Dog Park

RULEBOOK

It's a Beautiful Day

As the local dog walker, you know there will be plenty of pups eager to stretch their legs. You better pull on your walking shoes and pack up your treats - it's going to be a busy day.

You've decided that you're going to set tails wagging by taking your favourite pups on a trip to the dog park. To earn the reputation of the best dog walker around, you're going to need treats, toys, and lots of them. You'll also want to keep an eye on the forecast and your fellow walkers. You're not the only one trying to attract the most desirable dogs to your kennel.

Win the love of your dogs by paying attention to their individual needs - maybe some love a treat, whilst others want to play fetch. They'll certainly keep you on your toes with their unique characters. Keep your pups happy on their walk and you'll soon be known as everyone's favourite dog walker.

Just remember to choose your dogs and walking routes carefully in order to earn the best reputation. If you do this, you'll be known across the neighbourhood as the most accomplished walker of them all!

Overview

Players are Dog Walkers recruiting 8 Dogs into their Kennel over 4 rounds. Each round, players have the opportunity to walk up to 3 of their Dogs through the Dog Park alongside their fellow players. In the Park, players will collect resources and earn Reputation. At the end of each round, players will earn Reputation for the Dogs they have walked and lose Reputation for any unwalked Dogs in their Kennel. The goal is to have the most Reputation at the end of the game. Players can build their Reputation by walking their Dogs, scoring in the Breed Expert awards, and completing their Objective.

> **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

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, & Dann May

Writing
Lottie Hazell

Artwork
Holly Exley, Dann May, & Kate Avery

Product and Graphic Design
Dann May

Additional Graphics
Greg May

Rules Proofreading
Bruce Fletcher & Meeple Lady

Components

1 Park Board

Assembling the Dials
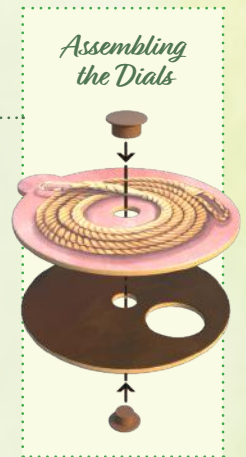
4 Offer Dials (1 per player)

4 Walkers (1 per player)

4 Reputation Markers (1 per player)

1 100-page Scorepad

1st Walker Token

50 Walked Tokens

1 Auto Walker Die

1 Round Tracker

4 Lead Boards (1 per player)

2 Reputation Tokens

1 Scout Token

1 Swap Token

1 Block Token

25 Ball Tokens

25 Stick Tokens

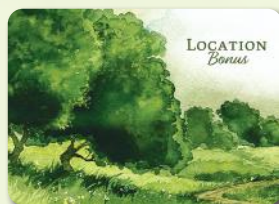25 Treat Tokens

25 Toy Tokens

11 Forecast Cards

7 Breed Expert Cards

163 Dog Cards

8 Player Aids (4x Scoring/Resources, 4x Game Round)

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

10 Objective Cards (5 Experienced, 5 Standard)

4 Solo Objective Cards

Setup

1. Place the **Park board** centrally.

2. Shuffle the **Forecast cards** and place 1 card face up in each of the Forecast spaces at the top of the Park board. Return the remaining Forecast cards to the box. For less experienced players, you may choose to play without the Forecast for your first game. If you choose to do this, please leave these spaces empty and move on to the next step.

3. Shuffle the **Breed Expert cards** and, starting at the top, place 1 card face up in each of the Breed Expert award spaces.

4. Shuffle the **Dog cards**, place roughly half of the deck to the side of the Park board. Return the remaining cards to the box.

5. Starting from the left, fill the **Field** with the number of Dog cards as per the player count:

- Solo, 2-player, 3-player: 3 Dogs
- 4-player: 4 Dogs

6. Place **all tokens** by the Park board in reach of all players. There is no limit to the number of resources a player may have during the game. If any of the resources run out, use something else as a substitute.

