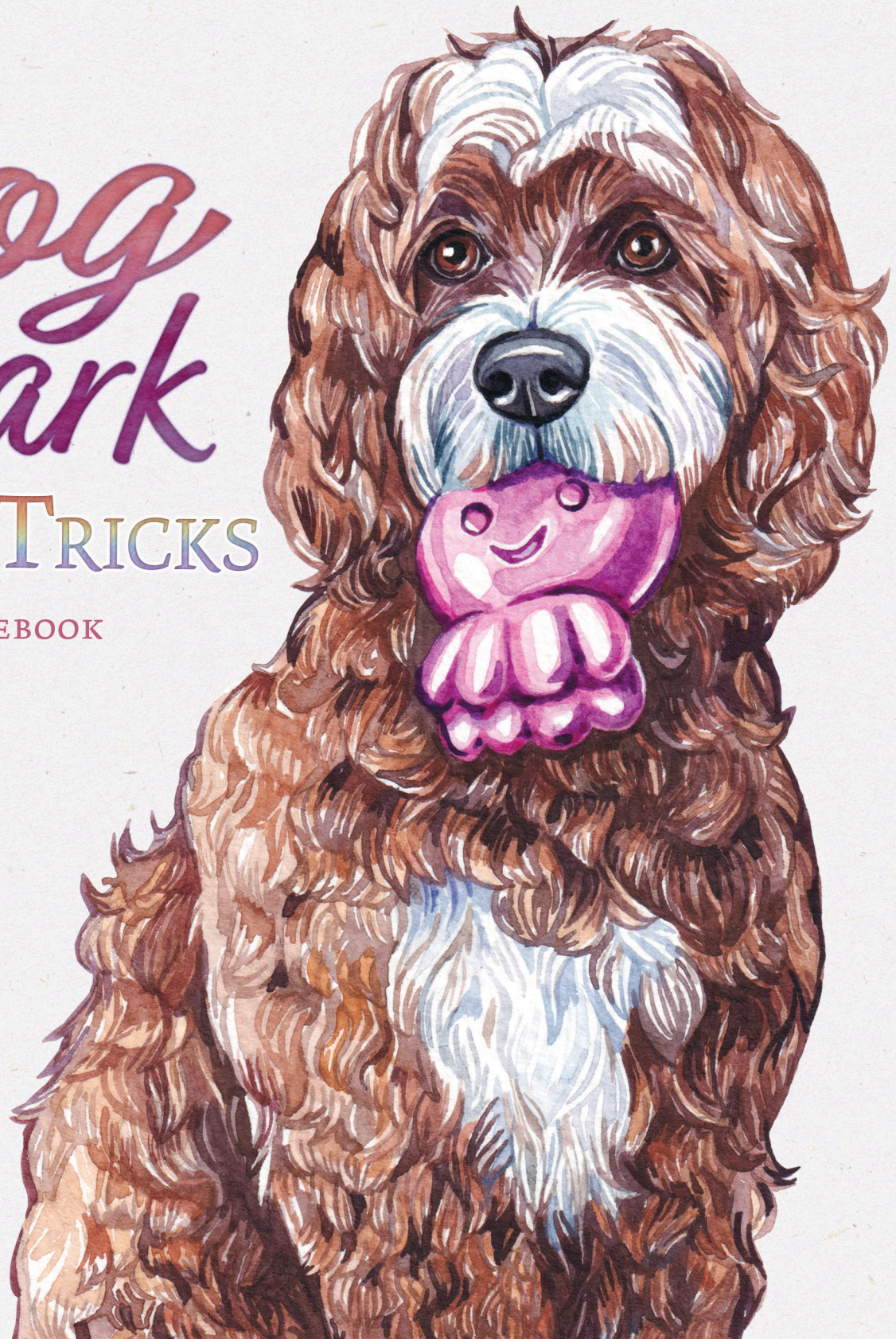


Dog Park

NEW TRICKS

RULEBOOK





Your business as a local dog walker is booming!

There are more dogs to walk — including rescues! — more places in the park to explore, and you've even hired a specialist trainer to help expand your enterprise. With your trainer's help, all the pups in your kennel have the potential to learn exciting skills, and even old dogs can learn new tricks! With new locations opening up in the park too, there is much to explore...

