

MONTY'S BARK! BARK!

Object of the 2-5 player game

Monty's Bark Bark is a hilarious 1-5 player card game of luck, skill, negotiation and out-thinking your buddies; as you race your furry critter along the garden fence tops in your friendly neighbourhood. Oh did we mention that a noisy pup named Monty is popping up from time to time and scaring you? Well, we have now.

You win the race by being the first player to reach **HOME** in a one-off race; OR the first to collect **6 victory points** by racing multiple times.

Components (all versions)

6 **Player Pawns** – blue, red, green, purple, black, yellow.



1 **Monty Dice** – used to move Monty in 2 player game and to nullify movement in the SOLO game.



5 **Cat/Squirrel Player Cards** – double-sided and coloured to match player's pawn colour.



20 **Movement Cards** – 5 sets of 4 cards numbered 2-5. Coloured to match player's pawn.



1 **Start Card** – Begin your race here!

(placed at race start)



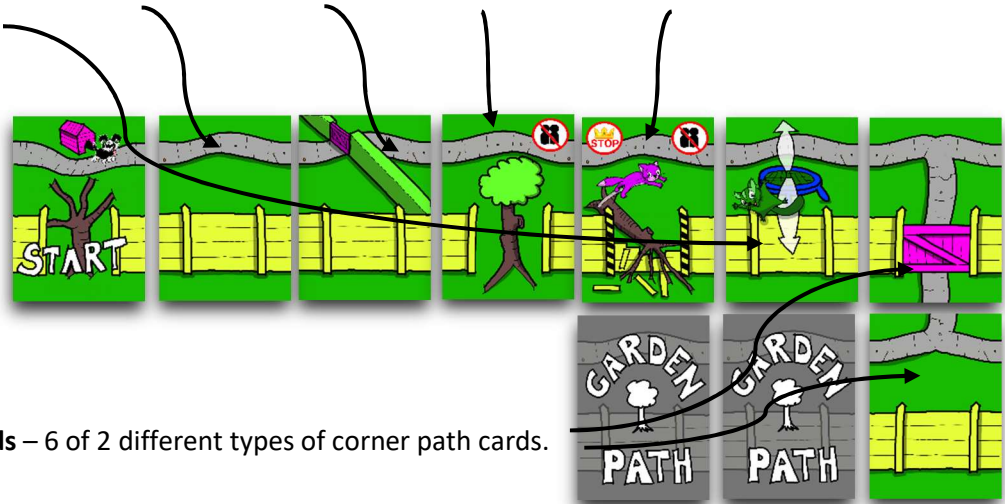
MONTY'S BARK! BARK!

1 **Home Path Card** – First home wins the race!

(placed at race end)



16 **Garden Path Cards** – 4 Path Cards, 2 Gate Cards, 2 Tree Cards, 4 Broken Fence cards, 4 Trampoline Cards.



12 **Corner Path Cards** – 6 of 2 different types of corner path cards.

18 **Winner Tokens** – 6 Gold, 6 Silver & 6 Bronze.



Set-up for 2-5 player game

You begin the game by first choosing a **Neighbourhood Race***, and whether to race as a **squirrel** or **cat**. Take the **Player Card**, 4 **Movement Cards** and the **Player Pawn** of your chosen colour. Each player may now place their **Player Pawns** on the **Start Card**. Set up the Neighbourhood as shown on the **Race Setup***. Take the 16 **Garden Path Cards** then shuffle them. Place them where they are indicated in the Race Setup. Finally, place the black Monty pawn on the Start card too.

Playing the 2-5 player game

Each **Round** is played in 5 **Phases**:

1. **Secret Phase** – At the same time, each player secretly selects one of their 4 **Movement Cards** and places it face down in-front of them to show that they are ready to proceed to next phase. Players may wish to tell other players which Movement Card they have played, but NEVER show them until the next phase.

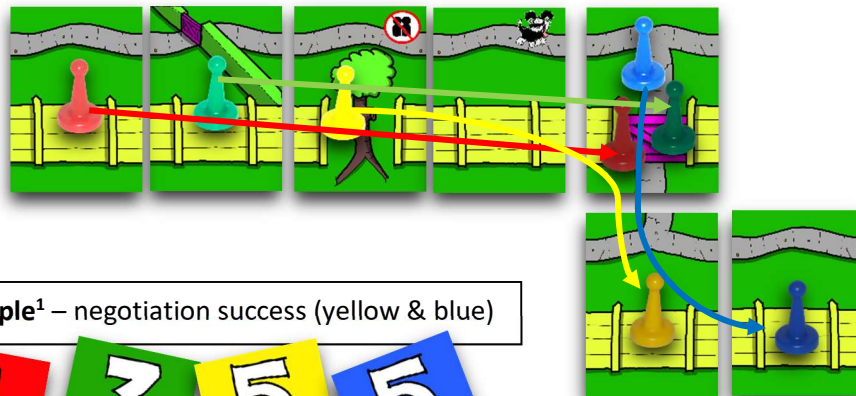


MONTY'S BARK! BARK!