7. Select and shuffle a **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: Plentiful Park
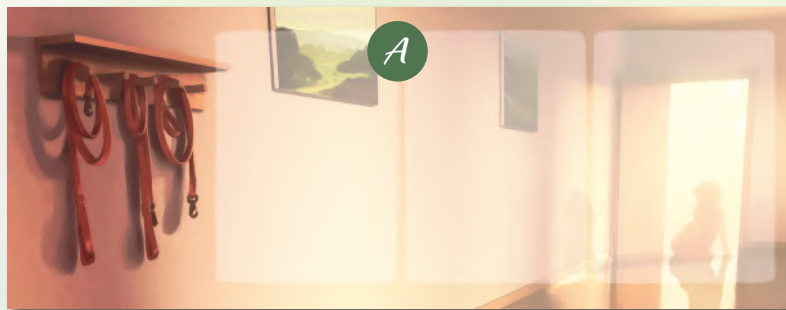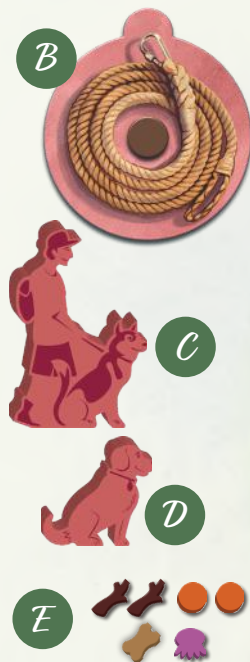
Return the unused deck to the box.

8. Reveal the top **Location Bonus card.** Place the tokens as indicated by the card on the Park board.

9. Place the **round tracker** on the round track at the top of the board.

4

Player Setup

Choose a colour for each player and give them the following components:

A. Lead board

B. Offer dial

C. Walker

D. Reputation marker (place all markers on Reputation space 5 on the Park board)

E. 2 Sticks, 2 Balls, 1 Treat, and 1 Toy token

10. Separately shuffle the **Standard Objective cards** and the **Experienced Objective cards.** Then deal 1 Standard card and 1 Experienced card to each player

- For 2/3-player games, do not play with Objective 1

11. Each player must choose one Objective card. Return unused Objective cards to the box.

12. Give each player one of each **Player Aid card.**

13. Randomly decide a first player and give them the **First Walker token.**

You are now ready to play Dog Park!

The space below each player's Lead board is their **Kennel**. Leave room for 2 rows of 4 Dog cards.

Game Round

Dog Park is played over 4 rounds, each round is split into 4 phases.

Phase 1: Recruitment
- Over 2 rounds of Offers, use your Park board to Offer on Dogs in the Field and add them to your Kennel.
- If you lose an Offer, you will pay 1 for a leftover Dog.

Phase 2: Selection
- Prepare to walk up to 3 Dogs by paying their walking costs and placing them on your Lead.

Remember! If needed you may use

STANDARD
Three of a Kind

During **FINAL SCORING**, gain 3 if you have at least 3 Dogs of 1 breed category in your Kennel, e.g. 3 HOUNDS.

You may only score this objective once.

7

EXPERIENCED
Seasoned Walker

During **FINAL SCORING**, gain 7 if you have at least 10 across your Kennel.

3

In 2-player games, players must compete with an **Auto Walker**. This Auto Walker is getting in the other players' way and trying to hog all the best Dogs in the Field. The Auto Walker does not gain Reputation throughout or at the end of the game. However, they do recruit Dogs into their Kennel like other players.

Setup is the same, however for 2-player games, place the following components by the Park board:
- Walker (any of an unused player colour)
- Auto Walker die

These components will be used to represent the Auto Walker. During the game, the Auto Walker will always be the last player and never holds the First Walker token. Instead, it passes between the 2 human players.

Game Essentials

Breed Expert Awards

Reputation from the Breed Expert awards is won by the player who has the most of a certain breed category in their Kennel at the end of the game. If players tie for an award, they all claim the listed Reputation.

Location Bonus Cards

The Location Bonus cards add additional bonuses to the Park each round. They stay on the board for the duration of the round and are removed at the end of Home Time before a new Location Bonus card is revealed.

Location Bonuses are claimed in the same way and in addition to normal location rewards. When claimed, they are not removed from the board. Players are able to choose the order in which they claim the bonus and reward.

