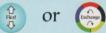
On Your Turn

- 1. Play a Training Card
- 2. Take Action
- 3. Choose Training
- 4. Adopt 1 Dog to Claim 1 Course
- 5. Move up to 3 Dogs
- 6. Refill Hand from Display

In-Game Prizes

1st to Adopt 3 Dogs:





1st to Finish an Agility Course:







Training

> = Agility

A = Jump

= Speed

= Trust

♦ = Strength

Trickier Actions



Draw a card. Use the raw number for its action OR receive 1 Training Treat in a color pictured.



Lose 1 or 2 Training Treats to Trash 1 or 2 Training Cards. Draw replacements from deck and/or display.



Place a "+1" marker matching a specific color on an opponent's obstacle (not a Pause Box.)



Opponent receives a Flex Token and plays with a 2 card hand OR you return to a 3 card hand.



Place a "Rush" marker. Opponent's dog must clear that obstacle before moving or adopting other dogs.