2. **Show Phase** – At the same time, all players must flip over to reveal the number on the Movement Cards they played.



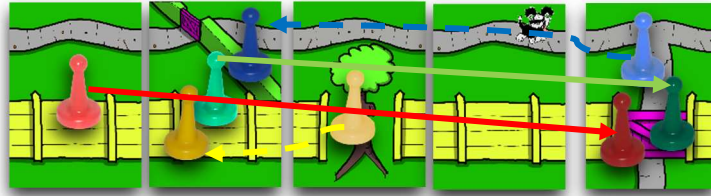
3. **Monty Dice Phase** – Roll the Monty dice (not on first turn). Discard the numbered Movement cards which correlate to the number shown on the dice. Those Movement Cards will not count this turn. If **Bark Bark** is rolled, then move Monty's pawn to the next Pink Gate Garden Path Card. If there is no Pink Gate to move to, then Monty will remain where he is for this turn, and not nullify any movement cards.
4. **Move Phase** – All Movement Cards are dealt with in number order (lowest to highest). If you are the only player to have chosen a particular number (2-5), then you must move that number of **Garden Path Cards** exploring face down **Garden Path Cards** as you go. HOWEVER; if 2 or more players have revealed the same Movement Card number then they must SHARE between them that number of spaces to move. How the number of spaces are split between those players is decided by negotiating. After revealing their cards, 2 players have chosen the **Move 5 card** this turn (**example¹**). Blue decides to only move 2 spaces and yellow moves the remaining 3. During negotiation, if players cannot come to an agreement on who moves which number of spaces – then all those players are moved BACKWARDS to the last pink **Gate Path Card** they passed* NOT including the card they are currently on. See **example²**. Special note: If there ever is a tie between 2 players moving forwards, then the player furthest behind the leader moves first. In the unlikely event that the players are tied on the same Garden Path Card, then they must negotiate between them who goes first. As before, failure to come to a decision means the pink gate penalty comes into action.
5. **End Phase** – once all the players have moved then discard all played (and nullified) movement cards. Each player starts the next turn with 1 less movement card. When all 4 movement cards have been played (4 turns), then Monty's player pawn jumps to the next Pink Gate card and each player which Monty passes is removed from this race (not including players on the same space as Monty). All movement cards are then returned to those players still in the race and the next turn begins.



Example¹ – negotiation success (yellow & blue)



MONTY's BARK! BARK!



Example² – negotiation failed (yellow & blue)

Note - 2 players moving backwards as a result of failed negotiations, move in the following order – last place, squirrel, then cat.

Movement and Exploring the Neighbourhood for the 2-5 player game

Players must move in a single direction towards the unexplored edge of the neighbourhood. If a player's movement carries them past all the explored garden path cards so far, then flip over exposing each garden path card as they go.

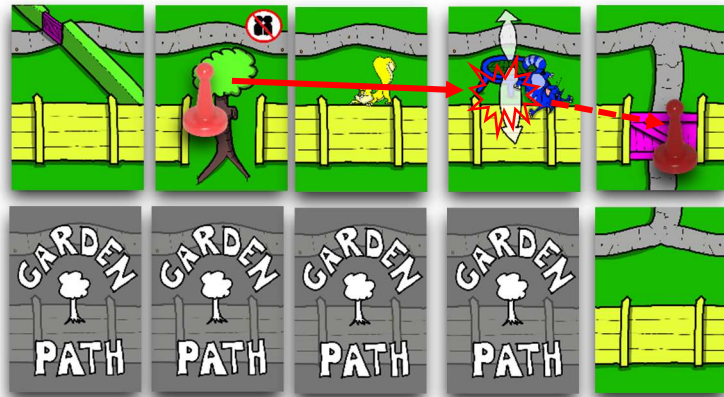
Garden Path Card Rules for the 2-5 player game

Here is a list of the Start, End, Garden Path and Corner Cards and their special rules:

