Dog rules

Aim

There are two teams, and the goal is to move the team's token from the kennel (the coloured dots outside the loop) around the board and into their home (the coloured dots inside the loop). The tokens are moved anti-clockwise around the board according to the value of the cards.

The winning team is the one who has placed all its eight tokens at home.

Setup

1. Players pair off into teams of two, with the teammates sitting opposite each other
2. Red - Blue
3. Yellow - Green
4. The tokens start in their kennel
5. Roll the dice to determine who will deal the first turn
6. Shuffle the cards

The cards

Most cards move the token anti-clockwise around the board by a specific value:

- King: 13 steps forward
- Queen: 12 steps forward
- 10: 10 steps forward
- 9: 9 steps forward
- 8: 8 steps forward
- 6: 6 steps forward
- 5: 5 steps forward
- 3: 3 steps forward
- 2: 2 steps forward

Special cards have additional movement capabilities.

- Ace: the ace can move 1 or 11 steps forward
- Jack: the jack swaps a player's token with another players token. If either token is protected the swap can't happen.
- 7: the 7 card is seven single steps forward and can be split up across multiple tokens.
  - For example, with a 7 card:
    - if a token passes over another token that token is returned home (unless the token is protected)
    - the seven steps can be split across two or more of the player's tokens, the first token could move 3 steps and the other could move 4.
- 4: the 4 card can move four steps forward or backward.
- Joker: the joker can be played as any other card.

Turns

There are five rounds per turn. The first round uses six cards, the second round uses five cards, and each round uses one card less till the final round with two cards.

When a turn is finished, the player to the right starts a new turn. Turns continue till a team has won.

Rounds

Each round follows these steps

1. Deal the cards (first round: 6 cards, second round: 5 cards, etc)
2. Players swap a single card by
   - Placing a card face down on the table in front of their teammate.
   - Once both cards are on the table they can be picked up
3. The player to the right of the dealer starts by playing a single card
4. Continuing in a clockwise fashion, each player plays a card,
   - If you can play a card, you have to play
   - If a player cannot play any card, they have to throw all their cards down and they are out of play for the remainder of the round
5. When all the cards are played or thrown down the round is complete

Moving a token from home onto the board

To move a token from the kennel to the starting position the player must play either an Ace, King or Joker. The starting position is coloured

location in the main loop.

When a token starts, i.e. the first time it is in the initial position, the token is protected. This means it cannot be returned home, passed or swapped.

If another token (including the player's own token) is sitting in the intial position it is returned home.

Moving around the board

The movement around the board is determined by the card played. In general tokens can pass each other.

If it is possible for a player to move, that player must move. They cannot opt to not move.

Landing on another players token

If a player's token lands on another player's or their own token, and that token is not protected, it is returned to the kennel. If the other player's token is protected then the first player's token can't move to that spot.

Blocking tokens

If a token has just come out and is sitting in its starting position, it blocks all other tokens from passing it. This includes tokens from player doing the blocking.

Getting into home

The player's token move into home by having the correct number of steps to get into the home area. To get into the home area the token must pass through the initial position again (i.e. the coloured circle for that player).

Inside the home area, the tokens cannot pass each other.

If the player's token cannot make the correct number of steps to get into the home the token must continue around the board once more.

When one player has all their tokens home

Once the player has all their tokens home, they start playing their teammates tokens.

Using the 7 card

When a player is getting their final token home, they can split the 7 card across their final token to get it home, then use the remaining steps of the 7 card on their teammate's tokens.

Getting the final token of the team home

When getting the final token of the team home, a joker cannot be used as the card that gets the token home.

Appendix: Summary

Cards

Below is a list of the cards

- Ace:
    - 1 or 11 steps forward
    - Start card
- King
    - 13 steps forward
    - Start card
- Queen: 12 steps forward
- Jack: swap 2 token, one of which must be your own.
    - n.b A token positioned for the first time at the start, at home or in the target area, may not be swapped
- 10: 10 steps forward
- 9: 9 steps forward
- 8: 8 steps forward
- 7: 7 steps forward.
    - The 7 steps can be split across multiple tokens of the player
    - Any tokens, including the player's own tokens that are passed are returned home
- 6: 6 steps forward
- 5: 5 steps forward
- 4: 4 steps forward or backward
- 3: 3 steps forward
- 2: 2 steps forward

- Joker: Can be played as any other card

Rules

- First time at start location = blocking
- First time at start location = no swap
- No passing inside home
- Cannot use Joker to end game
- Cards per round: 6, 5, 4, 3, 2 cards
- You have to play if you can
- If you cannot play throw cards down