

## OBJECT OF THE GAME

The object of the game is to score the most points by collecting sets of two or more numerically matching cards consisting of at least one Mutt (dog) card and one Head (human) card and successfully performing the card tasks.

## VARIATIONS

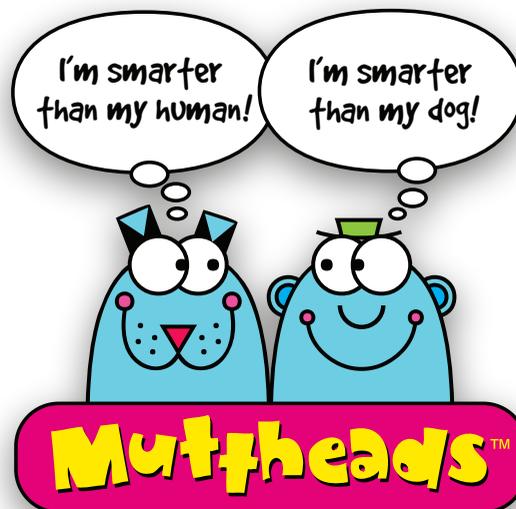
**Fast Play** - Play until a player goes out, tally the scores, the player with the highest score wins.

**Long Play** - Play as many rounds as it takes for a player's total score to reach 500 points.

**SET UP** - Before beginning have on hand dog treats, paper and writing instrument for scoring. When playing with more than 4 players, use two decks.

**STRATEGY** - Save Lucky Dog Cards for credit for missed-tasks. Collect cards with tasks your dog can do. Pass unwanted cards (as instructed on special cards) or cards that you or your dog can't perform.

**DOG TASKS** - Use your voice, gestures and treats to get your dog to perform the card tasks.



## How to Play Muttheads

1. A player shuffles, deals 7 cards to each player and stacks the remaining cards face down (the Muttheads pile). The top card is turned face up and placed beside the Muttheads pile to form the Poop pile (where discards are placed).
2. Each player, in turn, beginning with the player on the dealer's left, draws one card from either the top of the Muttheads pile or the top card of the Poop pile. Cards taken from either pile can be kept in the player's hand, discarded or laid down in a set on the table (see number 4 below).
3. Special cards can be played or passed, but cannot be discarded. If a player holds only special cards in his hand, he must draw until he can discard. Only one special card can be played during a player's turn. Play a special card by placing it face up in front of yourself. (See Special Cards.)
4. Each player, after drawing but before discarding, may lay down 2 matched-number cards consisting of one Mutt (dog) and one Head (human) card. Laid down cards are kept on the table in front of the player. After laying down, the dog (Mutt) and human (Head) must perform the tasks on the corresponding cards. If both tasks are not performed adequately (as judged by the majority of other players) both cards are placed at the bottom of the Poop pile and draw 2 more cards from the top of the Muttheads Pile or a Lucky Dog card may be placed on top of a laid down card as credit for a missed task. A player ends his turn by discarding a single card from his hand. If no cards remain in the Muttheads pile, shuffle the Poop pile, place it face down (the new Muttheads pile) turn up one card (the new Poop pile).
6. When a player discards the last card in his hand, he says, "I'm a Mutthead!" and play immediately ends. Cards remaining in other players' hands are passed to the player who went out. He receives 5 points for every card passed to him. The points values of each player's laid down cards are recorded on the score sheet. Subtract 25 points from players' scores holding Bad Dog cards when play ends. (See Scoring.)
7. After scores have been tallied, shuffle and deal again, repeating the process until a player wins the game by being the first to score of 500. If two or more players reach 500, the one with the highest score wins.

## Special Cards

After you draw and before you discard, you may play only one special card per turn (unless otherwise specified on the card) by placing it face up in front of you. Special cards can be passed or played, but can't be discarded. If a player has only special cards in his hand he must draw until he can discard.

**Bad Dog!** – Play Bad Dog cards before you draw and skip that turn. If you have a Bad Dog card in your hand when a player goes out, 25 points are subtracted from your score.

**Good Dog!** – In addition to your regular draw, take one card from the top of the Muttheads or Poop pile.

**Fetch!** – The player on your right gives you a card from his hand unless it's his last card, in which case he keeps his card and you draw an extra card from the Muttheads pile.

**Take It!** – In addition to your regular draw, take one extra card from the top of the Muttheads pile.

**Drop It!** – Pass one card from your hand to the player on your left. If it's your last card, draw a new card from the top of the Muttheads pile.

**Lucky Dog!** – Save and place on a laid down card to receive credit for a task your team can't perform.

## Scoring

Points are totaled as follows:

2 Same-numbered Laid Down Cards – 25 pts

4 Same-numbered Laid Down Cards – 60 pts

**Going Out Points:** The player who goes out scores 5 points for each card in other players' hands. Players holding Bad Dog cards when a player goes out, subtracts 25 points from their score.

**MUTTHEADS GAME CONTENTS:** 54 cards consisting of 2 Bad Dog Cards, 2 Good Dog Cards, 2 Fetch Cards, 2 Take it Cards, 2 Drop it Cards, 2 Lucky Dog Cards, 20 Mutt (dog) Cards, 20 Head (human) Cards, 1 Darf Games Card, 1 Contents Card. List of Instructions.