Forecast Cards

The 4 Forecast cards on the board activate over the 4 rounds of the game. They offer bonuses and penalties for all players during the round in which they are active. They also act as a round tracker, as at the end of each round, that round's Forecast is flipped over. (See the Forecast cards index on page 14/15.)
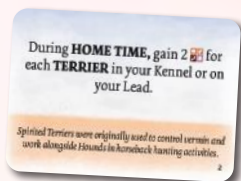
Dog Card Overview

Breed Category

Dog Name

Walking Cost

Ability

Every Dog card has an ability. Abilities activate at 3 different points during the game: during **SELECTION**, when **WALKING**, and during **FINAL SCORING**. (See the Dog card index on page 14).

Icon Reference

Resources

1 Stick	1 Ball	1 Treat	1 Toy	1 of Any Resource

1 Reputation
Used for bidding on Dogs and as victory points.

Walked
Indicates that a Dog is being or has been walked.

Block
Skip and do not count the Blocked space in the Park.

Actions

Swap
To perform Swap, the player must swap one Dog from their Kennel with a Dog in the Field. Unless stated otherwise, all the Walked tokens on the Dog leaving the player's Kennel are discarded. The player does not place Walked tokens on the new Dog in their Kennel. Swap is always an optional action.

Swap & Walked
Perform Swap as above, but the player places a Walked token on the new Dog in their Kennel. This Walked token can only be placed on the newly acquired dog.

Scout
To perform Scout, the player must look at the top 2 cards of the Dog deck. This action is performed publicly. The Scouting player may then choose to replace a Dog in the Field with 1 of the Dog cards they have drawn. Any discarded Dog cards are placed to the side of the Park board.

Gameplay Overview

Dog Park is played over 4 rounds. Use the round tracker to mark your progress throughout the game. Each round is split into 4 phases: Recruitment, Selection, Walking, Home Time.

1. **Recruitment**: players compete in 2 rounds of Offers to attract their most desired Dogs to their Kennel.

2. **Selection**: players decide which Dogs to place on the Lead to walk that round.

3. **Walking**: players journey through the Park.

4. **Home Time**: players gain Reputation for walked Dogs, lose Reputation for unwalked Dogs, and the round ends.

Phase 1 – Recruitment

Recruit	Select	Walk
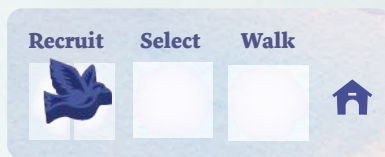
Stake your Reputation to fill your Kennel with your favourite Dogs, whilst keeping an eye on the Breed Expert awards, your Objective, and what your fellow Walkers are up to!

During this phase, players have two opportunities to out-Offer their opponents to recruit their desired Dogs from the Field into their Kennel. By the end of the game, all players will have recruited 8 Dogs each.

During Recruitment, players perform the following sequence:

1. Players observe the Dogs in the Field and decide which Dog they wish to recruit into their Kennel. The Kennel is the space beneath players' Leads.

2. In turn order (clockwise), players privately select a value on their Offer dials, ranging from 1-5, and place their Walker in a queue in the Field beneath their desired Dog.

- Players may change the value on their Offer dial up until they place their Walker in a queue.
- Players are allowed to place their Walker in a queue that already contains other Walkers.

3. Once all Walkers are in a queue, all Offer dials are revealed simultaneously. The following then happens:

- If a player is unopposed, they deduct their Offer value from their Reputation on the Park board and place the Dog into their Kennel.
- If multiple players have Offered on the same Dog, the player with the highest Offer wins. The winning player deducts Reputation and gains the Dog as above. In the event of a tie, the player whose Walker is ahead in the queue is victorious.
- Any player(s) who placed an unsuccessful Offer will now, in turn order, pay 1 Reputation for 1 of the remaining available Dog(s).

If a player has 0 Reputation, they are unable to make an Offer. Instead, the other players Offer as normal and then in turn order the 0 Reputation player(s) selects from the leftover Dog(s) in the Field and places it into their Kennel.

Walker Wisdom
Offers are made with players' Reputation, so they must be placed wisely.

Recruitment Example

GUNDOG
Retriever (Labrador)

Treat Lov...
During FIN...RING, gain 2 ... for each leftover ... ...ied to this dog. Max. 6 ...

