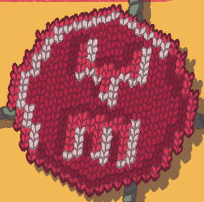




**DOGS
FLY**



**FLIGHT
MANUAL**



GAME CONTENTS

Boards (x6)

- Jaws Action Track (x1)
- Jaws Pilot View (x1)
- Jaws Gunner View (x1)
- Paws Action Track (x1)
- Paws Pilot View (x1)
- Paws Gunner View (x1)

Tokens

- Jaws Plane Body (x1)
- Jaws Plane Wing (x2)
- Paws Plane Body (x1)
- Paws Plane Wing (x2)
- Rotor (x2)
- Sun/Moon Token (x1)

Cards

- Jaws Pilot Cards (x30)
- Jaws Gunner Cards (x30)
- Paws Pilot Cards (x30)
- Paws Gunner Cards (x30)

Manual

1

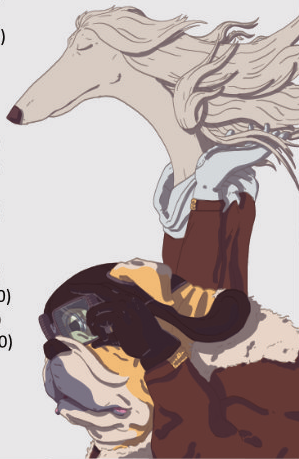
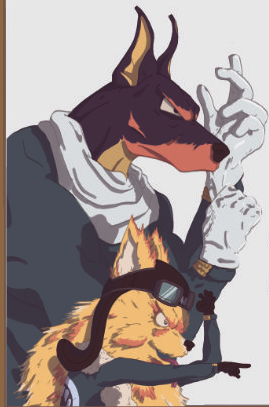
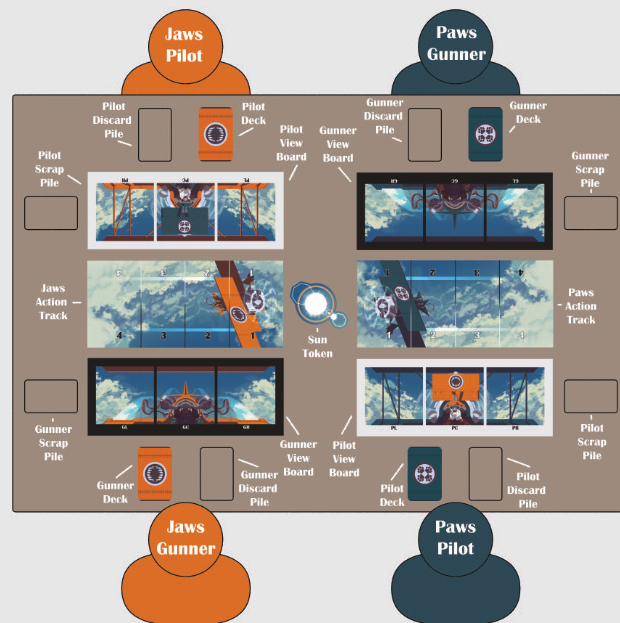


TABLE SET UP

Create two teams of two players each, the Paws (navy with a paw symbol) and the Jaws (orange with a jaw symbol). Each team designates one player to be their Pilot and one to be their Gunner, taking their respective decks of cards - Pilot cards have a white border and Gunner cards have a black border. Arrange the boards, cards, tokens and players as below. The Action Tracks must display the planes without smoke, and the Plane Tokens must be on the opposing Pilot's View Boards in the Pilot Center (PC) Zone.

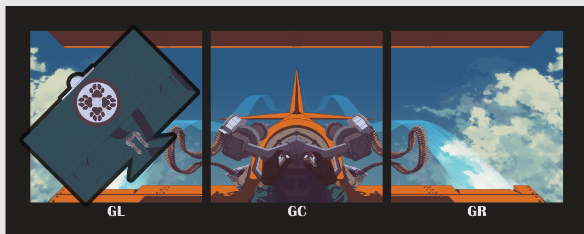
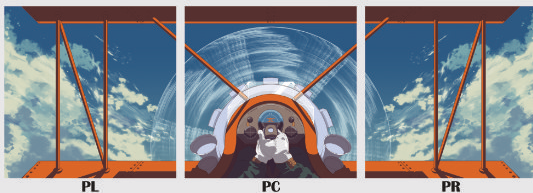


2

OVERVIEW

In Dogfight, 2 to 4 players must coordinate the role of Pilot and Gunner to dodge, take aim and blast the enemy team out of the sky. In frantic 20 second rounds both teams will bark orders at each other, attempting to formulate a quick strategy without showing each other their cards - but beware, the keen canine ears of the enemy team can hear everything you say...