- **Start Card** – this is where the race begins, and is treated as a 'pink gate' card when forced to move backwards.
- **Standard Path Cards** – no special rules.
- **Gate Cards** – treat the same as a standard path card for movement. However, they are 'save points' during the race. Any pink gate signifies these cards.
- **Tree Cards** – similar to standard path cards, however only one player can complete their move and rest on them (see Special Cat/Squirrel move rules).
- **Broken Fence Cards** – if a broken fence card is flipped over by the leader during exploration, then they must stop there, and lose any left-over movement. Broken fence cards (just like tree path cards) can only be rested on by one player at a time.
- **Single Space Cards** - Tree Path, Broken Fence. If a Cat finishes movement on a 'single space' card occupied by a player, then the Cat player must move the player(s) pawn off of the garden path card after landing on it. The direction of travel for the moved player pawn is decided by the player landing on the space thus instigating the move. If a Squirrel finishes movement on an occupied single space path card, then the squirrel must move themselves off of it. The direction is decided by the squirrel player who just landed. You cannot bounce over fence panels, BUT you can explore new garden path cards as a result.
- **Trampoline Cards** – A trampoline card enables a player to short-cut to a new garden (above and below), by 'bouncing' over fences/paths if they wish. If a player finishes their movement on a trampoline they must 'bounce' off onto an additional space. If a player lands on another trampoline card then the bounce continues! **See example³**. However, a player landing on a Trampoline card may only bounce up/down a garden fence IF and only IF there is a garden path card already explored and flipped over to land on. If a garden path card has been

MONTY'S BARK! BARK!

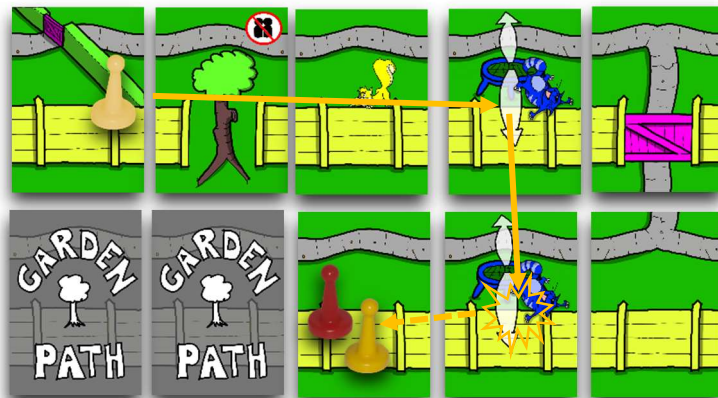
flipped above/below then trampoline cards can be used to short-cut the race. Landing on a trampoline card at the end of an explored edge of the neighbourhood can be bounced forwards to explore more garden, just NOT up/down.



Example³ – red moves 2 spaces, and bounces forward once.



NOTE - Cannot bounce downwards as it is unexplored.



Example⁴ – yellow moves 4 spaces, short-cuts, then bounces forward once. Garden paths already explored.



MONTY's BARK! BARK!

Winning the 2-5 player game

When a player reaches the Home Card, the race stops. 1st placed player is given a Gold Token (worth 3 points), 2nd place is given a Silver Token (worth 2 points) and the 3rd place player is given a Bronze Token (worth 1 point). Note – a maximum of 6 points in winner tokens may only be given out at the end of each race. For example: a 4 player game ends in Red 1st place, and the rest of the players in joint 2nd. Therefore the Red player receives the Gold Token (worth 3 points), and the remaining players all receive a Bronze Token (worth 1 point each). Totalling 6 points. Another example: a 5 player game ends in Blue 1st place, Red and Yellow 2nd place, Green 3rd and Purple 4th. Blue receives the Gold Token (3pts) and Red and Yellow both receive bronze Tokens (1pt each). In the last example, because both Red and Yellow could not receive Silver Tokens due to them being worth more than 3pts together, that the award is reduced. Once the Bronze Tokens have be awarded, then no other awards are made.

The race is then reset and run again. The game ends when a player reaches 6 points!

Things You May Have Missed!

- **Leading them up the Garden Path.** During the game, players are invited to pass on information about their unrevealed movement cards. If this information turns out not to be true... this is called Leading Them up the Garden Path. Choose (very wisely) your time to deploy this bluffing strategy, as trust is easily lost, and not so easily gained!



MONTY'S BARK! BARK!

Object of the SOLO game

Monty's Bark Bark is a hilarious SOLO player card game of luck, skill, and memory. You take the role of the local noisy pup named Monty. Your aim is to chase after the 5 furry critters who race along your garden fence, and bark at them, forcing them to give up their race **Home**.

You win by catching as many critters as you can. The more you catch the better your score!

