

TO THE DOGS

Rulebook

Your town has gone to the dogs! It is overrun with stray dogs of all different sizes, ages and breeds. Thankfully you're here to help. Take in the dogs you can feed and find their forever homes—but not just any homes will do. The better the fit, the happier the match ... and the more points you'll score. Are you the best of your breed? Find out in To the Dogs.

Components

72 Home Cards

6 Breed Specialty Cards

20 Town Awards

24 Small Dogs

24 Medium Dogs

24 Large Dogs

4 Player Home Cards

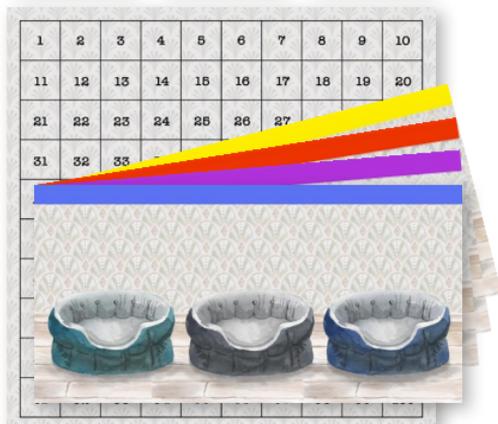
4 Player Score
Markers (Dogs)

16 Player Cubes
(4x each color)

48 Kibble

4 Kibble Bowls

1 Scoreboard



Setup

1 Each player chooses a **Player Score Marker (Dog)** and matching **Player Home Card**. Place the **Player Score Marker (Dog)** next to the **Scoreboard**.

2 Set out **Dog Cards** in a single column with small dogs at the top, medium in the second row and large at the bottom. The number of dog cards in each pile depends on the number of players.

- **2-player game:** 8 dogs of each size
- **3-player game:** 12 dogs of each size
- **4-player game:** 16 dogs of each size

Flip over 3 dogs of each size in a row to the right of each corresponding pile.

3 Choose 1 **Town Award** randomly from each type:

 Triple Dog Dare

 Fastest Fetch

 In-Game Award

 End-of-Game Award

Place in a row above the dog cards.

4 Choose first player. Turn order proceeds clockwise.

5 Hand out **Home Cards**.

- **Player 1:** 3 home cards
- **Player 2:** 4 home cards
- **Player 3:** 5 home cards
- **Player 4:** 6 home cards

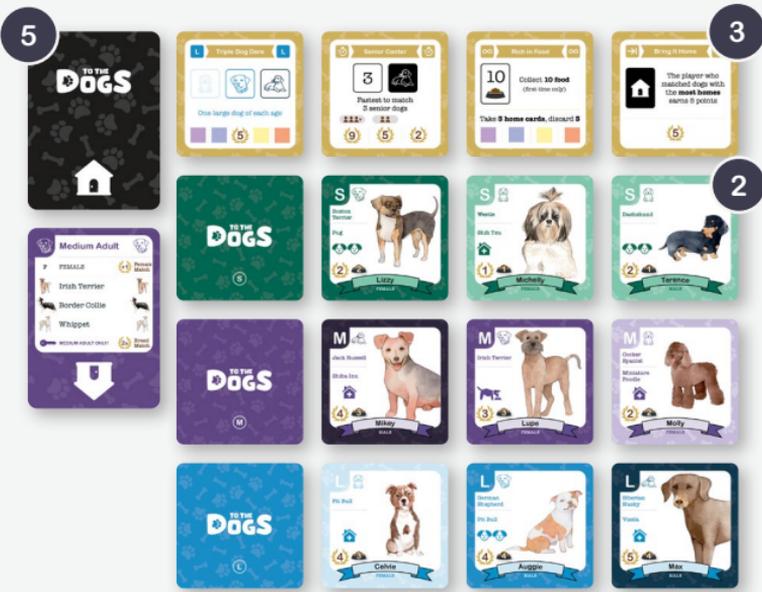
Place remaining **Home Cards** face down in a pile in reach of all players. Before the start of each player's first turn, they must discard down to 3 Home Cards.

6 Hand out 1 **Breed Specialty Card** to each player. Player can chose either side to display after seeing initial dogs.

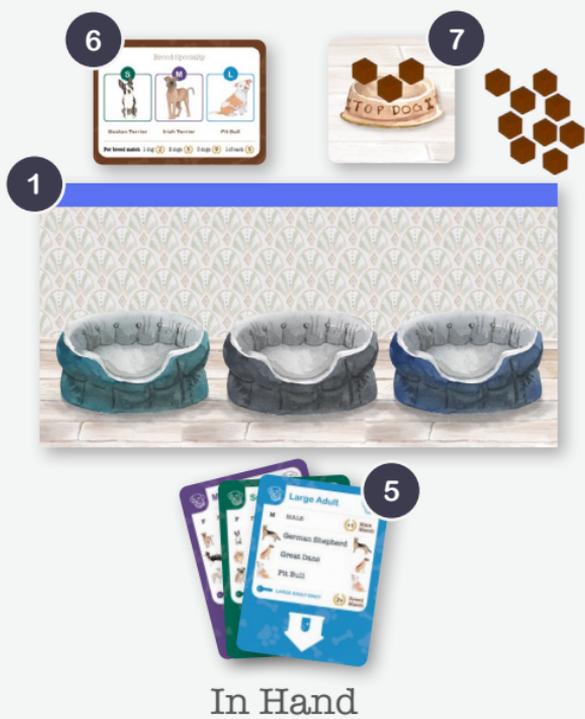
7 Each player receives 12 **Kibble**. Place 3 on top of the **Kibble Bowl Card**. The rest are your food bank.



