

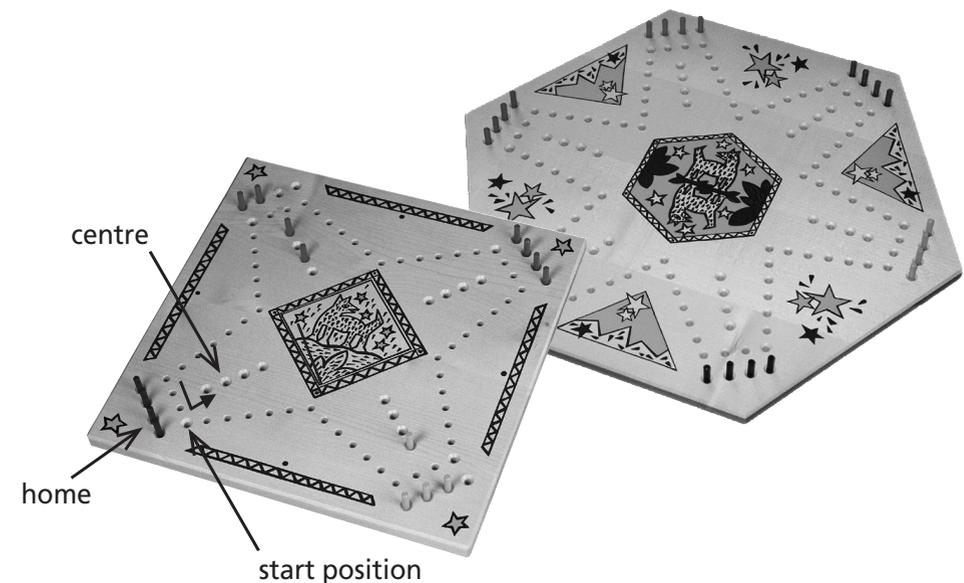
## Card values

- Ace** get a counter out of «home» or move piece forward 1, respectively 11 spaces
- King** get a counter onto the board, or move counter forward 13 spaces
- Joker** replace any card. The chosen card value must be named before laying down the card and must be kept
- Queen** move forward 12 spaces
- Jack** a player has to swap one of his/her counters for another of his/her choice. A player can also swap for one of the counters belonging to his/her partner. However, the Jack can only be put down if a player has already moved his/her counter. Therefore, counters cannot be swapped directly from the start position. Also, no pieces may be swapped which aren't either in play or are blocked.
- 10** move forward 10 spaces
- 9** move forward 9 spaces
- 8** move forward 8 spaces
- 7** move forward 7 spaces. The 7 moves can also be divided between a player's counters. With the card value 7, every individual move is valid, that means, each counter, which is only jumped over, must return «home». This also applies to a player's or his/her partner's jumped over counters. The card value 7 can also be used to «clear up» the centre. As soon as all the counters of a player are in the centre, card value 7 can be passed to his/her partner, so that he/she can play to the end with his/her partner's counters. Like the rest, the card value number of moves must all be taken.
- 6** move forward 6 spaces
- 5** move forward 5 spaces
- 4** move forward or back 4 spaces. Warning: can also be moved back from the start position, though not directly to the centre
- 3** move forward 3 spaces
- 2** move forward 2 spaces

# DOG

## Game Rules

last update: May 2019



### **Requirements**

4 or 6 players aged around 8+, good mood, lots of time and nerves. For the 6-player DOG game, the following set up is possible: 3x2-player-teams or 2x3-player-teams.

### **Game parts**

Board, 2 Bridge card games plus 4 same-colour-counters per person.

### **Preparation**

Place the 4 same-colour-counters at «home». Shuffle the cards well. Get in teams of two or three and sit opposite your partner.

### **Instructions**

Always play DOG in a counter-clockwise-direction. Decide who will go first. The player to the right goes next. Cards that have been played cannot be picked up again until the pile has been used up. Then reshuffle the cards.

### **Blocking**

A block can only be set up on the board in front of «home». However, this is also only possible when a player comes directly out of «home». If a round has already been played and a player is back at the start position, the way cannot be blocked. You or another player can set up the block. During the block, a player's counter cannot be hit or swapped with his own or another player's counter.

### **Hitting**

If a player lands on the same place on the board where another player's counter already is, the counter is hit and sent back «home», even if it is your partner's counter. Jumped-over counters do not have to go back «home» (see card 7 for exception).

### **Compelled to move**

A player must take a go if it is possible to do so. If there is no other option, a player might possibly have to pass home and go round again, or even hit/block your partner.

### **Centre**

You get into the center by going through the space before the start position. Counters cannot be jumped over in the centre. Players have to move the exact number of spaces. Once in the centre, counters cannot be moved out again. No other player may move into your centre.

### **End of game**

When a team player has placed the counters in the centre, the remaining cards must be used to move his/her partner's counters. Play as many rounds as necessary until all the counters have been placed. The team getting all counters at the centre first is the winner. The removing moves must be taken.

### **Rounds**

A round lasts as long as it takes until each player has played all the cards distributed for round. Each time the cards are distributed, one card must once be swapped with a partner. It is important that players do not look at the swapped card until they have also swapped a card with their partner.

#### **1st round**

In the first round, 6 cards are distributed to each player. The player sitting to the right of the dealer starts and places a card in the middle of the board, then he/she moves the counter the relevant number of spaces. Whoever cannot move because she/he hasn't got an Ace or a King to start, for example, places all his/her cards in the middle of the board and only plays again in the next round.

#### **2nd round**

The next player distributes 5 cards. The cards, which have been played, are placed in the middle of the board.

#### **3rd round**

The next player distributes 4 cards. The cards, which have been played, are placed in the middle of the board.

#### **4th round**

The next player distributes 3 cards. The cards, which have been played, are placed in the middle of the board.

#### **5th round**

The next player distributes 2 cards. The cards, which have been played, are placed in the middle of the board.

#### **6th round**

Played as the 2nd round. Follow the instructions above, e.g. with 4, 3, 2 ... cards etc. until one team wins the game.