Overview

New Tricks adds three major elements to the Dog Park board game: Multi-breed dogs, Trick training, and Super Locations. You are still trying to become the most accomplished walker by earning the most Reputation, but now you have more layers of strategy to explore and use to your advantage. This expansion also adds a fifth player, which can be played with or without New Tricks.



Walker Wisdom

Keep an eye out for Walker Wisdom boxes for useful strategy and gameplay tips!



Watch a how to play video:
birdwoodgames.com/dog-park-new-tricks



Have a question while playing?
Ask it in the Dog Park Facebook group
or tweet to @birdwoodgames

Credits

Game Design

Lottie Hazell (Lead Designer)
Jack Hazell

Game Development

Lottie Hazell, Jack Hazell,
& Brenna Noonan

Writing

Lottie Hazell



Artwork

Holly Exley, Dann May, & Kate Avery

Graphic and Product Design

Dann May

Additional Graphics

Greg May

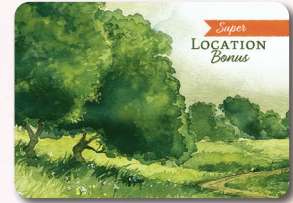
Rules Proofreading

Gareth Pugh & Meeple Lady

Components



1 Trick Board



16 Super Location Bonus Cards
(8 Plentiful Park, 8 Rerouted Park)



5 Trainers (1 per player)



7 Ball Tokens



7 Stick Tokens



7 Treat Tokens



7 Toy Tokens



11 Objective Cards
(3 to permanently replace Objective Cards 1, 4, and 9 in the base game.)



4 Super Location Tiles



20 Trick Cards
(12 Lead Tricks, 8 Kennel Tricks)



60 Dog Cards



4 Forecast Cards



2 5th Player Location Tiles



20 Walked Tokens



30 Trained Tokens



1 Lead Board



1 5th Player Field Tile



1 5th Player Leaving Bonus Tile



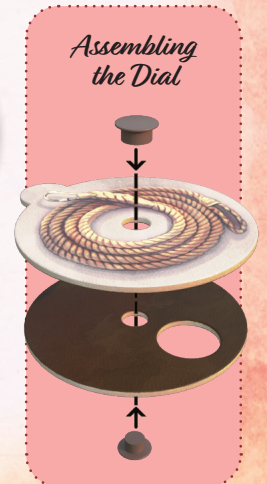
1 Offer Dial



1 Walker



1 Reputation Marker



New Tricks Setup

(For the 5 player set up of Dog Park, go to page 7.)

Before You Start

- I. To create the Dog deck, shuffle the Multi-breed **Dog cards** and take 25 cards from the deck.
 - II. Using this 25-card deck, create two approximately equal sized decks of cards from the Dog Park base game (including any other expansions). Shuffle these 2 decks together with the 25 Multi-breed cards from the previous step to create the Dog deck. Return unused Multi-breed Dog cards and base game Dog cards to their respective boxes.
- If the Dog deck runs out during the game you can top it up by shuffling 5 new Multi-breed Dog cards together with 10 Dog cards from the base game.

III. Shuffle the new **Standard** and **Experienced Objective cards** (marked with NT in the bottom right) with the Objective cards from the base game.

IV. Shuffle the new **Forecast cards** (marked with NT in the bottom right) with the Forecast cards from the base game.

Follow the setup rules for the normal game with these alterations:

1. Place the **Trick board** above the Park board.
2. Fill the Trick board with **Trick cards** by:
 - Shuffling the Lead Trick cards and drawing 4.
 - Shuffling the Kennel Trick cards and drawing 3.
 - Shuffle these 7 cards together and place them on the Trick board starting from the leftmost space.
 - Return all unused Trick cards to the box.
3. Place **all tokens** by the Park board.
4. Do not use the base Location Bonus deck. Instead, select and shuffle a **Super Location Bonus card** deck based on the player count and place it by the Park board:
 - Solo, 2-player, 3-player: Rerouted Park
 - 4-player, 5-player: Plentiful Park

Return the unused deck to the box.

5. Reveal the top **Super Location Bonus card**. Place all tokens and **Super Location tiles** as indicated.

6. Give each player a Trainer in their colour.

You are now ready to play Dog Park: New Tricks!