Main Setup



Player Setup



In Hand

Overview

Match dogs on the board with homes in your hand to score the most points. The player with the highest score at the end of the game wins.

Rules

On each turn a player must take one action:

- ▶ Take in dogs
- ▶ Match dogs with homes
- ▶ Collect Food
- ▶ Exchange Home Cards

Taking in a dog

In order to take in a dog, you must be able to feed the dog the amount of **Kibble** displayed on its card and have space for the dog on your **Player Home Card**.



Only food on your **Kibble Bowl Card** can be fed to new dogs. When a dog is taken in, it is replaced immediately on the board with a new dog from the same size pile. If there are no dogs remaining in the pile, then the dog is not replaced.

On your turn, you may take in as many dogs as you have food to feed them and space in your **Player Home Card**. Each **Player Home Card** can house up to 3 dogs at a time.

Matching a dog

In order to match a dog, the dog **MUST** meet the minimum requirements of the **Home Card**. For most **Home Cards**, this means matching **BOTH** the desired size and age. But some **Home Cards** only require a size match and some **Home Cards** have no requirements. Both of these cards are considered wild cards and are clearly labeled.



When there is a match, rotate the **Home Card** 180° and place it behind the dog. That dog is now home!

Place the homed dog next to your **Player Home Card** and collect a new **Home Card** to replace the **Home Card** just used.

Scoring the match

When a dog is matched, it is scored. The dog has its base points listed on its card, but the player can score additional points depending on the quality of the match.

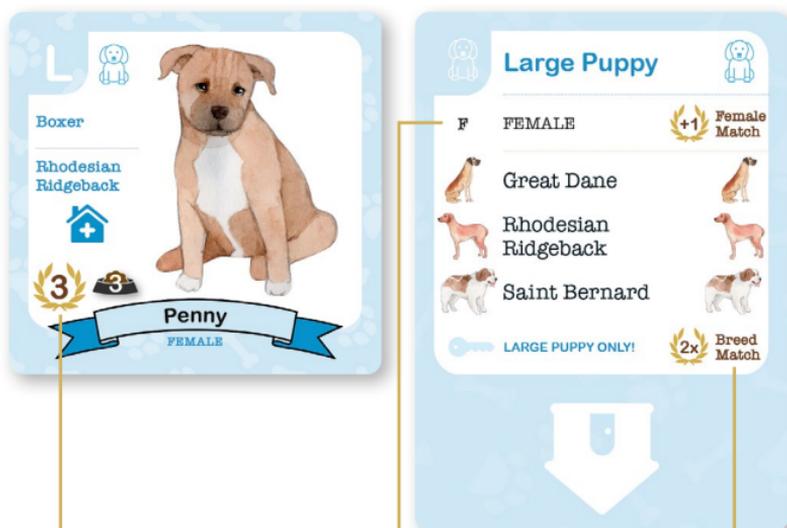
Pay attention to the scoring bonuses listed on the **Home Cards**.

- **Male/Female Bonus:** One point for matching either male or female. (Some **Home Cards** accept both.)
- **Breed Bonus:** Get 2x the points for matching the breed. When calculating the breed match bonus, double the total of the base points AND the male/female match point, if that bonus has been awarded. Breed bonuses can only be awarded once per **Home Card**, regardless of the number of matched breeds.



base
points

Example: Player A matched Penny with a “Large Puppy” home that was looking for a female dog and the breed Rhodesian Ridgeback.



$$\left(\frac{3}{\text{base points}} + \frac{1}{\text{m/f bonus}} \right) \times \frac{2}{\text{breed match}} = \frac{8}{\text{total}}$$

This match scored **8 points**. Player A moves their dog 8 spots on the **Scoreboard**.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70

6

Dog bonuses

When a dog is matched, a dog bonus is also awarded. There are four types.



Food motivated: Collect 5 **Kibble** from your food bank and place it on top of the **Kibble Bowl Card**. You cannot collect more food than you have in your food bank.



New Home Card: Collect an additional **Home Card** and add it to your hand, increasing your hand size by one.



Can't Be Alone: This dog cannot be left alone, so take an additional dog from the pile of dogs of the same size. Score only the base points of this new dog. The second dog does not have scoring or dog bonuses. If there are no dogs remaining in the size pile, you may take one from the dogs of that size that were not used in the game.



Lucky Dog: Take an additional turn immediately after you complete your current turn. Treat it as an ordinary turn.

