

RULES OF PLAY



DOXIE DASH



THERE CAN ONLY BE ONE WIENER

GAME CONTENTS

HEROES	X12	SOCKS	X3	RUG	X4
BADGER	X4	TOY	X9	LICK 1	X4
STRANGER	X5	MEEP	X9	LICK 2	X3
VACUUM	X6	KIBBLE	X7	LICK 3	X2
DASH	X15	WATER	X7	LICK 4	X1
UNDIES	X3	POO	X12		
BRA	X3	FLOOR	X5	TOTAL	114

OBJECTIVE

YOUR GOAL IS TO REACH OR EXCEED A SCORE OF 100 POINTS. THE PLAYER WITH THE HIGHEST FINAL SCORE WINS THE GAME AND BECOMES LEADER OF THE PACK!

REGULAR GAME SET-UP

DETERMINE PLAYER ONE: STARTING WITH THE YOUNGEST PLAYER, DRAW CARDS FROM THE SHUFFLED DECK. THE FIRST PERSON TO DRAW A POO CARD (MOVING CLOCK-WISE) IS PLAYER ONE.

PLAYER ONE DEALS TWO HERO CARDS TO EACH PLAYER. EACH PLAYER PICKS ONE OF THE TWO HERO CARDS AND DISCARDS THE OTHER. THE HERO YOU SELECT WILL BE YOURS FOR AS MANY ROUNDS AS IT TAKES TO WIN THE GAME, SO CHOOSE WISELY. PLACE IT FACE-UP ON THE TABLE. NOW IT IS TIME TO PLAY...

NOTE: PLAYER ONE IS THE FIRST TO EXCHANGE A TOY (DURING PICK AND PASS GAMEPLAY) AND THE FIRST TO TRADE AND COUNT DURING THE TRADE AND TALLY PHASE AT THE END OF EACH ROUND.

PICK AND PASS

SHUFFLE THE GAME DECK AND DEAL ELEVEN CARDS TO EACH PLAYER. PLACE THE REMAINING CARDS IN A STACK AT THE CENTER OF THE TABLE AS THE DRAW PILE.

FROM YOUR HAND, SELECT A CARD TO PLAY. PLACE THIS CARD FACE-DOWN ON THE TABLE TO START. AFTER EACH PLAYER HAS SELECTED A CARD TO PLAY, ALL PLAYERS FLIP THEIR CARDS FACE-UP TO SHOW THE OTHERS THEIR CHOICES.

PASS THE REMAINING CARDS IN YOUR HAND TO THE LEFT. PICK AND PASS AS DESCRIBED ABOVE UNTIL ALL CARDS ARE PLAYED FACE-UP ON THE TABLE.

TRADE AND TALLY

AT THE END OF EACH ROUND, STARTING WITH PLAYER ONE, ALL PLAYERS ARE GIVEN THE OPPORTUNITY TO TRADE ANY UNDESIRABLE CARDS. DISCARD THEM, AND DRAW THE SAME NUMBER OF NEW CARDS FROM THE DRAW PILE.

TALLY UP YOUR POINTS BY MAKING COMBOS WITH ALL OF YOUR FACE-UP CARDS, YOUR HERO STARTING ITEM, AND YOUR HERO ABILITY.

THE GAME ENDS WHEN YOU'VE PLAYED ENOUGH ROUNDS TO REACH OR EXCEED A SCORE OF 100 POINTS. THE PLAYER WITH THE HIGHEST FINAL SCORE WINS THE GAME. IN THE EVENT OF A TIE, THE PLAYER WITH THE HIGHEST NUMBER OF DASH CARDS IN PLAY AT THE END OF THE FINAL ROUND WINS THE GAME. IF THE TIE REMAINS, YOU'RE BOTH AWESOME.

NEED TO PLAY MORE ROUNDS? THE LOWEST SCORING PLAYER AFTER THE TRADE AND TALLY IS PLAYER ONE FOR THE NEXT ROUND.

SET COLLECTION

USE A PERSONALIZED STRATEGY TO MAKE KILLER COMBOS! WITH OVER TWENTY DIFFERENT COMBOS, HOW YOU PLAY IS UP TO YOU. THERE CAN ONLY BE ONE WIENER, SO CHECK OUT THESE DIFFERENT SCORING OPTIONS.

LICK ATTACK

DON'T OVERLOOK THESE JUICY CARDS. EACH CARD INCLUDES A FACE VALUE THAT WILL GUARANTEE YOU POINTS AT THE END OF THE ROUND.

LICK ATTACK 1 SCORE 1PT

LICK ATTACK 2 SCORE 2PTS

LICK ATTACK 3 SCORE 3PTS

LICK ATTACK 4 SCORE 4PTS



DID YOU KNOW?

THE DACHSHUND IS SOLAR POWERED,
ABSORBING VITAL ENERGY AND NUTRITION
FROM THE SUN'S RAYS?

SKIVVIES

WORTH ONE POINT ON THEIR OWN, THESE CARDS GAIN VALUE AS YOU COMBINE TYPES OF SKIVVIES TOGETHER.

1 SKIVVIES
OF ANY TYPE
SCORE 1PT



2 DIFFERENT
SKIVVIES
SCORE 5PTS



COLLECT ALL
3 SKIVVIES
SCORE 12PTS



OUR PLAY TESTERS

FIND THEM ON INSTAGRAM!

BOARDGAMECENTRAL IPLAYRED
BOARDGAMEGEEKCA MACKOTHEMEEPLE
BOARDGAME.NEWBIES ONIRO.GAMES
CINDYPASTORIUS 4

POO ON THE FLOOR

THE MORE YOU POO, THE HIGHER YOUR SCORE.
COMBINE UP TO THREE POOS PER FLOOR CARD FOR
A CLEAN SWEEP AT THE END OF THE ROUND.

