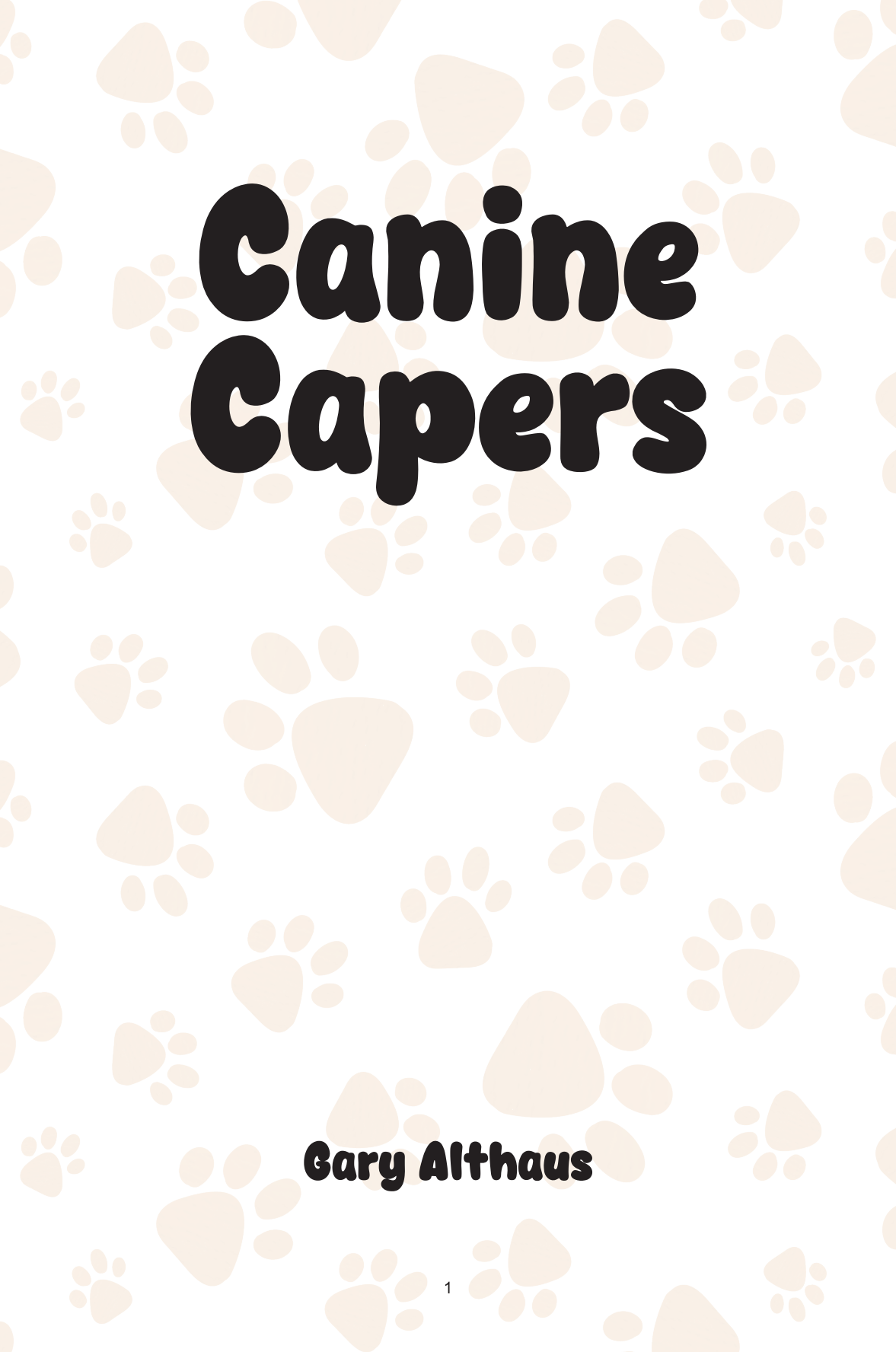


Canine Capers

A book of games and activities
all about dogs



Gary Althaus



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Introduction Page

You walk into a room where you might hear players howling like dogs, see players using their phones to find a certain dog toy, hear a player saying, "A group of pugs is called a grumble," players debating that their dog has the most creative name, hearing the word "pupsicle" spoken, a player saying, "Dog, frog, log, clog." Simply stated, you see people having fun and laughing. Well, you probably entered a room where the game CANINE CAPERS is being played.