In 2-player games:

Play as usual with the Auto Walker. The Auto Walker does not partner with a Trainer, nor do they participate in any training.



Gameplay Overview

New Tricks adds three significant additions to Dog Park, which gives players several new decisions and strategies to consider to enhance their gameplay.

Tricks and Training

Congratulations! Your Dog walking business has been such a success, you're expanding into a new venture. By collaborating with a trainer, your pups will be able to learn new tricks to earn you even more Reputation with their owners!

The Trainer

Each player will deploy their Trainer to teach a Dog a Trick. Trainers are used as follows:



- During Selection, players must place their Trainer and a Trained token on 1 Dog on their Lead or in their Kennel. For the duration of this round, that Dog is being trained.
- Players cannot place their Trainer on a Dog that already has a Trained token.
- At the end of each round, the Trainer is returned to the Lead board but the Trained token remains - this Dog has learned a Trick!
- If a player chooses to Swap a Dog that holds the Trainer and/or a Trained token, the Trainer is placed by the player's Lead board ready for the next round and the Trained token is returned to the supply.

Tricks

Tricks upskill players' Dogs and combine with their existing abilities. Once a Dog has learned a Trick, they can perform it throughout the game in both the Kennel and on the Lead to gain extra bonuses.



Walker Wisdom

Like Dog abilities, Tricks can be combined to great effect, so look out for bountiful combo opportunities.

Trick Card Overview

PASTORAL

● Breed Category



● Trick Location

● The Trick

● Trick Cost (with Trainer)

● Trick Cost (without Trainer)

Breed Category: Dogs can only learn the Trick that corresponds to their breed category as indicated by the Trick board.

Trick Location: This stipulates where the Dog must be in order to perform their Trick — either in the Kennel 🏠 (blue Tricks) or on the Lead ⌘ (red Tricks).

The Trick: Every Trick card will state the Trick's trigger point and any limitations.

Trick Cost: These are divided into two tiers: with the Trainer and without the Trainer (when the Dog has learned the Trick). Which cost a player pays depends on whether the Trainer is with that Dog or not when the Trick is performed. A '/' between costs means the player can pay either resource listed.



Walker Wisdom


Pay close attention to the exact resource costs for each Trick — you may need to adjust your walking route to ensure you have everything you need.

Multiple Dogs can perform different or the same Tricks on each player's turn, however, they must meet the Trick's criteria for each Dog. Tricks can be activated in any order.

See the Trick card index on page 8/9.

Multi-breed Dogs



There's a whole pack of new Dogs to meet! These Multi-breed Dogs include mixed breeds, crossbreeds, rescues, and everything in between. You can spot these new Dogs by looking out for .

The majority of Multi-breed Dogs represent two different breed categories, which has significant strategic implications.



Walker Wisdom

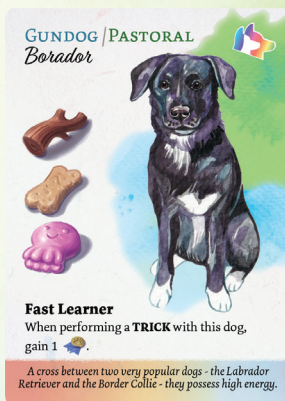
Multi-breed Dogs may be highly sought after due to their flexibility even though they can be expensive to walk.

Dogs with two breed categories count towards both categories. This effects Dog Park gameplay in the following ways:

- **Breed Expert:** Multi-breed Dogs count in ALL categories listed on their card.
- **Forecast cards:** Multi-breed Dogs are affected by all Forecast cards relevant to either of their listed breeds.
- **Final Scoring abilities and Objectives:** Multi-breed Dogs count towards relevant breed-related scoring criteria. It is possible for one Multi-breed Dog to score across both of its breed categories.

Multi-breed Dogs and Trick Cards

Multi-breed Dogs with more than one listed breed category learn the Trick associated with BOTH of their breeds. This means that once the Dog is trained, it can perform either or both Tricks. The Dog must still meet each Trick's criteria in order to receive its benefits.



This Dog represents both Gundog and Pastoral breed categories.

In 2-player games, during Recruitment, the Auto Walker still Offers on the Dog with the highest-value Breed Expert category, whether it is a Multi-breed Dog or not.

