

# MONTY's BARK! BARK! *Fog of Dog Edition*

## Object of the game

**Monty's Bark Bark** is a hilarious 3-5 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

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



1 **Crown Token** – used to track position of race leader and direction of race.



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 to one side)*



2 **Home Path Cards** – First home wins the race! 1 **Home Card** and 1 **Keep Going** card.

*(placed to one side)*



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1 **Monty 'Bark Bark' Card** – A false home card shuffled into the **Garden Path Deck**.

*(shuffled into Garden Path Decks)*

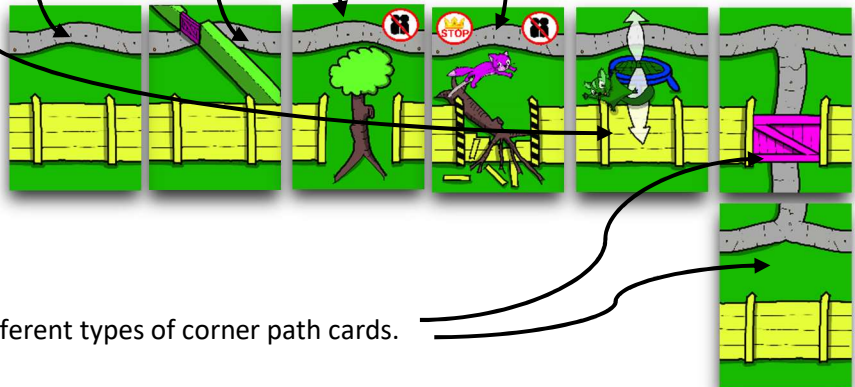


2 **Home Stage Cards** – Counts down to the end of the race. Shuffled into **Garden Path Deck**.

*(shuffled into Garden Path Deck)*



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

You begin the game by first choosing to race as a **squirrel** or **cat**, take the **Player Card**, 4 **Movement Cards** and the **Player Pawn** of your chosen colour. Then the player with the most pets, places the **Start Card** anywhere on the surface/table you wish to play on. Each player may now place their **Player Pawns** on the **Start Card**.

Take the 12 (2x6) **Corner Path Cards** and place them to one side in their 2 separate piles within easy reach of the gaming surface/table.

Take the 16 **Garden Path Cards** then shuffle them face down. Draw (facedown) and shuffle together 7 of the **Garden Path Cards** along with the **Monty 'Bark Bark' Card\*** and the 2 **Home Stage Cards**.

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Then place those 10 cards them on the bottom of the **Garden Path Card** deck thus forming a new **Garden Path Deck**, totalling 19 **Garden Path Cards**. You are now ready to play!

## Playing the game

Each **Round** is played in 3 **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.

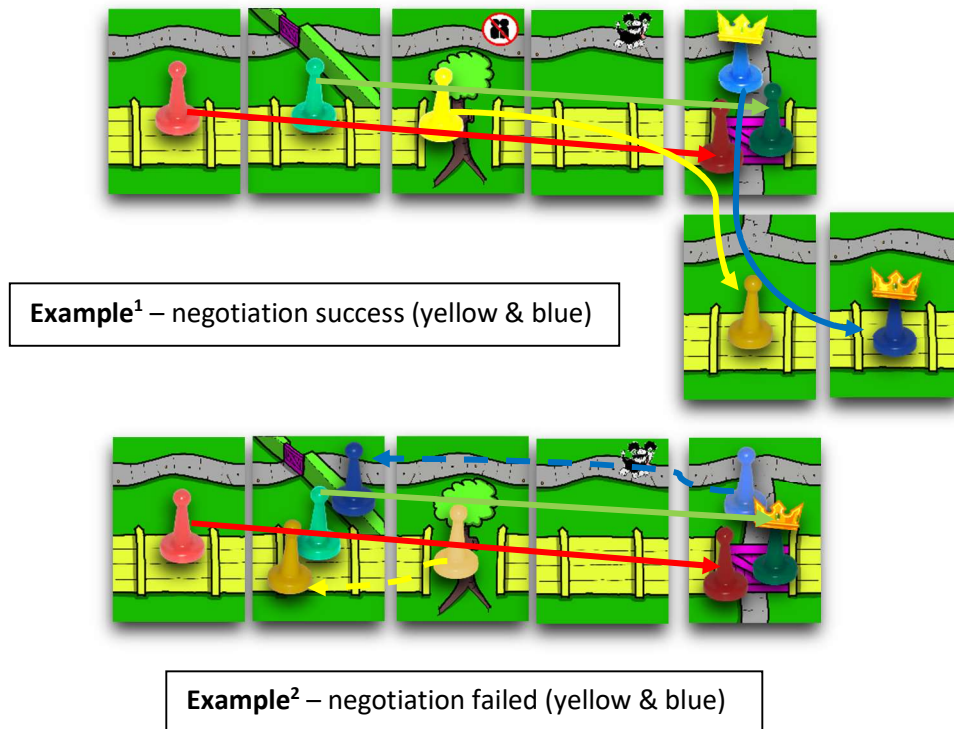


2. **Show Phase** – At the same time, all players must flip over to reveal the number on the Movement Cards they played.



