

# -Dog-

## I. Overview

Dog is a team-based game similar to pachisi. Players race around the board in 2 or 3 teams of 2, trying to get their pawns into the End Zone and send their opponents' pawns home. They move by using cards that they have been dealt at the beginning of each phase. A team has won when both team members have all their pawns in the End Zone.

## II. Teams, Sequence of Gameplay

### Teams:

The players sitting across from each other are on the same team. Gameplay is divided into phases, rounds, and turns.

### Phases:

At the beginning of each phase, a player (the dealer) deals cards to everyone. Each new phase, the player on the right of the previous dealer is the new dealer, and a different number of cards is dealt:

Phase	1	2	3	4	5	The game starts with phase 1. After reaching phase 5, it keeps cycling through the phases again.
Number of Cards	6	5	4	3	2	

Once the cards have been dealt, the players pick one of their cards and hand it to their partner, face-down. It's not permitted to talk about what cards the player have or need at any point in the game.

A phase ends when nobody has any more cards that they can play.

### Rounds:

Once cards have been dealt and exchanged, the first round of that phase starts. A round consists in each player playing one turn. The player sitting right of dealer begins. A round ends, when every player has had his/her turn.

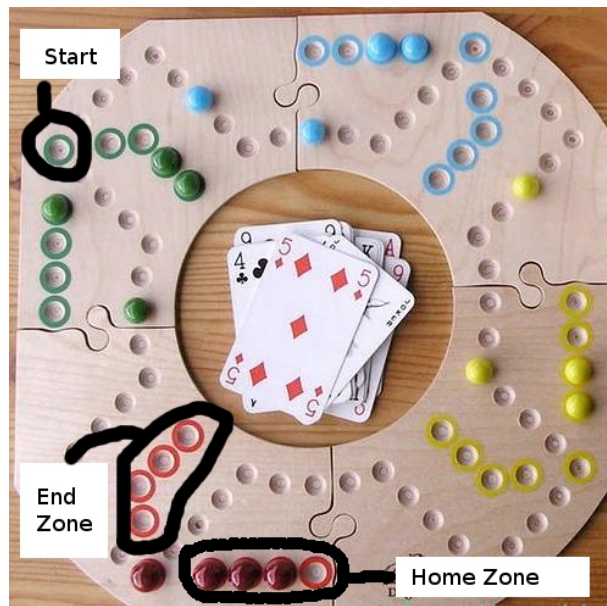
### Turns:

During his turn, a player must play a card and move one of his pawns accordingly, even if it's to his (teams) disadvantage, for example by overshooting and missing the entrance to the End Zone. If he can't play any cards (because his pawns can't move for some reason or another), he has to discard all cards.

### End of Game:

The game ends once one team has all their pawns in their End Zones. It does not matter whether all players have played the same number of turns (i.e. a round is completed).

### III. The Board, Movement



#### Setup

There is one board tile per player.

#### Movement

Pawns are moved by playing a card and discarding it. They normally move counterclockwise. If a pawn lands on a position where there's already another pawn, the latter is sent Home, no matter who it belongs to. So in unfortunate conditions it's possible to send your own pawns home.

Players must always move the full value of the card they play. If they can't, they mustn't move at all. Once a player has all his pawns in his End Zone, he continues playing, now moving his teammates pawns with his cards.

#### Home

The players start with all their pawns in their Home Zone. They can only leave it with specific cards (c.f. card effects table below). Once a pawn is brought out of home, it's placed on start.

#### Start

If a pawn is on its Start position for the first time since leaving home, it has special properties:

- no other pawns can move past it
- it cannot be sent home
- it can't be switched around with the jack card

#### Field

Once a pawn leaves the start position, it moves on the field, where most of the action happens, until it reaches the End Zone.

#### End Zone

A player's End Zone can be reached through the Start field, but only when moving in a counterclockwise direction. Pawns in the End Zone have the following special properties:

- They block other pawns from moving past them in the End Zone
- They can't leave it any more (e.g. by pawn switching)
- no other players' pawns can enter it

**Card Effect Overview:**

Card	Effect
2;3;5;6;8-10	Move a pawn forward for the card's numerical value
Ace	Move either 1 or 11 steps; or bring one pawn out of home to the start position
King	Move 13; or bring one pawn out of home to the start position
Queen	Move 12
Jack	Switch one of your pawns' position with that of another player's. Pawns that still are on the start position, fresh from the home zone, can't be switched.
Joker	Emulates any other card (and its effects) of your choice
4	Move either 4 steps forward or backwards
7	Move 7 steps forward. They can be distributed among multiple pawns. Any other players' pawn that is overtaken this way is sent Home. If the card "7" is used to bring one player's last pawn into the End Zone, residual points can be used to move his teammates pawns.

**-Odd Dog-**  
(5 Players)

**I. Teams, Sequence of Gameplay, Win Conditions****Teams**

There are no regular teams.

**Phases**

Player exchange two cards, facedown, with the players across from them.

The sequence of cards being handed out per phase is:

6,5,4,3,2; after a first cycle it's always: 5,4,3,2

(so there's always a different player beginning a round, which can be an advantage)

**Win Conditions**

- A player wins, when all his pawns are in his Home Zone AND,
- both players across from him have all their pawns in their Home Zone, as well.

Thus it is possible for multiple players to win or even for the game to end in a complete draw.

**End of Game**

Win conditions are checked at the end of each round. I.e. if a player meets them, all the other players can play on until they have the same number of cards in their hand as the player who triggered the win condition.

## II. The Board, Movement

### Setup

As with normal Dog rules, there is one board tile per player, i.e. 5.

### Movement

Once a player has all his pawns in the End Zone, he picks one of the two players across from him. He now has to move that player's pawns with his card, until all those pawns are in their End Zone as well. After that (if the game's not over yet), he moves the pawns of the other player across from him.

### Card Effect Changes

7: only pawns that are on the final position of a pawn moved with the 7-card are sent Home. It is not permitted to split the steps between several players' pawns when one brings all of his into the End Zone without using all 7 steps.

## -Odd Dog - (3 Players)

### I. Teams, Sequence of Gameplay

There are **no teams**, but each player trades one card with every other player.

**Phase sequence:** is like in the 5 player version.

**Win Condition:** The player who first gets all his pawns into his End Zone, wins.

### II. Movement

#### Card Effect Changes

7: only pawns that are on the final position of a pawn moved with the 7 card are sent home. It is not permitted to split the steps between several players' pawns when one brings all of his into the End Zone without using all 7 steps.