Super Locations

The Park is growing to meet the demands of the neighbourhood's booming Dog walking businesses. New Super Locations have been added to expand capacity and offer more to see and do on your travels.

Super Locations are different from Locations and Location Bonuses. They are modular spaces that cover the existing space, stay on the board for the duration of the round, and are then removed at Home Time before a new Super Location Bonus card is revealed.

Each Super Location allows players to perform a special action. A player can only perform the action on their turn. The actions are always optional. See the Super Location index on page 10.



All Super Locations can be visited by multiple Walkers at once without incurring a Reputation penalty.



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Multi-breed Dogs

Fast Learner: Each time this Dog performs 1 or more Tricks, gain 1 🍌. If this Dog performs multiple Tricks at the same time, the player only scores 1 🍌.

Greedy: The player may store 1 🍌 gained per movement on this Dog. These resources are discarded during Home Time that round in exchange for 1 🍌 per 1 🍌.

Lazybones: The player loses 1 🍌 to gain 2 🍌. If the player has 0 🍌 they cannot use this ability. The player can never gain more than 2 🍌 in a single activation with a single Dog.

New Tricks: Perform any Trick on the Trick board paying double its relevant cost. The player must meet all criteria to be able to perform the Trick. The Dog using this ability must be trained or with a Trainer.

Pack Dog: If this Dog is in the player's Kennel during final scoring, they gain 2 🍌 for each Dog of the specified breed category within their Kennel. The Dog with this ability is included in the count.

Resourceful: The player may use 🍌 to pay the Trick cost when performing a Trick with this Dog.

Rookie: The player may pay 1 🍌 instead of the Trick cost when performing a Trick with this Dog.

Team Player: After this Dog has been placed on the Lead, the player may discount the cost of the next Dog they place on the Lead by 1 🍌.

Trickster: If this Dog is in the player's Kennel during final scoring, gain 4 🍌 if this Dog has 1 🍌 and is assigned 1 🍌, 1 🍌, 1 🍌, 1 🍌, 1 🍌.

Forecast Cards

NT - 12: During Home Time, players gain 1 🍌 or 1 🍌 for each Multi-breed Dog in their Kennel or on their Lead.

NT - 13: If a player places a Multi-breed Dog on their Lead, they may place another Dog that shares a breed category with that Dog without paying its walking cost.

NT - 14: During this round, players do not pay for Tricks for Dogs with a Trainer.

NT - 15: 🍌 cannot be placed on a Dog with a 🍌 or Trainer.

Objective Cards

NT - 11 (Standard): This requires the player to win Breed Expert award categories outright, meaning they do not share the victory with other players.

NT - 12-15 (Standard): Compare total specified resources (including assigned resources) in order to determine whether the player has met this objective.

NT - 16 (Experienced): The player must have at least 6 breed categories represented in their Kennel. The breeds represented by Multi-breed Dogs count towards this objective.

NT - 17-18 (Experienced): Resources used to meet this objective count towards leftover resources during final scoring.

Trick Cards

There are two new activation points that feature on several of the Trick cards:

After Selection: This occurs once a player has finished selecting Dogs but before they start walking. Once players start performing Tricks with this activation point they cannot return to Selection.

When you leave the Park: This occurs once a player has placed their Walker on any Leaving Bonus and claimed the reward (including the last out of the Park space) but prior to the Home Time phase. 'When WALKING' abilities can trigger during this activation point.

The following Tricks can only be performed by the Dog if that Dog is in the player's KENNEL:

Sharing: After Selection, the player gains the walking resource cost of another Dog in their Kennel.

Recall: When the player leaves the Park, they gain 1 🍌 for each of this Dog's breed category in their Kennel. Dogs that are currently on the Lead do not count towards this Trick. Multi-breed Dogs must only use this Trick on one of the breeds represented on their card. If performing this Trick with multiple Dogs at once, each Dog scores a maximum of 3 🍌.

Settle: After Selection, gain 1 🍌 per 🐾 on this Dog.

Playful: Whenever the player 🐾, they gain 1 🐾 on the newly acquired Dog and 1 🍌.

Patience: After Selection, gain 1 🎲.

Eager to Please: When the player leaves the Park, they gain 2 🍌.

Stay: After Selection, the player discards 1 🐾 from any Dog in their Kennel to gain 2 🎲.