This book has 16 games that contain 400 fun and sometimes crazy activities. Each game has 25 activities. Some activities include questions, riddles, pantomimes, rebuses, logic puzzles, word puzzles, lateral puzzles, easy physical activities, and even phone activities. They are all about dogs.

Some activities will turn into group conversations or have you googling for more information.

Directions

PLAYERS

- 3-6

AGES

- 11-99

LENGTH OF GAME

- About 35 minutes

SET UP

- Phones are needed as they will be used for some activities.
- Have one player write down the players' scores.

ACTIVITIES

- **Most of the activities contain 4 different sections.**
 1. The player chosen to do that activity
 2. The activity
 3. The answer
 4. The point value
- **Here is an example:**
 1. Ask the shortest player.
 2. Who lives longer - smaller or larger dogs?
 3. Answer - smaller dogs
 4. 2 points

PLAY

- The oldest player (1) picks up the book, (2) reads aloud the player selected to do the activity, and (3) reads aloud the activity. If the player doing the activity does it correctly, that person gets the number of points listed. If the activity is done incorrectly, the person reading receives that score.

Canine Capers

- Play continues by doing only the top sections of each page. (In future games, when the top sections are done on all the pages, do the bottom sections.) Once an activity is done, the book is passed to the player on the left, who will read the next activity.
- In the event of a tie, roll a dice or flip a coin.

END OF GAME

- The completion of 25 questions

WINNER

- The player with the highest score at the end of the game

If you decide you do not want to do a certain activity, choose an alternate activity from the Bonus Activities at the end of the book.

Game 1

Activity 1

Ask the shortest player.

True or false. Dogs are as intelligent as a three-year-old child.

Answer - False. They are as smart as a two-year-old.

1 point

Game 9

Activity 1

Ask the player whose birthday is closest to Veterans Day.

True or false. A dog was never an official mascot for the Olympics.

Answer - False. Waldi, a dachshund, was a mascot for the 1972 Olympics.

1 point

Game 1

Activity 2

Ask the player with the longest hair.

The Puppy Bowl is played on the day of what game?

Answer - Super Bowl

1 point

Game 9

Activity 2

Ask the player two places to your left.

What is the famous dog sled race in Alaska?

Answer - Iditarod

2 points

Game 1

Activity 3

Ask the player closest to the age of 40.

What is the dog's name in the comic strip "Garfield?"

Answer - Odie

1 point

Game 9

Activity 3

Ask the player with the second-smallest foot.

True or false. A Greyhound can maintain a 35-mph speed for about seven miles.

Answer - True

1 point

Game 1

Activity 4

Set a timer for 20 seconds. Ask the player at your left.

In 20 seconds, name a dog breed that rhymes with “got wilder.”

Answer - Rottweiler

1 point

Game 9

Activity 4

Ask the player closest to the age of 60.

The Labrador Retriever is originally from what country - Iceland, Newfoundland, a small island called Ropier, or none of these?

Answer - It is from Newfoundland. There is no small Island of Ropier.

1 point

Game 1

Activity 5

Ask the player whose full name has the most letters.

Balto, a sled dog, traveled 650 miles to deliver the life-saving serum for diphtheria in Alaska. What breed was he?

Answer - Siberian Husky. If you want, you can google for a photograph of him.

1 point

Game 9

Activity 5

Ask the player whose full name has the least syllables.

In *Mother Goose*, Mother Hubbard wanted to give her dog what?

Answer - A bone

1 point

Canine Capers

A book of games and activities all about dogs

This entertaining book for ages 11–99 contains over 400 interesting and sometimes crazy activities. The activities include questions, riddles, pantomimes, logic puzzles, word puzzles, lateral puzzles, easy physical activities, and even phone activities.

Instead of the players taking turns in the traditional way of going around the table, their order is decided in a unique and clever way. Some examples of who would do the activity are: the youngest player, the player whose phone has the most recent email, and the player who gives the longest continuous howl like a dog.

Does the Poodle get its name from a German word that means "to splash in the water," "to want to be petted," or "pretty dog?"

Answer – "To splash in the water."

A man was on one side of a wide river and his dog on the other side. The man called his dog, who immediately crossed the river without getting wet and without using a bridge or a boat. How did the dog do it?

Answer – The river was frozen.

What holiday is most stressful for dogs?

Answer – The Fourth of July

Be the first player to use your phone, without using voice commands to find a video of a dog jumping a rope.

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