BACKYARD BUDDIES

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OVERVIEW

You are a house cat. You enjoy basking in the sun and, your favorite place to be is by the sliding glass doors that overlook the great outdoors. You watch as Critters of all types cross your path. Nothing could be better! Occasionally you get a little too excited and find yourself tracking nothing but a bunch of leaves. When other cats are around you stealthily keep an eye on them. You wait for the precise moment to "Pounce" on them to scare away what they are tracking; or you are nice and "Play" with them and share what they have discovered.

COMPONENTS

- Score Sheet (1 per player and you will need a pen or pencil)
- 5 White Dice
- 1 Black Die
- 1 Red Die (multiplayer only)
- LEAVES Marker (found on every score sheet)

**NOTE: Dice can be of any color but must be in the quantity listed.

SETUP

- Cut out the LEAVES Marker and decide which critter it will cover. The lower the number the easier it will be to overcome your mistakes. Place the Marker over that critters picture. It is now LEAVES for the current game.
- The last person to see the highest valued critters, in real life, will go first.
- Give the 5 white dice and the 1 black die to the start player.
- Put the red die near all players, or if you have enough dice, give one to everyone.

PLAYING THE GAME

Backyard Buddies is game where one or more cats will spend their turns collecting different Critters that appear in the great outdoors. On your turn you will have 2 chances to roll your dice and try to collect the most valuable Critters. In multiplayer games you can "pounce on" or "play" with other cats. You must be careful and not end up collecting too many LEAVES. The game lasts for 10 rounds. The player with the highest score is the winner.

A PLAYER'S TURN (SOLITAIRE VERSION)

1. Roll all 5 white dice and the 1 black die.
2. Set aside any dice that represent critters you wish to try to collect, or score dice.
3. Re-roll any leftover dice once.
4. Score 1 set of white dice (Critter). If the black die matches this then score it as well. Score by coloring in a circle for every die that matches that critter (the total # of dice not pips).
5. Score any leaves. If the black die matches the LEAVES then score it along with any other dice that match the LEAVES. Score by coloring in a circle for every die that matches the LEAVES (the total # of dice not pips). Do this in addition to scoring a set from step #4.
6. Mark off the round.
7. If all rounds are complete then calculate your Final Score.

TURN EXAMPLE 1: LEAVES cover #2, Birds. Milo rolls all white and black dice. The white dice are 1,3,3,4,5 and the black dies is a 2. Milo puts the 3 and 3 aside and rolls the remaining dice. The white dice 1, 2, 4, and the black die is a 3. Milo decides to score the 3s. He colors in three circles under the 3 (Rabbit).

TURN EXAMPLE 2: LEAVES cover #2, Birds. Milo rolls all white and black dice. The white dice are 1,3,3,4,5 and the black die is a 2. Milo puts the 3 and 3 aside and rolls the remaining dice. The white dice 1, 2, 4, and the black die is a 2. Milo decides to score the 3s. He colors in two circles under the 3 (Rabbit). He must also score LEAVES since the black die was a 2. He colors in two circles under the LEAVES.

A PLAYER'S TURN (MULTIPLAYER VERSION)

Same as Solitaire Version except the active player must do 3 additional things.

1. After choosing a Critter, but before scoring, ask the player to your left if they wish to "Pounce".
If they say yes they roll the red die. If the number on the red die matches the Critter you have chosen to score you lose all but 1 of that Critter.
(Example:If you rolled three 3s, and the red die was a 3, then you score only one 3)
The player that chose to "Pounce" colors in one of their circles next to "Pounce". You can only "Pounce" twice during a game.
If they say no then nothing happens.
If they"Pounced" and were successful the player to the right of the active player cannot "Play".
Only if there was no successful "Pounce" , move on to step 2, otherwise proceed to step 3.

2. After choosing a Critter, but before scoring, ask the player to your right if they wish to "Play".
If they say yes, they roll the red die. If the number on the red die matches the Critter you have chosen to score, both players score that Critter plus 1 for the red die.
(Example:If you rolled three 3s, and the red die was a 3; then you both score four 3s.)
The player that chose "Play" colors in one of their circles next to Play. You can only Play twice during a game.
If they say no, nothing happens.