Their status a... most popular breeds is thanks to their versa... companion, service, and guide dog.

PASTORAL
Finnish Lapphund

Eager
During SELECTION, when you place this dog on the Lead, gain ...

Their natural tendency to herd comes from their centuries of use as a herder for reindeer in Finland.

Player 1 (Purple) and 2 (Yellow) have both Offered on the Retriever (Labrador) and Player 3 (Red) has offered on the Finnish Lapphund. After all Offers are revealed, Player 3 deducts their Offer from their 🦴 and adds the Finnish Lapphund to their Kennel. Player 1 and 2 have both Offered the same amount. As Player 1 is ahead in the Offer queue they get the Retriever (Labrador), deducting their Offer from their 🦴. Player 2 must now pay 1 🎗️ to add the remaining Dog to their Kennel.

Once this sequence is completed and all players have acquired a Dog, the Field is refilled. Players complete the sequence above again to recruit a second new Dog into their Kennel. Once all players have recruited 2 new Dogs, the Field is refilled again and the game moves on to the Selection phase.

In 2-player games, the Auto Walker places Offers alongside other players. The Auto Walker will always Offer on the Dog that's breed category is the highest valued in the Breed Expert awards. If there are multiple types of this Dog, they always Offer on the Dog furthest to the left.

After all other players have Offered, the Auto Walker is always placed in their desired Offer queue.

Offers are resolved as usual. If the Auto Walker is contested, a player rolls the Auto Walker's die. The result of this is the Auto Walker's Offer. Compare this result to the Offers of any opposing players and resolve as usual. In the event of all 3 players (both humans and Auto Walker) Offering on the same Dog, the Offer is resolved in the order of the Offer queue as per the standard rules.

Ensure the Auto Walker's Dog is placed into their Kennel, as they will be taken into account in the Breed Expert awards.

Phase 2 – Selection

Recruit | **Select** | **Walk** 🏠
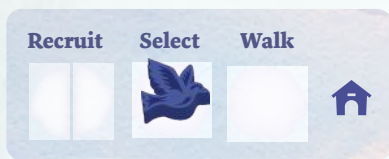
Did someone say walkies? Set tails wagging by choosing which Dogs to walk through the Park. Make sure you're stocked up with your pups' favourite treats and toys and remember to keep an eye on the Forecast.

During this phase, players decide which of their recruited Dogs they will walk in the Park by placing them on the Lead. Players may walk up to 3 Dogs per round, and they may only walk Dogs that are in their Kennel.

Walker Wisdom
Sequence matters in Selection. Some Dog abilities generate resources during this phase, which may enable you to pay the walking costs of other Dogs you place on the Lead this round.

To place a Dog on the Lead, players must:

1. Pay the Dog's walking cost using resources from their personal supply. Return paid resources to the general supply.

  • If a player is unable to pay 1 of the required resources, they can pay with any 2 resources instead. Players may only use the 2 for 1 exchange if they do not have any of the required resource in their supply.

2. Once a Dog's walking cost has been paid, the player must place a Walked token on that same Dog.

Players must walk at least 1 Dog.

In the rare occurrence that a player cannot afford to pay any of their Dogs' walking costs, they sit out for the rest of the round. This player is given 1 Stick and 1 Ball to use in the following round. This player still loses Reputation during Home Time this round.

SELECTION EXAMPLE

Player 1 has placed the Bearded Collie, Welsh Corgi (Cardigan), and German Spitz (Klein) on their Lead, paying 2 🟠 and 1 🟣 for the Bearded Collie and 1 🦴 and 1 🟣 for Welsh Corgi (Cardigan). Player 1 has no 🦴 for the German Spitz (Klein) so has to pay 1 🦴 and 1 🟠 instead. Player 1 would also gain 1 🦴 due to the ability on the German Spitz (Klein), but this is gained after the dog is placed.
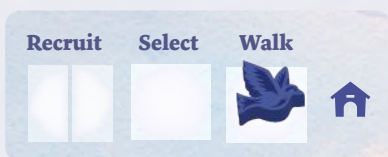
Walker Wisdom
You can walk a Dog as many times as you'd like. But remember you'll lose 1 Reputation per round for each unwalked Dog in your Kennel.

