Puppy Up™
The Tipsy, Topsy Numbers Game™

RULES

For 1 to 4 Players • Ages 3 & Up

Contents
30 2-Sided Cards, 19 Puppies, Numbers 1 – 10, Scale

Object
Balance Numbers and Puppies as you practice counting and math, and be the first player to collect five cards!

Set Up
• Determine which group of Cards you will use.
  • Green Cards: Level 1, number recognition
  • Purple Cards: Level 2, counting
  • Blue Cards: Level 3, addition

• Shuffle the Cards you will be using and place them in a pile.
• Set the Scale in the center of the play area. Set the Puppies and Numbers off to the side.

Play
• The youngest player picks a Card first.
• For Green Cards, Level 1:
  • You’ll see a number and the corresponding amount of Puppies.
  • Find that number in the pile of numbers and put it on one side of the Scale.
  • Then, count out that many Puppies and put them on the other side of the Scale.
• For Purple Cards, Level 2:
  • If you see Puppies on the Card, count them to see how many are there! Then, count out that many Puppies and place them on one side of the Scale.
  • Now, you will want to put the correct number on the other side of the Scale and see if it balances!
  • If you see a number on the Card, put that number on one side of the Scale.
  • Then, count out that many Puppies and put them on the other side of the Scale to see if it balances!
• For Blue Cards, Level 3:
  • You’ll see an addition equation on the Card! It could be number + number, number + Puppies, or Puppies + Puppies!
  • First, put the Numbers from the equation on one side of the Scale (e.g. if the equation is 2 + 3, you’ll put the 2 and the 3 on the Scale; if you have a 2 + 3 puppies, put the 2 and 3 puppies on the Scale, etc.)
• Then, do the math and put the answer in Puppies or a Number on the other side of the scale (e.g. if the answer is 5, put 5 Puppies or the Number 5 on the Scale) to see if it balances!

Scale & Balance
• Note: The Puppy Teeter-Totter Scale is a toy scale, not a highly scientific scale. Its 5g sensitivity allows for balancing in the game, but it may not be perfectly level. As long as the scale is not bottomed-out (one side is touching the table), it’s balancing.
• If you’re unsure if the Teeter-Totter is balancing, hold the arms so that they are level. Then let go to see if they stay balanced!
• If the Scale balances, then you are right! You get to keep the Card.
• If the Scale does not level out, you are incorrect. Try again! Maybe get some help from your friends!
• If you don’t get it on your second try, put the Card back in the pile.
• The player to the left picks a Card and tries the Puppy Scale now! And so on!

Winning the Game
The first player to collect five Cards wins! Celebrate with a cute Puppy howl or bark! Now play again!

Notes:
• Each Puppy weighs the same amount, and the numbers get heavier as they go up (the 2 is heavier than the one, and so on). Three Puppies will always balance with the number 3.
• You may also introduce children to subtraction using the puppies and scale!
• Children can have fun playing with the Scale and weighing common items around the house. It’s a great way to get them excited about measurements and weight!
• Remember, the Teeter-Totter may not be exactly level, but will still be considered balanced as long as both sides are up off of the table.

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