

DOGGONE CRAZY!™

Family Fun Action Game

It's a snarling snapping, yip yapping, tree-mendous good time!

What's in the Box?

- ❖ Game board with spinner
- ❖ 6 plastic pawns
- ❖ 108 cardboard dog bones to collect
- ❖ 112 See-See-See-It Cards – photos of real dogs and kids – interpret the body language correctly and win a bone
- ❖ 100 Do-Do-Do-It Cards – True/False, multiple choice or Simon Says – get it right – win a bone
- ❖ Photo reference card to teach about dog body language

2-6 players
Age 4-12
1 player with 3rd
grade reading skills



www.doggonecrazy.ca

download the free parent guide

My grade 3 class...were absolutely enthused about it. The game taught them responsible behaviour to not only reduce the chances of their being bitten, but also, it showed them how to enhance the relationship they have with their dog.

Kristina Brcic - Milton ON - Grade 3 teacher

Half of all children are bitten by a dog by the age of 12, most often by a family pet at someone's home. Doggone Crazy! is the first ever board game to empower kids with the knowledge they need to make safe choices around dogs. Created by dog experts, loads of fun for kids and families with its unique messages and mode of play, Doggone Crazy! is selling like crazy! Players race around the board collecting dog bones while trying to stay out of hospital, the vet or quarantine. Bones are won or lost according to messages on the game board paw prints. Bones can be won by answering multiple choice or true/false questions, by successfully playing a game of Simon Says or by correctly interpreting dog body language shown on a photo card. Don't step in the Doggy Doo Doo!

I recommend it highly without reservation.
Dr. Ed Bailey, B.S., M.S., Ph.D., Professor Emeritus, Animal Behavior University of Guelph

My grandchildren love this game. They play it all the time. **Jackie Rosart - Burlington ON – Grandmother**

I have to tell you that your Dog Gone Crazy game was one of the highlights of our holidays. – **Susan Bishop – Toronto ON - Mother**



See-See-See-It Card

Safe or Dangerous?
Answer on the back



Do-Do-Do-It Cards

Cards are graded so all ages can play together

Doggone Crazy! is endorsed by the Canadian Federation of Humane Societies and the Professional Animal Behaviour Associates, is promoted in the US by the National Association for Humane and Environmental Education (the Education Division of the Humane Society of the US), is approved by the Canadian Toy Testing Council and was chosen by the New York Post for inclusion in the last minute Holiday Gift Guide in 2003.

Doggone Crazy! is shipped from warehouses in the US and Canada to stores or direct to customers all over the world. Fundraising opportunities are available for non-profit groups and schools.

Contact Joan Orr at 905-854-3232 or joan@doggonecrazy.ca for pricing and other information