In 2-player games there are no changes, the Auto Walker does not select any Dogs.

9

Phase 3 – Walking

Recruit | **Select** | **Walk**

It's time to stretch your legs with your Dogs in the Park. Let your pups socialise and look out for new Dogs to recruit. Do your best to follow your preferred route and avoid interference from your fellow Walkers!

During this phase, players walk the Dogs on their Lead through the Park represented by their Walker.

Starting with the player with the First Walker token, and continuing in a clockwise order, players take turns to perform 1 movement through the Park. Players must obey the following movement rules:

- Players must move their Walker at least 1-4 spaces.

- Players cannot move their Walker backwards.

- If a player places their Walker on an unoccupied space, the player gains the location reward and possible Location Bonus.

    - If the item on the location would cause the player's Dog ability(ies) to activate, the player can decide in which order to gain the resource(s), Reputation(s), and/or action(s).

- If a player places their Walker on a space already occupied by another Walker, they can only gain the location reward and any bonuses if they pay 1 Reputation.

- Once players reach the Park's path branch, they must choose and stay on one route.

When leaving the Park, players immediately claim a Leaving Bonus. When there is only 1 player left in the Park, this phase ends, the player is removed from the Park, and they lose 1 Reputation.

WALKING EXAMPLE

It is Player 1's (Red) turn. They could move 1 space and gain 1 🔶. If they move 2 or 3 spaces, then they would have to pay 1 🎨 to gain the location reward. If they move 4 spaces, they would gain the location reward allowing them to Scout. They would also gain the Location Bonus, which is 1 🦴.

In 2-player games, once both human players have moved their Walkers, a player rolls the Auto Walker's die and moves the Auto Walker the corresponding number of spaces.

The Auto Walker does not gain the location reward and they keep no resources.

When the Auto Walker reaches the Park's path branch, the first player decides their route. When leaving the Park, the Auto Walker is placed on the topmost available Leaving Bonus (it does not claim the benefit).

If the Auto Walker is the last Walker in the Park, they are removed. As the Auto Walker does not track Reputation, they do not lose Reputation for being last.

Walker Wisdom
Slower Walkers have more chance of collecting their desired resources, but they also run the risk of becoming the last Walker left in the Park and losing Reputation for their lateness.

Phase 4 – Home Time

Recruit **Select** **Walk**

Your Dogs are walked and it's time to take stock. You'll gain Reputation for the Dogs you've walked - but beware - unwalked Dogs in your Kennel are getting restless, which will cause you to lose Reputation.

In this phase, players gain Reputation for the Dogs they have on the Lead (players do not gain any Reputation for Dogs with Walked tokens in their Kennels). Each player performs the following steps:

1. Gain 2 Reputation for each Dog on their Lead.

2. Lose 1 Reputation for each Dog without a Walked token in their Kennel.

3. Return the Dogs on the Lead to their Kennel.

4. Return their Walker to their Lead.

Before the next round begins, the following happens:

1. The current Forecast card is flipped over.

2. Tokens from this round's Location Bonus card are returned to the general supply. A new Location Bonus card is revealed and new tokens are placed accordingly.

3. The round tracker is moved onto the next round.

4. The First Walker token is passed clockwise.

If this is the end of round 4, the game is over and enters final scoring.

HOME TIME EXAMPLE

Here Player 1 would gain 6 🧠 for walking 3 Dogs this round. However, they would then lose 1 🧠 as they have 1 Dog in their Kennel that does not have ⚫.

Walker Wisdom
Keep an eye on upcoming Forecast cards for extra ways to earn Reputation and resources throughout the game.

In 2-player games the Auto Walker is returned to their Kennel during Home Time.

Final Scoring

The game ends at the conclusion of round 4.

Before scoring, players may assign resources to Dogs with resource-based **FINAL SCORING** abilities by placing resources from their supply onto relevant Dog cards. Once a player's resources have been assigned, these resources cannot be counted again in any other scoring condition.