3. **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** towards the **Lead Player/Crown Token** or to explore new **Garden Path Cards**. 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 is split between those players is decided by negotiating. After revealing their cards, 2 players have chosen the **Move 5 card** this turn (**example<sup>1</sup>**). 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 **example<sup>2</sup>**. 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 the player who is the current leader (Crown Token holder) moves first! If neither are the leader 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.

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*\*There will be times during the race where it is not clear as to which pink Gate Card to move back to. The golden rules are as follows:*

- I. You must move AWAY from the leader/crown token. If you can't move backwards any further, then do not move.
- II. If there are 2 gate cards which are equal distance from the leader/crown token, then the player moving backwards may choose which gate to move to.
- III. 2 players moving backwards as a result of failed negotiations, move in the following order – last place, squirrel, cat, then chosen by current race leader (or closest to crown token).

## Movement Rules and Exploring the Neighbourhood

Players must move in a single direction towards the leader/crown token once movement has started. This movement **MUST** be towards the **leader** or **crown token** (see – **BARK BARK** for exceptions). Exploration only happens when the lead player reaches an unexplored end of a garden path card. In order to continue the race, they must draw a new path card from the top of the **Garden Path Deck** OR draw a **Corner Path Card** from one of the two corner path card decks. Only the **lead player** is allowed to explore and draw new path cards from the deck. The neighbourhood is explored and path cards are revealed up until the 2<sup>nd</sup> time a **Home Stage Card** is drawn; then the **Home Card** is placed and the race is over immediately.

When placing the Garden Path cards during exploration, line up the paths exactly. Trampoline cards do not have to line up paths if travelling up or down the neighbourhood rows.

### Special Move cases.

These are the rules which we have found to help the game last longer, and be more fun as a result. Use them, or house rule as you please!!

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- I. Use a Corner Path Cards to avoid careening the race off the edge of your playing surface, into table obstacles or into Garden Path dead-ends.
- II. Once you have used all the corner cards then race towards and **OFF** the nearest table edge, obstacle or dead-end to finish the race prematurely. If this happens, then replace the last path card with the final **Home Card**. Race is over.
- III. Sometimes you will accidentally reach a dead-end and there are still unplayed corner path cards available. When this happens stop the race leader on the final path card (dead-end), and let the leader place the crown token on an unexplored edge of an already played garden path card. This is now where the race is headed to. The first player to reach the crown token becomes the new leader. Special note: the crown token can only be played on to the unexplored edge of a path card that can be reached by the current race leader, by standard movement and no additional exploration.
- IV. Certain cards can only be occupied by a single player; Tree Path, Broken Fence, Home Keep Going Card. 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 and 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. This may even result in a critter being moved forwards into the lead because there is no way to move a critter backwards.

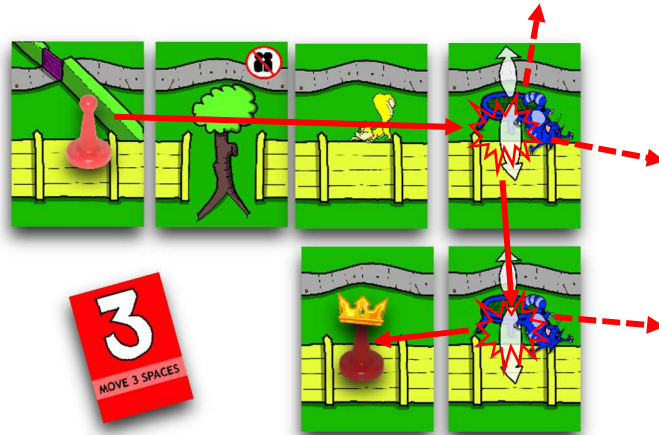
## Garden Path Card Rules

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 drawn by the leader from the garden path card deck 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.
- **Trampoline Cards** – A trampoline card enables a player to change direction, 'bounce' over fences/paths and create a parallel garden path (up/down) - 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 example<sup>3</sup>**.