Motivation: When the player leaves the Park, they gain 1 🎲 for each of this Dog's breed category currently in their Kennel. Dogs that are currently on the Lead do not count towards this Trick. Multi-breed Dogs must only use this Trick on one of the breeds represented on their card. If performing this Trick with multiple Dogs at once, each Dog scores a maximum of 3 🎲.

The following Tricks can only be performed by the Dog if that Dog is on the player's LEAD:

Copycat: The player copies another 'When WALKING' ability on their Lead. This ability is only performed once per movement and must be performed immediately.

Socialisation: If the player lands on an occupied Location, they claim its reward and any bonus without paying 1 🍌.

Heel: If the player lands on a Location (including the Super Location) with another player, the landing player gains 1 🎲 from the supply.

Good Manners: Share a single Leaving Bonus space with one or more players. This ability cannot be used if the player is last out of the Park.

Flushing: When the player leaves the Park, they gain 2 🎲.

Loyalty: After Selection, the player gains 1 🍌 for each of this Dog's breed category on their Lead. The Dogs that are currently in their Kennel do not count towards this Trick. Multi-breed Dogs must only use this Trick on one of the breeds listed on their card.

Speed: At the end of the player's turn after using a Super Location, immediately leave the Park.

Herding: When the player leaves the Park, 🐾 and place a 🐾 on the newly acquired Dog.

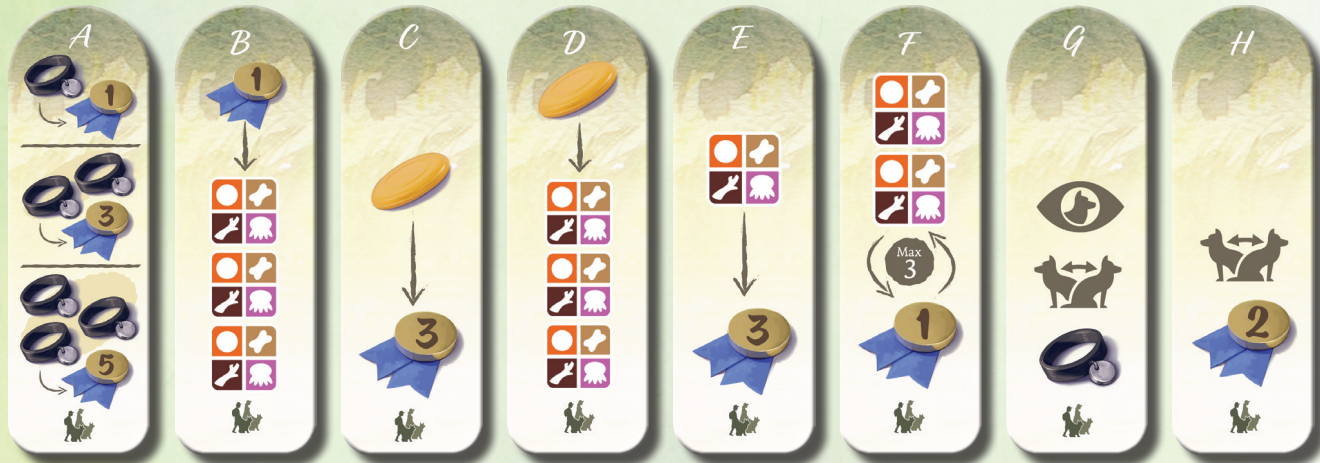
Off Lead: When the player 🐾, they 🐾 from their Lead. They may not 🐾 the Dog that is performing this Trick. The newly acquired Dog gains a 🐾.

Retrieving: This does not apply to Super Locations. There is no 🍌 payment if the adjacent space is occupied but there IS a payment if the space landed upon is occupied.

Tracking: When the player 🐾, they draw an additional Dog card and gain 1 🍌. The player still may only select one Dog card to enter the Field.

Agility: When the player 🐾 or 🐾, they move forward one space. A Dog who knows this Trick can only perform it once per movement. If this Trick is performed by multiple Dogs in a movement, the player moves forward a number of spaces equal to the number of Dogs performing the Trick.

Super Locations



Location A: The player discards an amount of from their Dogs for the stated number of . can be discarded from Dogs on the Lead or in the Kennel. The divisions represent options and not occupancy.

Location B: Lose 1 and gain 3 .