Once all players have assigned resources, add together the following for each player:

- Park board Reputation
- Reputation from Dogs with **FINAL SCORING** abilities
- Reputation from won Breed Expert awards (see page 6 for more information)
- Reputation from completed Objective card
- 1 Reputation for every 5 remaining resources

The player with the most Reputation wins. If there is a tie, the player who won the highest valued Breed Expert award wins. If players are still tied, they share the victory.

> **In 2-player games**, when calculating the Breed Expert awards, the Auto Walker's Kennel is taken into account. If the Auto Walker wins a Breed Expert award category outright, then no human players claim any Reputation for this award.
>
> If the Auto Walker ties with a human player in a Breed Expert award category, the tied human player receives the Reputation as is normal in ties.

Objective Cards

All Objectives can only be scored once. If a scenario occurs where a player has managed to meet the objective twice within the game, they would only score the stated Reputation on their Objective card once.

Solo Game Rules

In a solo game, you must compete with 2 Auto Walkers. These Auto Walkers will get in your way and try to hog all the best Dogs in the Field. The Auto Walkers do not gain Reputation throughout or at the end of the game. However, they do recruit Dogs into their Kennels like other players.

Setup is the same, however place the Auto Walker die and 2 Walkers of any unused player colours by the Park board. These represent the Auto Walkers.

Do not take an Objective card and instead select one of the Solo Objective cards. To win the solo game, you must complete the requirements stated on your Solo Objective. If you win the solo game, you can then calculate your score. (Scoring table on page 13).

You keep the First Walker token, are always first player, and will always Offer and walk first. The turn order for the Auto Walkers is fixed.

Play the game as normal with these new rules:

Recruitment

The Auto Walkers will never Offer on the same Dog as the other Auto Walker. The Auto Walkers will always Offer on the Dog whose breed category is the highest valued in the Breed Expert awards. If there are multiple types of this Dog, they always bid on the card furthest to the left.

After you have set your Offer dial and placed your Walker do the following:

- Place the first Auto Walker in their desired queue. Then place the second Auto Walker in their desired queue.
- Once all Walkers are in a queue, the recruitment of each Dog is resolved 1 at a time.
  - If you are unopposed, deduct your Offer value from your Reputation on the Park board. Then place the Dog into your Kennel.
  - If the Auto Walker is unopposed, place the Dog directly into their Kennel.

- If you and an Auto Walker have Offered on the same Dog, roll the Auto Walker die. The result of this is the Auto Walker's Offer. Compare this result to your opposing Offer and resolve as usual.
- If the Auto Walker out-Offers you, pay 1 Reputation for the remaining available Dog and place it into your Kennel.

Ensure the Auto Walkers' Dogs are placed into 2 Kennels (1 for each Auto Walker) as they will be taken into account in the Breed Expert awards.

Selection

Auto Walkers do not select Dogs.

Walking

Once you have entered the Park, roll the Auto Walker die and move the first Auto Walker the corresponding number of spaces. Repeat this for the second Auto Walker before taking your next turn and continue in this order.

- The Auto Walkers do not gain location rewards, and they keep no resources.
- When the Auto Walkers reach the Park's path branch, you decide their route.
- When leaving the Park, the Auto Walkers are placed on the topmost available Leaving Bonus (they do not claim the benefit).
- If an Auto Walker is the last Walker in the Park, they are removed. As the Auto Walkers do not track Reputation, they do not lose Reputation for being last.

Home Time

The Auto Walkers are returned to their Kennel.

Final Scoring

If you have **not** completed your Solo Objective, you lose the game. If you have completed your Solo Objective, you may enter final scoring as per the standard rules. Any resources used to meet your Solo Objective **can** be used in final scoring.

When allocating the Breed Expert awards remember the following:

- The Auto Walkers' Kennels are taken into account. If an Auto Walker wins a Breed Expert award category outright, then you cannot claim any Reputation for this award.
- If you tie with an Auto Walker in a Breed Expert award, you receive the Reputation as is normal in ties.
- If both Auto Walkers tie with each other in a Breed Expert award category, nothing happens.

To calculate your rating, add the star value on your Solo Objective to the star value below, depending on your total score. The maximum rating you can achieve is 10 stars.