Size-only wild card matching bonus

For **Home Cards** that match only on size, there is no scoring bonus. But there is still a bonus: The player can exchange **Home Cards** in their hand for new **Home Cards**.

Remove and discard any number of **Home Cards** from your hand and replace with an equal number of **Home Cards** from the pile. You can only do this once and you cannot exchange in this turn any **Home Cards** taken as part of this bonus.



Collecting food

Collect one **Kibble** for each **Home Card** in your hand. These are donations to support your work from the homes awaiting their doggy match. You cannot collect more food than you have in your food bank.



Exchanging cards

Separate from the size-only wild card bonus, a player may use a turn to exchange any number of **Home Cards** from their hand for **Home Cards** from the top of the **Home Card** pile. Discard the original **Home Cards**. You may only discard **Home Cards** that were a part of your hand at the beginning of your turn.

Breed Specialty

Each player is given a **Breed Specialty Card** at the beginning of the game. You will score extra points at the end of the game for matching dogs of your specialty breeds.



The card is two-sided.

Select one side at the

beginning of the game. (You may choose based on your favorite breed or by taking a peek at the dogs available on the board.)

Don't worry. This choice is not binding. You may flip the card at any time during the game when you match a dog—but remember, only the side facing up is scored.

- **1 dog** matched of specialty breed: **2 points**
- **2 dogs** matched of same specialty breed: **5 points**
- **3 dogs** matched of same specialty breed: **9 points**
- **At least 1 dog** of each breed: **5 additional points**

At game's end, total your points and add them to your score.



Town Rewards

Matching dogs with homes is hero's work and the town wants to reward you. One of each reward type is randomly selected at the start of each game. There are four different reward types.

3x Triple Dog Dare

Complete the set described on the card to earn 5 points. It is not required to maintain the set to keep the points. Each player can earn the reward only once (place **Player Cube** on card as a reminder) and regardless of whether another player has earned it.



The **3x Triple Dog Dare** reward requires the player to collect one dog of each size and age combination. To earn this reward, the player must collect at least 9 total dogs.



Fastest Fetch

The fastest player to reach the number and type of dogs listed earns the most points. In a 2-player game, first place earns 5 points and there are two available rewards. In a 3-4 player game, first place earns 9 points and there are 3 available rewards. When you win the award, place your **Player Cube** over the awarded spot.



In-Game Reward

Match Multiplier earns the player who matches 2 dogs in a single turn an extra point. If a player matches 3 dogs in a single turn, they earn 2 extra points. Note, it's total points earned, NOT per dog matched. (Note: "Can't be alone" dogs count as two matched dogs.)

Take It Or Leave It gives all players the ability to take in a dog and match the dog on the same turn. This extra action only applies on turns where 1 dog is taken in.

The **Homemaker** is earned when a player's hand grows to 6 home cards. On the same turn that the player earns their sixth home card, they immediately collect 6 food. They do not need to wait for the next turn or use the collect food action. This bonus can only be used the first time the player reaches 6 home cards.

Rich in Food allows a player to take in 3 new **Home Cards** once they have collected 10 food. They must discard 3 **Home Cards** before the end of their turn. This bonus can only be used the first time the player reaches 10 food. Place **Player Cube** on card as a reminder.

End-of-Game Reward

Best of Your Breed: Match at least one dog to each of the breeds listed on both sides of your **Breed Specialty Card** to earn 5 points. Each player can earn this reward.



Matchmaker: Earn points for using the fewest wild cards during the game. Wild cards use the “Any dog” language. Some have size requirements. (Tip: Look for the diagonal bars in the background.) Unused wild card homes in your hand do not count.



Bring It Home: The player who finds a match for the most number of homes wins 5 points. This number is determined by counting the number of homes in your collection at the end of the game. All homes in your hand, including those returned due to a rehome, do not count. In case of a tie, each tied player earns the reward.



Dog's Best Friend: The player who matches the most dogs earns 5 points. This number is determined by counting the number of dogs in your collection at the end of the game. Matches that do not last due to rehome do not count. In case of a tie, each player earns the reward.



End of Game

When the last dog is taken in from the center, the game enters a final phase where all dogs must be homed as quickly as possible. **No dog can be without a home!**

When there are no dogs left on the board, each player has one final turn.

On your last turn, you must match any dogs on your **Player Home Card** with any qualifying home in your hand. If you cannot make a match, the remaining dogs in your care are now ... your dogs! These dogs count toward end-of-game scoring but do not score any individual points or dog bonuses.



The game ends when there are no longer any dogs available to be taken in and no dogs left to match.

End-of-game scoring bonuses

In addition to Town Rewards, there are two ways to earn points at the end of a game.

Remaining food: For each 3 **Kibble** remaining in your **Kibble Bowl**, you earn 1 point. There are no fractional points.

Breed Specialty Cards: Don't forget to add these points to your total score!

The player with the highest score wins.

And if that is not you, do not fret!

No one loses when dogs find homes.



A Brooks Family Game

**TO THE
DOGS**