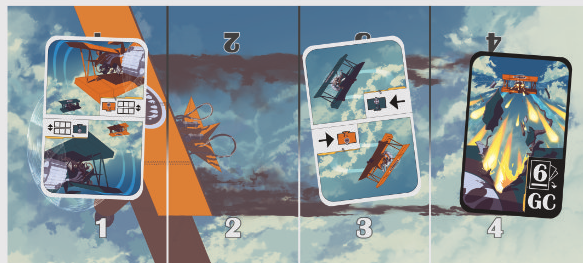
Depending on your role your View Board will be from the perspective of either the Pilot or the Gunner of a biplane that is engaged in a dogfight with an enemy biplane, represented by that team's Plane Token.



Your View Board is split in to 3 Zones - Left, Center and Right. For the Pilot these Zones are designated Pilot Left (PL), Pilot Center (PC), and Pilot Right (PR). For the Gunner these Zones are designated Gunner Left (GL), Gunner Center (GC), and Gunner Right (GR).

OVERVIEW

In 20-second rounds, the two teams will simultaneously play cards face down to any of the numbered sections on their respective Action Tracks. Once the round is over, cards will be revealed in order from 1 to 4, resolving their effects at the same time as the enemy team.



In the above example the Jaws move from in front of the Paws to behind them, then pause for a moment, then move the Paws to the left, then shoot them in their new position.

HOW TO WIN

If a player must draw a card from their deck to their hand, or discard a card from their deck to their scrap pile due to being damaged, and there is no card available to do so, their plane is shot down and their team loses.

The Pilot and the Gunner of a team have different Deck compositions. This enables the Pilot to have greater control over the movement of both their own plane and the enemy plane, while the Gunner has an enhanced ability to shoot the enemy plane and control the position of the Sun/Moon Token - a powerful tactical element of the game. Teams must coordinate their cards and make strategies on the fly in order to land shots on the enemy plane and secure victory.

HOW TO PLAY

At the beginning of the game the player that has most recently pet a dog flips a coin to determine which team chooses the starting location of the Sun Token. The winning team then places the Sun Token on any View Board Zone other than the enemy team's Pilot Center (PC) Zone. Each player then draws a starting hand of 4 cards from their Deck.

The remainder of the game is split into two phases - the Action Phase and Resolution Phase - which alternate until only one team is left flying.

For the duration of the game no player may show another player the front side of any of their cards, except to reveal a card that has been played on the Action Track during a Resolution Phase. All forms of verbal and gestural communication are allowed, though players must remain in their starting positions at the table for the duration of the game.

ACTION PHASE

Each Action Phase lasts 20 seconds.

During each Action Phase players from both teams play cards face down on to their Action Track. Each player may play as many or as few cards as they like, though there may only be a single card per team on each numbered section of the Action Track. A team may therefore play a maximum of 4 cards per round.

Once 20 seconds has run out players are unable to move their cards and the actions for that round are locked in.

DIFFICULTY

Your group of players may not find 20 second rounds to be the ideal learning environment for your first few games - there is certainly no shame in increasing the duration of the timer, or foregoing it altogether. Similarly, those players that live to feel the full force of the wind against their proud wet noses may find the rush that they are looking for with a 10 second timer.

RESOLUTION PHASE

If a team has played more than one card on a section of their Action Track, those cards are discarded and not resolved. The following events then occur in order.

1. Discard and Draw

Players may first discard as many cards as they like from their hand to their Discard Pile. A player may look at the cards in their Discard Pile at any time.

All players then draw cards from their Deck until their hand has 4 cards in it.

2. Repairing

Any players that have not played any cards this round are Repairing. All Repairing players shuffle their discard pile into their Deck. If smoke is showing on a Repairing player's Action Track due to their team having Repaired during a previous round, the other teammate takes 3 Damage.

3. Resolve Cards

Flip over both teams cards in Action Track section 1 and resolve them. If a team has not played a card in this section then no action is performed by that team. Cards are resolved in the following order -

1. Sun Move cards played by the team that had the Sun Token on their View Boards at the start of the round.
2. Sun Move cards played by the team that did not have the Sun Token on their View Boards at the start of the round.
3. Plane Move cards that target your team's Plane Token.
4. Plane Move cards that target the enemy team's Plane Token.
5. Shoot cards.