Location C: Discard 1 and gain 3 . The can be discarded from Dogs on the Lead or in the Kennel.

Location D: Discard 1 and gain 3 . The can be discarded from Dogs on the Lead or in the Kennel.

Location E: Lose 1 and gain 3 .

Location F: Exchange 2 for 1 or 1 for 2 . The exchange can be made up to 3 times.

Location G: Perform and and then immediately place a on the newly acquired Dog.

Location H: Perform and gain 2 . is always optional, so a player can just gain 2 .



Solo Rules

Setup and gameplay remain the same as in the base game. Do not give the Auto Walker a Trainer.

The Solo Objectives also remain the same, but please note the updated scoring chart for New Tricks. With more opportunities to score points, the rating thresholds have increased.

Solo Ratings

Total Score	Star Value
46 & below	-
47-53	★
54-60	★★
61-67	★★★
68+	★★★★

0-1 ★	Let's go again
2 ★	Better luck next time
3 ★	More training required
4 ★	Still an underdog
5 ★	Middle of the pack
6 ★	Not to be sniffed at
7 ★	Rising star
8 ★	Top dog
9 ★	Super walker
10 ★	Best in show



FAQ

When assembling the New Tricks Dog deck at the beginning of the game, can I include cards from my European/Famous/Dogs of the World expansion(s)?

Yes — these cards do not need to be removed from the base deck.

When is a Dog considered to be ‘trained’?

As soon as the Trainer and Trained token is placed on that Dog in the first instance, and for as long as the same Dog keeps that Trained token.

Can I still perform a Trick if the Trained token is removed?

If the Trainer is on the Dog, yes. If the Trainer is not on the Dog, no.

Can the Globetrotter ability be used to activate the Super Location?

No.

Can I use the Retrieving Trick to use the Super Location?

No.

What if I have two different Dogs who have learned the same Trick, can they both use it?

Yes, as long as you meet the Trick’s activation and cost criteria.

If I use the Copycat Trick can I copy a Slowpoke ability when I’m removed from the Park?

Yes, if you pay the Trick cost.

If I use the Agility Trick and move onto another Location that contains  or , what happens?

As this is treated as a new movement, you would be able to activate this Trick and move forward again. You would have to pay the Trick cost to do this.

Why are some Multi-breed Dogs only 1 breed category?

These Dogs represent crossbreeds within the same category. The Sprocker Spaniel, for example, is a cross between a Cocker and Springer Spaniel who are both Gundogs. The Sprocker Spaniel does not count as 2 Gundogs for any scoring criteria, it only counts as 1.

How does the New Tricks ability apply to the following Tricks: Recall, Motivation, and Loyalty?

When performing the New Tricks ability and using any of the listed Tricks, the player must choose one of the breed categories of the Dog performing the Trick.

Can the Gundog Forecast use the Super Location?
No.

Can I choose to walk no Dogs in order to maximise Kennel abilities?

No. You must always walk at least one Dog, however you may strategically leave Dogs in the Kennel.

What happens if I combine a Socialisation Trick and/or Social Butterfly ability with the Retrieving Trick?

If the space you land on is occupied, do not pay 1 VP.



Many thanks to Noah Adelman at Game Trayz™ for creating the token tray in Dog Park. GameTrayz.com



Many thanks to Dann, Brenna, and Greg of Quillsilver Studio who were instrumental in the development and creation of Dog Park: New Tricks.



Birdwood Games publishes beautiful board games that offer a joyful experience for all players. Find out more at birdwoodgames.com.

With special thanks to our playtesters who helped make this game great: Anna Oksanen, Molly Bozarth, Davin Thompson, Lynda Leppert, Jennifer Mayer, Pete Steele, Chris Warr, Nate McEvoy, Bruce Fletcher, Craig Deane, Louise McDermott, Eric Carrion, Nyssa Sager, Luke Pickles, Kevin Rock, Markus Küpper, Adam Blair, Ryan Allen, Lindsay Stamper, Josie Huckle, Matt Evans; and everyone in the Birdwood Games playtesting group.

Dog information comes from aspca.org, americanpetproducts.org, The Journal of Veterinary Behaviour, The College of Veterinary Medicine and Biomedical Sciences, dogstrust.org.uk, 11pets.com, and treehugger.com.

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