  
**Dog Drop**

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Oh No! The dog plane is crashing and everyone must jump! Grab anything you can to help you make a safe landing and be the first to get rescued.

**Types of Cards:**

There are four types of cards:

* Dog Cards:
  + This is your character. Every player gets one dog card at the start of the game.
* Height Increasing Cards:
  + These cards increase a player’s height.
* Height Decreasing Cards:
  + These cards decrease a player’s height.
* Tack Cards:
  + These cards allow a player to destroy any object.

**Set up:**

0: This game is for 2-4 players.

1: Every player is dealt five cards and receives one Dog card.

2: Set the slider on the Dog card to 20.

3: The player with the most amount of pets goes first.

**On a Player’s Turn:**

4: The player moves the slider on their dog card down the total number of their Height Modifier.

* The height modifier is calculated by adding up all the number on the cards they currently have played.
* Players start off with a height modifier of ZERO.
* Height isn't adjusted until the player’s next turn.
* If a player has a positive height modifier, they must move the slider up instead, but it cannot exceed 20.

5: The player must play a card in their hand on themselves or another player.

* Played cards go in front of the player for everyone to see.
* If the player already has three cards played, they must discard one first because dogs only have two front paws and a mouth!
* Tack cards can be played on anyone during this part of the turn

6: The player draws a card from the deck and places it for everyone to see.

7: The player can either use the card on themselves or on someone else.

* This card must be played immediately.
* If the receiver of this card already has three cards played, they must choose one to discard before player the new one.

8: The player draws another card and puts it in their hand

**Ending the Game:**

The game is finished when a player reaches the ground. They are the winner.

**Exceptions**: If the player’s height modifier is more than 3 when they land, they crash and lose.

In this situation, the game keeps going until another player safety reaches the ground. If for some reason if there is only one player remaining that has not crashed, they are declared winner.