1 POO ON A
FLOOR SCORE
2PTS



2 POOS ON A
FLOOR SCORE
4PTS



3 POOS ON A
FLOOR SCORE
6PTS



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HOW TO PLAY MANUALS AT
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POO ON THE RUG

LIKE THE FLOOR, THE MORE YOU POO THE HIGHER YOUR SCORE. COMBINE UP TO THREE POOS PER RUG CARD.

1 POO ON A
RUG SCORE
3PTS



2 POOS ON A
RUG SCORE
6PTS



3 POOS ON A
RUG SCORE
9PTS



DID YOU KNOW?

THAT DACHSHUNDS ARE ADVERSE TO STORMY CONDITIONS BECAUSE THEY ARE WATER SOLUBLE?

DASH TO DEFEAT FOES

DASH AGAINST THREE DIFFERENT FOES TO DEFEAT THEM AND SCORE. COMBINE WITH A MEEP CARD FOR BONUS POINTS!



DEFEAT THE VACUUM
WITH 1 DASH SCORE **5PTS**
ADD 1 MEEP SCORE **7PTS**
IF UNDEFEATED SCORE **-1PT**



DEFEAT THE STRANGER
WITH 2 DASH SCORE **8PTS**
ADD 1 MEEP SCORE **12PTS**
IF UNDEFEATED SCORE **-2PTS**



DEFEAT THE BADGER
WITH 3 DASH SCORE **12PTS**
ADD 1 MEEP SCORE **18PTS**
IF UNDEFEATED SCORE **-3PTS**

DID YOU KNOW?

A DACHSHUND'S BARK CAN HYPNOTIZE HUMANS
CAUSING THE HUMAN TO KOWTOW TO THE
DACHSHUNDS EVERY WHIM?

RESCUE MEEPS



HOW TO RESCUE MEEPS: COMBINE ONE MEEP WITH ANY DEFEATED FOE FOR A BONUS SCORE. SEE PAGE SEVEN FOR SCORING DETAILS.

*A MEEP WITHOUT A DEFEATED FOE SCORES **-1PT**.*

EXCHANGE TO PLAY



*WHEN THE TOY IS PLAYED, IMMEDIATELY **EXCHANGE** IT FOR TWO CARDS FROM THE DRAW PILE. PLACE THESE TWO NEW CARDS ON THE TABLE TO KEEP AS PART OF YOUR FINAL COUNT. IF ANOTHER TOY CARD IS DRAWN, USE IT IMMEDIATELY.*

WATER AND KIBBLE

*WATER AND KIBBLE WILL EACH SCORE **1PT** ON THEIR OWN. WHEN COMBINED THEY SCORE **5PTS**.*

HOW REFRESHING!



GAME CREDITS

*TRAVIS WILKINS, GAME DESIGN
JUSTIN MACDONALD, ART DIRECTION
MARCIE CLOWRY, ART AND GRAPHIC DESIGN*

ABOUT YOUR HEROES

EACH HERO COMES EQUIPPED WITH A STARTING ITEM AS WELL AS A SPECIAL ABILITY.

AT THE END OF THE ROUND, USE YOUR STARTING ITEM AND SPECIAL ABILITY DURING THE TALLY PHASE TO ASSERT DOMINANCE OVER YOUR RIVALS.

READING HERO CARDS

YOUR HERO'S NAME

THEIR ABILITY
NAME

YOUR HERO
HAS THIS AS
A STARTING
ITEM.



YOUR HERO'S ABILITY CAN
HELP YOU SCORE BONUS
POINTS OR ALLOW YOU TO
BREAK THE RULES.

TEAM PLAY OPTION

CREATE TWO EQUAL TEAMS FROM YOUR GROUP. SIT IN ALTERNATING PLACES WITH THE OPPOSING TEAM. GAME PLAY PROCEEDS AS USUAL.

BEFORE THE TRADE AND TALLY, THERE IS A FREE SWAP BETWEEN ALL TEAM MEMBERS. YOU CAN RE-ARRANGE YOUR CARDS FREELY AMONG ALL MEMBERS OF THE TEAM AS LONG AS EACH PLAYER HAS AT LEAST 11 CARDS AFTER THE SWAP. THEN ALL PLAYERS PROCEED TO THE TRADE AND TALLY AS DESCRIBED ON PAGE 2.

THE GAME ENDS WHEN YOU'VE PLAYED ENOUGH ROUNDS TO REACH OR EXCEED A TEAM SCORE OF 300 POINTS. THE TEAM WITH THE HIGHEST FINAL SCORE WINS!

TOURNAMENT OPTION

CHALLENGE YOUR FRIENDS TO A TOURNAMENT TO SEE WHO IS THE ALPHA OF YOUR PACK! AFTER EACH GAME, PLAYERS ARE RANKED BASED ON THEIR PLACE ON THE LEADER BOARD.



*1ST PLACE = 10PTS
2ND PLACE = 8PTS
3RD PLACE = 6PTS
4TH PLACE = 4PTS
5TH PLACE = 2PTS
6TH PLACE = 0PTS*

THE TOURNAMENT ENDS AFTER 4 COMPLETE GAMES TO 100 POINTS. A NEW HERO IS SELECTED FOR EACH NEW GAME. THE PLAYER WITH THE HIGHEST FINAL SCORE ON THE LEADER BOARD AFTER 4 GAMES WINS.



*DOXIE DASH IS BASED ON THE
REAL-LIFE DOXIES OF THE VIRAL LONG
LONG RANCH. FIND THEM ON
INSTAGRAM AND FACEBOOK!*

@LONGLONGRANCH

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