

Sausages!

Designed by Ellie Dix

2-4 players | 20 minutes | Age 7+

Sausages! is a push-your-luck card game where players race to grow their sausage dogs across the table. Flip cards to fill your dogs' tummies, stop before Walkies time, and make sure your dog has eaten the most sausages when the game ends. Watch out though... a dog that needs a poo might just lose some of its lunch!

Components:

- 93 sausage cards
- 12 head/tail cards
- 9 player colour cards

Set up:

- Line up all six dogs at one end of the table, with the heads pointing towards the centre of the table. Each dog consists of just the front dog card and back dog card in each colour.
- Shuffle the sausage/tummy cards and create a deck
- Give each player a player colour card according to the player count for this game.

How to play:

On your turn, flip cards from the sausage deck. If you flip a double Walkies card on your first flip, ignore it, discard it and keep playing. Each time you flip a card, choose whether you put the card on your GOOD pile or your BAD pile. You may choose to stop flipping and place all of the cards on your GOOD pile into the dogs of matching colours. These dogs are now extended and they grow across the table. Discard all of the cards in the BAD pile.

However, if you reveal two "Walkies" cards OR one card with two "Walkies" on it, then you have to stop immediately and place all of the cards in the BAD pile into the dogs of matching colours. Discard all of the cards in the GOOD pile.

If you stop when you have revealed a single "Walkies" card, you may choose a dog that will do a poo. Remove the last tummy section (closest to the dog's legs), flip it over, move the dog's legs towards the head one space and place the card behind the dog, showing the poo.

The double "Walkies" cards are always kept to one side of the play space after they come out, so you can see how many are left in the deck. When the third double Walkies card has come out, the discard pile and all the double Walkies cards are shuffled back into the deck and play continues.

Game end:

The game ends when one or more dogs have stretched across the table (10th sausage/tummy card). Now score the dogs. To score a dog, count up the number of sausages in its tummy. The player who owns the highest scoring dog wins. In a 3 or

4-player game, if two people share the highest scoring dog, these players tie. The tied player who has the next highest scoring dog wins.