is tightly pushed into position at both ends.

Place Doggie Doo in the centre of the table and place the poop scoop under his bum, ready to catch the first poop!
PLAYING THE GAME:

The youngest player starts the game.
When it’s your turn, spin the spinner. The arrow on Doggie Doo’s bottom points to the action you need to perform.

X - Miss a turn

1 - Pump the lead handle 1 time, the turn is over
2 - Pump the lead handle 2 times, the turn is over
3 - Pump the lead handle 3 times, the turn is over

( ) Swap poop tokens with another player (you have to swap so ideally swap with someone that has more poop tokens than you).

Once the action is completed, your turn is over. Play moves to the next player on the left. They now spin the spinner.
Doggie Doo eats really fast, which makes his tummy gurgle. Just listen to the funny noises that he makes as you pump the lead.

Eventually he will need to poop. The player who squeezed the lead last when the poop falls onto the poop scoop, wins a poop token.

To win a poop token, the poop must come out completely. Tap on the back of the dog if the poop is part way out and you think it should have fallen onto the poop scoop.

That player feeds the dog again for the next round (see Set-Up) and the player on his left takes the next turn.

END OF THE GAME:
The game ends as soon as a player has collected three poop tokens. They are the winner.

CARING FOR DOGGIE DOO:

Do not use any other ‘dog food’ other than the treats provided in the game.
Do not push any foreign objects into the dog.
Wash hands before and after each game as this will help prevent the dog treats getting greasy. The dog treats are safe and non-toxic, however they are toys, and therefore not suitable for consumption.
NEVER PLACE THE DOG TREATS INTO YOUR OWN MOUTH OR THAT OF A REAL DOG.
Always keep the dog treats in the dog poop storage bin. Make sure they are placed back in the dog poop storage bin after play to avoid pets or younger children getting hold of them.
The dog treats will pick up fluff and dust. They can be washed with warm water.
Keep away from heat and direct sunlight.
Never feed Doggie Doo more than one treat as this may cause a blockage inside the dog.

WARNING! Not suitable for children under 36 months. Choking hazard - contains small parts.

© Goliath BV, Vrijzelpad 80, NL 8051 KR Hattem. © 2017 John Adams Leisure Ltd. IDEAL® is a registered trademark of John Adams Leisure Ltd. Made in China. John Adams Leisure Ltd. is constantly endeavouring to improve quality standards and therefore colours, sizes and contents may sometimes vary from those shown. Packaging and leaflets printed on recycled paper wherever possible. Please retain this information for reference.
John Adams Leisure Ltd., Marketing House, Blackstone Road, Huntingdon, Cambs. PE29 6EF.
For customer services call 01480 414361 or email customerservices@johnadams.co.uk

To see more of our range, why not visit www.idealboardgames.co.uk