Set-up for SOLO game

You begin the game by first choosing a **Neighbourhood Race***, and set all 5 critters to Cats (easy mode). Take all the 20 **Player Cards** (4 **Movement Cards** for each of the 5 colours), shuffle and cut them, then stack them together. Set this deck aside and face down. Place all 5 coloured player pawns on the Start card and set up the Neighbourhood as shown on the **Race Setup***. Take the 16 **Garden Path Cards** then shuffle them. Place them where they are indicated in the Race Setup. Finally, place the black Monty pawn on the Start card too. You are ready to play.

Playing the SOLO game

Each **Round** is played in 3 **Phases**:

1. **Start Phase** – Play begins when you flip over the top coloured movement card, placing face up to one side. Immediately move the same coloured player pawn that amount of spaces, using the SAME rules as movement for the 2-5 player game. **Note:** if there is only 1 colour pawn left racing, then reshuffle the move deck if that colour left in play is at the top of the deck to begin with.
2. **Movement Phase** – from now on you have a choice of 2 actions (a or b) you can take.
 - a)** You can call **HIGH** or **LOW** and then turn over the next face-down movement card, placing face up on the previously flipped move card. If the new card's number is **higher** than the last one AND you called '**high**'. Then that player pawn does NOT move. Alternatively, if the number was **lower** when you called '**high**', then that colour pawn moves that specific amount of spaces. If the number was equal, that still doesn't count as being higher or lower and the player pawn doesn't move. **See example⁵**.
 - b)** Instead of calling HIGH or LOW, you can roll the Monty dice. The number shown on the dice is nullified, PLUS the same number as the previously drawn move card. Therefore you have 2 numbers which nullify movement this time. If the Monty dice rolls a **Bark Bark**, then you choose the numbered face which you like the most (numbers 2-5). **See example⁶**.

MONTY'S BARK! BARK!

Example⁵ – The movement deck is shuffled and the top card (blue 3) is dealt. The call made is HIGH. The next movement card is revealed (red 2). Therefore the red pawn moves 2 spaces. The new call is HIGH again. This is right and prevents the green pawn from moving 5 spaces. The next call is low, anticipating a movement card lower in value than 5...



The call is **HIGH!**

WRONG! The red pawn moves 2 spaces. The new call is **HIGH!**

RIGHT! The red pawn moves 2 spaces. The red pawn doesn't move this time. The next call is **LOW!**

Example⁶ – cont. from last example. The call was LOW, and was wrong as the same number was dealt. Purple pawn moves 5 spaces! The Monty dice is rolled next, rolling a 2. Therefore both values 2 and 5 are nullified. The card drawn is yellow 2. Which is right! Yellow stays where it was. Next the player chooses HIGH and is right (purple 3) and purple doesn't move. Finally, the player rolls a Bark Bark on the Monty dice and chooses the 5 value. Therefore values 3 and 5 are covered this time. However the next card is a blue 4 and the blue pawn moves 4 spaces. Once all the move cards are flipped, then the deck is shuffled and cut to begin another round of movement. Before the top card is flipped, move the black Monty pawn to the next pink gate, and coloured pawns which are passed by (not including the space they land on) are removed from play.



WRONG! The purple pawn moves 5 spaces! The player decides to roll the Monty dice this time and rolls a 2.



RIGHT! The yellow pawn doesn't move. The new call is **HIGH!**

RIGHT! The purple pawn doesn't move. The player rolls the Monty dice and rolls a **Bark Bark**. Then chooses 5.



WRONG! The blue pawn moves 4 spaces. The move deck is empty. Move Monty forwards to next pink gate and refresh and reshuffle the move deck for the next move turn... see **Monty Phase**

MONTY's BARK! BARK!

- Monty Phase** – once all the coloured move cards are used, then reshuffle the deck, place it face down and cut in readiness to begin a new move turn. Move the black Monty pawn forwards to the next pink gate. Remove any coloured pawns which Monty passes (not including any pawns on the space that Monty finishes). Monty will NOT use trampolines to short-cut the course track. However Monty will use trampolines which are already flipped face up and part of the Neighbour Race setup. **Note:** do not take out the coloured move cards of the pawns which have been captured by Monty, leave them in the deck as usual. When they come up, just flip them over until you reach a face down move card which matches the colour of a pawn still in play. The last flipped over move card is the value you use to proceed with the move turn.

Winning the SOLO game

You can ultimately win if you manage to capture all the coloured pawns which are racing. In the likely event that you don't, then use the following to rate yourself (1 – 7 Stars).

	# Squirrel Critters	1 (easy)	2 (standard)	3 (hard)
# Critters Captured				
1		★	★★	★★★
2		★★	★★★	★★★★
3		★★★	★★★★	★★★★★
4		★★★★	★★★★★	★★★★★★
5		★★★★★	★★★★★★	★★★★★★★

You can rate yourself for each individual Neighbourhood Race Track too!