



Dachshunds are experts at finding connections. When colors match, a flow is created, and when the numbers align, the dogs start to move. This is a hand-management card game where the joy of collecting sparks your next move.

### ► Objective of the Game

**Avoid finishing last** and collect cards (Dachshunds) to earn points.

At the end of the round, the player with the **lowest score finishes last** and loses a life.

The game continues until someone loses all their lives, at which point the game ends and **all remaining players are the winners**.

### ► Components

Dachs cards: 32

Summary cards: 4

Cubes: 8 (4colors×2each)

Scoreboard: 1

(Sides A and B marked on top left corner)

### About the cubes

Colors:

white / black / red / yellow

The cubes are used on the scoreboard.

On Side A use 2 cubes, and on Side B use 1 cube.

### About Lives

Each player uses a summary card to track their lives.

Front: 2 lives Back: 1 life

### ► Card Structure

The cards consist of a **number (2-5)** and a **color (4 colors)**. Each card has an icon indicating its color.

Vanilla: Biscuit / Blue-gray: Bone

/ Peach: dog food / Sage: ball



### Number and Color Distribution

(also shown on the summary card)

Number "2": 12 cards (3 of each color)

Number "3": 10 cards (vanilla 2 / blue-gray 2 / Other 3)

Number "4": 6 cards (Vanilla 2 / blue-gray 2 / Other 1)

Number "5": 4 cards (1 of each color)

! Note: For numbers '3' and '4' the distribution is **not equal among each color**.

### ► Setup

① Shuffle all the Dachs cards thoroughly and place them face down in the center. This is the **draw deck**.

② Draw the top 6 cards from the deck and lay them face up in a horizontal row. This is the **shared discard row**.

The cards closest to the draw deck are the most recent discards.

③ Each player draws 3 cards from the deck and keeps them as their **hand**.

④ Deal 1 **summary card** to each player and place it in front of them face up (2 lives side).

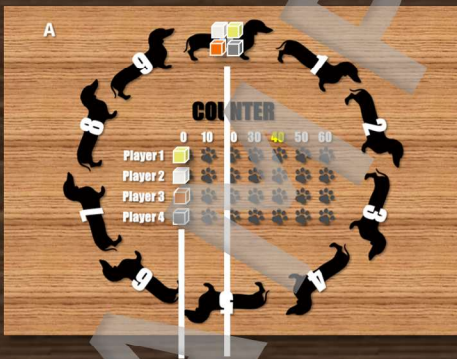
⑤ Place the **score board** where everyone can see it, on its Side A.

⑥ The player who likes dachshunds the most is the starting first player. Give the game box to the **first player to mark** them as such.

⑦ Each player takes 2 **cubes** of the color matching the bottom of their summary card, and places it on the spots marked '0' on the score board (one on the dog circle and one on the paw-shaped counter track). When a cube completes a full loop on the dog circle, the player will move their cube a space to the right on the paw counter track to mark the tens digits.

## ■ Setup Example (4 players)

### ⑤ Scoreboard (Side A)



### ⑦ Cubes

You can use either side of the score board. If you use Side B, place 1 cube per player on Spot '0' and return the remaining cubes to the box.

### ① Draw deck



recent

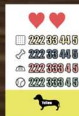
### ② Shared discard row



Discard pile (none at the start)



### Personal play area



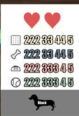
### ④ Summary Card



### ③ Hand



### ⑥ First Player marker (game box)



Player1 (First Player)

## ► Game Flow

Starting with the first player, players take turns in clockwise order. On your turn, you must perform steps ① to ⑤ in order.

Whenever you gain points, track your score on the scoreboard by moving your cubes.

## Turn Order

### ① Play cards (mandatory)

Play **one or more** cards from your hand face up into your play area. The cards you play must satisfy one of the following conditions:

- All are the same number, or
- All are the same color.

If you meet any of the two conditions, you may play **multiple cards** at the same time.

#### Examples:

Hand: 2 (vanilla) / 2 (sage) / 4 (peach)

→ you can play the 2 (vanilla) + 2 (sage) together

Hand: 3 (vanilla) / 4 (vanilla) / 5 (vanilla)

→ cards are the same color, so you can play 3 together

### ② Score

Gain as points the **sum of the numbers** on the cards you played in Step ①.

#### Examples:

Played '2, 2, 2' → gain 6 points

Played only '5' → gain 5 points

### ③ Empty-hand bonus

If in Step ① you played all the cards from your hand, you gain **bonus points equal to the number of cards** you played.

**Note:** Your hand is empty temporarily but you cannot end your turn with 0 cards in hand.

#### Example:

You played all 3 cards from your hand

→ gain 3 bonus points

### ④ Draw from deck

You may draw from the deck and add cards to your hand up to the number of cards of the **most frequent color** from among the cards you played in Step ①.

**Draw one card at a time.**

**You may choose not to draw**, and you may also stop drawing partway through.

#### Example:

You played 2 vanilla cards and 1 peach card

→ vanilla is the majority color, so you may draw up to 2 cards from the deck.

### ⑤ Retrieve cards

From the shared discard row, you may take cards whose **color matches the cards you played in Step ①**, up to the number of cards you played of that color, and add them to your hand. You **may also choose not to retrieve any cards**.

You can only retrieve cards that are currently face up and visible in the shared discard row.

#### Example:

You played 2 vanilla cards and 1 peach card

→ you may retrieve up to 2 vanilla cards and up to 1 peach card if they are visible on the shared row.

## Placement and Limits

Once you finish Step ⑤, place the cards you played in Step ① face up into the shared discard row, closest to the draw deck ("recent" side), in any order you like. Slide the rest of the cards down the row.

If this makes the shared discard row contain 7 or more cards, flip the oldest card face down and move it to a separate discard pile that does not mix with the deck. Continue doing so until 6 cards remain visible in the row.

If the draw deck runs out, shuffle the face down discard pile to form a new deck

## End of turn

### The hand limit is 5 cards.

You may not have 6 or more cards in hand, even temporarily.

### You may not end your turn with 0 cards in hand.

You must always end your turn with at least 1 card in hand.

As long as you will still have at least 1 card by the end of your turn, you may choose not to add any cards to your hand in Steps ④ and ⑤.

## ► Game End and Scoring

When a player reaches **40 or more points**, the game ends after all players **have taken the same number of turns**.

However, in the last round after any player reaches 40+ points, the player who first reaches 40+ points and all the subsequent players to take a turn, must draw at least 1 card from the deck for Step ④ ("Draw from deck"). They cannot choose not to draw.

### • Calculating final scores

At the end of the game, each player subtracts the **sum of the numbers on the cards remaining in their hand** from their current score. This result is their final score.

### • Determining last place

Compare all players' final scores. The **player with the lowest final score** is in last place.

If there is a tie, all tied players are considered to be in last place.

### • Handling lives

Each player in last place loses 1 life.

When you drop from 2 lives to 1 life, flip the summary card to its back.

If a player with 1 life is in last place again, that player is **eliminated**.

### • Next round's starting player

In the new round, the player who was in last place becomes the new starting player. If multiple players were in last place, the one who took their turn the latest in the previous round has priority.

## ► Victory Condition

**Once a player has been eliminated**, the game ends. All players who have **not been eliminated are the winners**.

### ■ Publication info

Produced by: Sainage

Contact: saiwonagenai@gmail.com

Translator: Circat (contact.circat@gmail.com)

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