

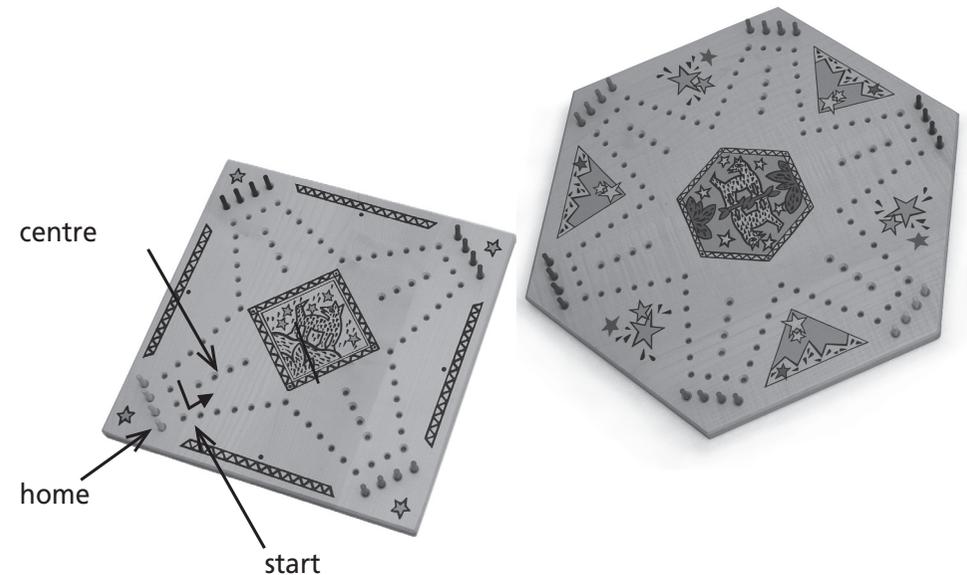
Card values

- Ace** get a piece out of «home» or move piece forward 1, respectively 11 spaces
- King** get a piece onto the board, or moves pieces 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 pieces with another of his/her choice. A player can also swap with one of the pieces belonging to his/her partner. However, the Jack can only be put down if a player has already moved his/her piece. Therefore, pieces 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 pieces. With the card value 7, every individual move is valid, that is to say, each piece, which is only jumped over, must return «home». This also applies to a player's or his/her partner's jumped over pieces. The card value 7 can also be used to «clear up» the centre. As soon as all the pieces 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 pieces. 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: January 2014



It's worthwhile practising!
Great prizes at the DOG tournament every autumn.
For additional information, please visit:
www.diealternative.ch/dog.html

Requirements

4 or 6 players aged 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-pieces per person.

Preparation

Place the 4 same-colour-pieces 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 piece cannot be hit or swapped with his own or another player's piece.

Hitting

If a player lands on the same place on the board where another player's piece already is, the piece is hit and sent back «home», even if it is your partner's piece. Jumped-over pieces 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. Pieces cannot be jumped over in the centre. Players have to move the exact number of spaces. Once in the centre, pieces cannot be moved out again. No other player may move into your centre.

End of game

When a team player has placed the pieces in the centre, the remaining cards must be used to move his/her partner's pieces. Play as many rounds as necessary until all the pieces have been placed. The team getting all 8 pieces 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 piece 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.