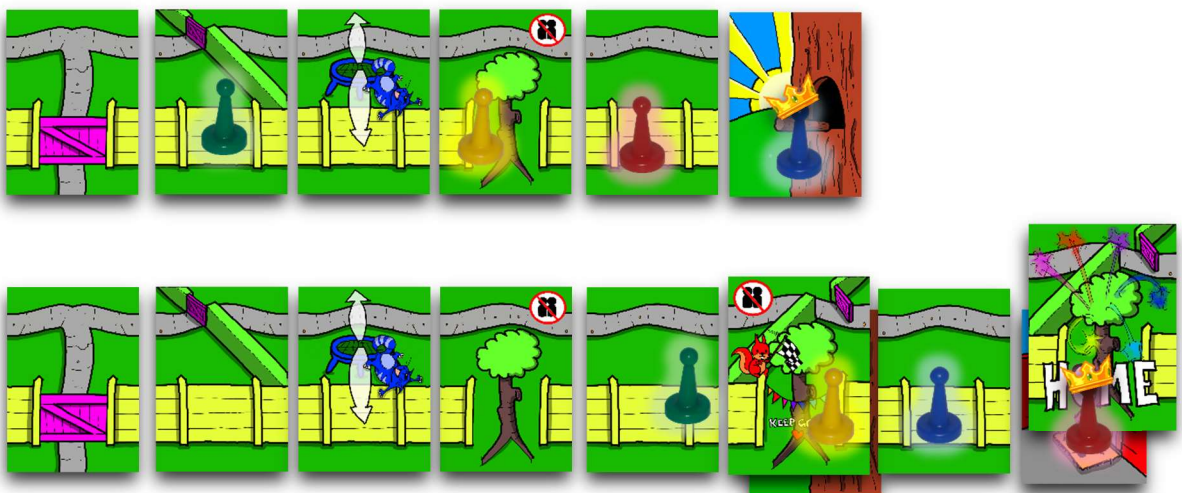
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**Example<sup>3</sup>** – red moves 3 spaces, and bounces forward twice.

Dashed lines show alternative bounces.

- **Corner Gate cards** – These cards may be drawn in lieu of a facedown path card, and used to change the directions of the race and/or avoid an obstacle/dead-end/edge of playing area. Some corner gate cards have pink gates and act the same as a Gate Card.
- **Monty 'Bark Bark' Card.** When the lead player draws it, they must finish their movement where they are, as the Bark Bark card cannot be landed on (left over movement is lost this round). Then the leader takes the Crown Token and places it on any unexplored free edge of a garden path card WHICH is also reachable by them without drawing any more garden path cards. The crown token now acts as the new race leader, and the first player to reach it, claims the leader role. Then the race continues as usual. When this card is drawn, it forms a dead-end in the race, like an obstacle.
- **Home Stage cards** – there are 2 of these cards which are randomly drawn from the Garden Path Deck. When the 1<sup>st</sup> home stage card is drawn, place the Keep Going Home Card over it so players may land on it and continue the race. When the 2<sup>nd</sup> home stage card is drawn, you must place the final card of the race, the Home Card. This signals the end of the race – all stop! **See example<sup>4</sup>.**



**Example<sup>4</sup>** – blue draws 1<sup>st</sup> home stage card then red draws 2<sup>nd</sup> home stage

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## Winning the game

When a player reaches the Home Card, the race stops. 1<sup>st</sup> placed player is given a Gold Token (worth 3 points), 2<sup>nd</sup> place is given a Silver Token (worth 2 points) and the 3<sup>rd</sup> 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 1<sup>st</sup> place, and the rest of the players in joint 2<sup>nd</sup>. 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 1<sup>st</sup> place, Red and Yellow 2<sup>nd</sup> place, Green 3<sup>rd</sup> and Purple 4<sup>th</sup>. 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 been 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

- **Dead-End Bounce.** A lead player may not switch to moving in the opposite direction mid-move, UNLESS forced to do so by a dead-end.
- **Loop de Loop.** Should a lead player reconnect the race path cards with ones already placed, the crown token is placed at any free edge by the leader – so long as the leader is able to reach it. All players must now choose their route towards the crown token to win the race. The first one there picks up the crown token and becomes the new race leader!
- **Top Tip.** When placing the garden path cards, the path lines must always match up without breaks.
- **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!
- **No Way Home.** If a Bark Bark Card is drawn, where there is not possible way home, then the Bark Bark Card must be replaced with a Home Path Card. If this happens to be the final Home Card, then the race is over.
- **Short Cut Home.** If the Leader ever finds themselves in the position where they can bring the race to an early end by running off the table or into a dead-end because all the Corner Path Cards are taken, then they may take a Short Cut Home and end the race by placing the Home card.