Then do the same for Action Track sections 2, then 3, then 4.

4. Cleanup

Once all cards on both Action Tracks have been resolved discard those cards to their respective Discard Piles.

If a team Repaired for the first time this game during this round they flip their Action Track to the side that shows a plane with smoke.

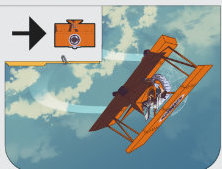
MOVE PLANE CARDS

When Move Plane cards are played, only the top half of the card (from the seated perspective of the player that played it) is resolved. Move Plane cards can therefore be played in either of two ways on an Action Track section, one of which will effect your own Plane Token and one of which will effect the enemy Plane Token.



Move Plane Left

The target Plane Token moves one Zone left on the View Board (relative to the player that played the card). If the target Plane Token is unable to move further left, it does not move

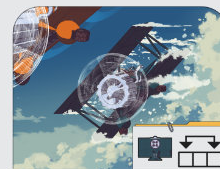


Move Plane Right

The target Plane Token moves one Zone right on the View Board (relative to the player that played the card). If the target Plane Token is unable to move further right, it does not move

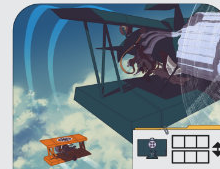
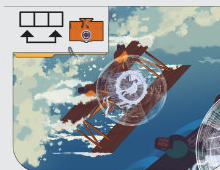


MOVE PLANE CARDS



Move Plane Corner

If the target Plane Token is currently in an -L or -R View Board zone it moves to the opposite corner of that same View Board. If the target Plane Token is in a -C View Board zone it does not move.



Move Plane View

The target Plane Token moves from it's current position on the View Board to the mirror position on the other View Board.

Example: If the target Plane Token is on a -C View Board Zone it moves to the opposite -C View Board Zone, and if it is on a -L View Board Zone it moves to the opposite -R View Board Zone or vice versa.



MOVE SUN CARDS

Move Sun cards behave similarly to Move Plane cards but can target the Sun Token regardless of which team's View Board it is on. The Sun Token can also be moved between either team's sets of View Boards. When playing in any alternate Game Mode - where the Sun Token is replaced by a different Token - Move Sun cards move the replacement Token instead.



Move Sun Left

The Sun Token moves one Zone left on the View Board (relative to the player that played the card). If the Sun Token is unable to move further left, it does not move



Move Sun Right

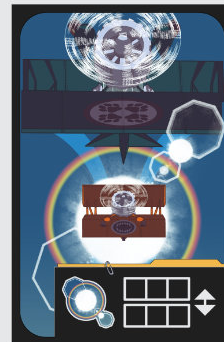
The Sun Token moves one Zone right on the View Board (relative to the player that played the card). If the Sun Token is unable to move further right, it does not move

MOVE SUN CARDS

Move Sun View

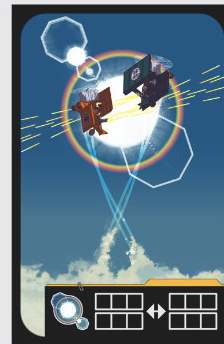
The Sun Token moves from it's current position on the View Board to the mirror position on the other View Board of the same team.

Example: If the Sun Token is on a -C View Board Zone it moves to the opposite -C View Board Zone, and if it is on a -L View Board Zone it moves to the opposite -R View Board Zone or vice versa.



Move Sun Team

The Sun Token moves from it's current Zone to the same Zone on the opposite team's View Boards.



SHOOT CARDS

Shoot cards target a single View Board Zone on that player's team's set of View Boards. If a Plane Token is on that View Board Zone when the Shoot card resolves, that team is dealt Damage.

If a team is dealt Damage they must first determine which part of the plane, and therefore which player, was hit. The player with the enemy Plane Token on their View Board when the team takes Damage is the one that receives the Damage. However, if a player on that team is Repairing this round, that player receives the Damage instead. If both players are Repairing, both players receive the Damage.

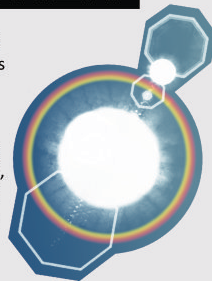
To resolve Damage the player that was Damaged takes a number of cards equal to the Damage that was dealt (usually 6) from the top of their Deck and places those cards in the Scrap Pile. Cards in Scrap Piles are not accessible to players by any means for the remaining duration of the game. A player may look at the cards in their own Scrap Pile at any time.