3. Pass the dice to the next player.

FINAL SCORING
After all players have had 10 turns, Final Scoring takes place.
To calculate your final score:
>   For each Critter you multiply the number of colored circles by the value of the Critter. Then, add their totals together.
>   For LEAVES you multiply the number of colored in circles by the value of LEAVES.
>   You then subtract the total for LEAVES from the total of Critters.
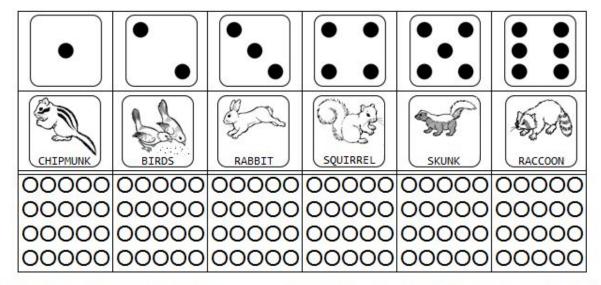The highest score wins! In the Solo game, try and beat your previous highest score.

SCORING EXAMPLE: LEAVES cover #2, Birds. Milo has colored in 10 circles under 1s (Chipmunks), 5 circles under 2s (Leaves), 6 circles under 3s (Rabbits), 5 circles under 4s (Squirrels), 4 circles under 5s (Skunks) and 3 circles under 6s (Raccoons). Milo's total score is 76.

SCORE: 10 (Chipmunks) + 18 (Rabbits) + 20 (Squirrels) + 20 (Skunks) + 18 (Raccoons) - 10 (Leaves) = 76
SCORE: Critter   +   Critter   +   Critter   +   Critter   +   Critter   -   Leaves   = Total

BACKYARD BUDDIES

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CHIPMUNK	BIRDS	RABBIT	SQUIRREL	SKUNK	RACCOON
OOOOO	OOOOO	OOOOO	OOOOO	OOOOO	OOOOO
OOOOO	OOOOO	OOOOO	OOOOO	OOOOO	OOOOO
OOOOO	OOOOO	OOOOO	OOOOO	OOOOO	OOOOO
OOOOO	OOOOO	OOOOO	OOOOO	OOOOO	OOOOO

ROUNDS OOOOO OOOOO   ***POUNCE** OO ***PLAY** OO * = MULTIPLAYER ONLY

TURN SUMMARY (SOLO):
1. ROLL ALL THE WHITE AND BLACK DICE.
2. SET ASIDE ANY DICE THAT REPRESENT CRITTERS YOU WISH COLLECT OR SCORE.
3. RE-ROLL ANY REAMINING DICE, ONCE.
4. SCORE 1 SET OF WHITE DICE (CRITTER) ADD +1 IF BLACK DIE MATCHES THE SELECTED CRITTER.
5. SCORE LEAVES IF BLACK DIE MATCHES THE LEAVES.
6. MARK OFF THE ROUND. LAST ROUND? FINAL SCORING...

TURN SUMMARY (MULTIPLAYER): (SAME AS SOLO BUT YOU MUST DO 3 ADDITIONAL THINGS)
1. AFTER SELECTING CRITTER BUT BEFORE SCORING ASK THE PLAYER TO THE LEFT IF THE WISH TO "POUNCE".
2. AFTER SELECTING CRITTER BUT BEFORE SCORING ASK THE PLAYER TO THE RIGHT IF THEY WISH TO "PLAY"
3. PASS THE DICE TO THE NEXT PLAYER.

SCORE: _____ + _____ + _____ + _____ + _____ - _____ = _____
          (CRITTER)   (CRITTER)   (CRITTER)   (CRITTER)   (CRITTER)   (LEAVES)   (TOTAL)

Cut out LEAVES to cover 1 critter each game. The lower the number the easier it will be to overcome any mistaken critters.

LEAVES