THE SUN TOKEN

If your team's Plane Token is on the same View Board Zone as the Sun Token when the enemy team resolves a Shoot card that causes your team to take Damage, your team takes half Damage.

If your team's Plane Token is on the same View Board Zone as the Sun Token when you resolve a Shoot card, you ignore the second letter of that Shoot card (-L, -C or -R) and instead resolve the Shoot card on all three Zones of the View Board that you have targeted.



NIGHT MODE

To play in Night Mode, flip the View Boards to the night side and use the Moon Token instead of the Sun Token. The rules of the game are the same with the exception of the Moon Token.

Moon Token

If the Moon Token is on the enemy team's set of View Boards, and your team's Plane Token is on the opposite View Board of the Moon Token when you reach the Discard and Draw step in the Resolution Phase, both players of your team may choose to draw up to 2 additional cards during Discard and Draw.

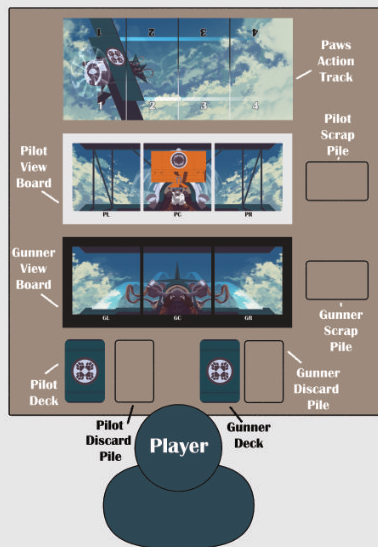
If your Plane Token is on the same View Board as the Moon Token, when the enemy team resolves a Shoot card that causes you to take Damage the player that played the Shoot card may look at the top 9 cards of your Deck, choose a number of cards equal to the amount of Damage dealt, put those cards in your Scrap Pile, place the remaining cards back into your Deck, and shuffle it.



2, 3 AND 5+ PLAYERS

2 Player Games

In 2 player games both players sit across the table from one another, arranging the boards, cards and tokens as below for each individual player.



The rules of the game are the same for 4 player, with the following exception.

Starting hand size is 6, with 3 cards drawn from the Pilot Deck and 3 cards drawn from the Gunner Deck.

In the Discard and Draw step of the Resolution Phase you treat your hand of 6 cards as two separate hands of 3 cards, drawing up to a total of 3 cards for the Pilot and 3 cards for the Gunner.

2, 3 AND 5+ PLAYERS

3 Player Games

In 3 player games set up as a 4 player game for one team of 2 players, and set up as a 2 player game for the solo player.

The team of 2 players play with the normal rules.

The solo player plays with the 2 player rules. In addition, the solo player must always play one card per on their Action Track face up per round.

5 Player or Greater Games

If you have 2 or more copies of Dogfight you can combine the boxes to play with 5 or more people. For each additional team or solo player you will need to create a Plane Token to represent their team on every set of View Boards in the game. All 2 player teams play with the normal rules, and all solo players play with the 2 player rules.

Plane Tokens may occupy the same View Board Zones as one another, with all Plane Tokens in that Zone receiving Damage if a Shoot card resolves on that Zone.

Move Plane cards that target your own Plane Token move your Plane Token on all other View Boards.

Move Plane cards that target enemy Plane Tokens target all Plane Tokens on that set of View Boards when they resolve.

When a player plays a Sun Move Team card, they may choose which team's set of View Boards it goes to.

HALL OF HEROES

15

HALL OF HEROES

16



VIEW
BOARDS
MOVE



DEAL
DAMAGE



CORNERS
MOVE



MOVE
RIGHT



MOVE
TEAMS



MOVE
LEFT

RESOLUTION PHASE

1 - Discard any number of cards.

2 - Draw cards up to a hand size of 4.

Hand size of 6 if you are a solo player.

3 - Any players that have not played cards Repair.

Repair - shuffle your Discard Pile in to your Deck, if your team has already Repaired this game deal 3 Damage to your teammate.

4 - Resolve Cards.

1 - Sun Move cards played by the team that has the Sun Token on their board.

2 - Sun Move cards played by the team that does not have the Sun Token on their board.

3 - Plane Move cards that target your team's Plane Token.

4 - Plane Move cards that target the enemy team's Plane Token.

5 - Shoot cards.

5 - Cleanup.

MOVE
LEFT



MOVE
TEAMS



MOVE
RIGHT



MOVE
CORNERS



DEAL
DAMAGE



MOVE
VIEW BOARDS