Solo Ratings

Total Score	Star Value
40 & below	-
41-47	★
48-54	★★
55-61	★★★
62+	★★★★

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**

Variants

Packed Park (4 players)
- During setup, select the Rerouted Park Location Bonus card deck.

Gentle Walk (any player count), recommended for younger or less confident players
- During setup, select the Plentiful Park Location Bonus card deck.
- Each player starts with an additional Toy and Treat.

Predictable Forecast (any player count)
- During setup, select and shuffle Forecast cards 8, 9, 10, 11.
- Place these in the Forecast space on the Park board.

Index

Dog Abilities

During **SELECTION**. Players must pay the Dog's walking cost and place them on their Lead before activating these abilities.

When **WALKING**. These abilities activate when the Dog they belong to is on the Lead and the player's Walker is in the Park. If a player has multiple WALKING abilities that activate in a single movement, they may decide on the order of activation.

During **FINAL SCORING**. These abilities activate at the end of the game to gain players' extra Reputation.

Ball Hog: The player may assign 🏀 to this Dog before final scoring by placing them on this Dog. The player gains 1 🎗️ for each 🏀 on this Dog, up to 6 🎗️.

Crafty: When the player places this Dog on their Lead they may choose to discard 1 🎟️ to gain up to 1 of the specified resource. The player cannot discard multiple 🎟️ to obtain multiple of the specified resource.

Eager: When the player places this Dog on their Lead they gain 1 of the specified resource.

Go Fetch!: This ability only activates once per movement, per Dog with this ability. The player can never gain more than 1 of the specified resource in a single activation from a single Dog.

Obedient: This ability only activates once per movement, per Dog with this ability. The player can never gain more than 1 🎗️ in a single activation from a single Dog.

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

Playmate: This ability only activates once per movement, per Dog with this ability. The player can never perform 🐕 more than 1 time in a single activation from a single Dog.

Raring to Go: The player gains 2 🎗️ for each 🧭 on this Dog. Any 🧭 scored on this Dog are still eligible to meet Objective card requirements.

Search and Rescue: This ability only activates once per movement, per Dog with this ability.

Sociable: If this Dog is in a player's Kennel during final scoring, gain 1 🎗️ for each different breed category represented in their Kennel. The Dog with this ability is included in the count.

Social Butterfly: When the player's Walker lands on a location that is occupied, they do not have to pay 1 🎗️ to gain the location reward. This ability only activates once even if the player has multiple Dogs with this ability. Players never gain more than 1 of the location reward and any bonuses.

Stick Chaser: The player may assign 🦴 to this Dog before final scoring by placing them on this Dog. The player gains 1 🎗️ for each 🦴 on this Dog, up to 6 🎗️.

Toy Collector: The player may assign 🧸 to this Dog before final scoring by placing them on this Dog. The player gains 2 🎗️ for each 🧸 on this Dog, up to 6 🎗️.

Treat Lover: The player may assign 🍪 to this Dog before final scoring by placing them on this Dog. The player gains 2 🎗️ for each 🍪 on this Dog, up to 6 🎗️.

Forecast Cards

1. For each GUNDOG that the player places on their Lead or that is in their Kennel, the player can gain 1 Location Bonus. The player can choose from any Location Bonus currently in the Park. If a player has multiple GUNDOGS they are able to choose multiple of the same Location Bonus. Players cannot choose 🐕 or 👁️ Location Bonuses.

2. During Home Time, players gain 2 🔲 for each TERRIER in their Kennel or on their Lead.

3. If a player places a PASTORAL Dog on their Lead, then the next Dog placed onto their Lead may be placed without paying its walking cost. Players must have capacity on the Lead.

4. During Home Time, players gain 1 🎖 and 1 🔲 for each WORKING Dog in their Kennel or on their Lead.

5. During Home Time, players gain 3 🎖 for each TOY Dog in their Kennel or on their Lead.

6. For each HOUND that the player places on their Lead, they gain 2 🎖.

7. During the entire round, if the player places a UTILITY Dog into their Kennel, either in Recruitment or through Swap, they gain 1 🎖 and 1 🔲. This gain is immediate, and the Dog does not have to be in the player's Kennel at the end of the round.

8. During Home Time, players lose 2 🎖 per Dog instead of 1 🎖 for Dogs without 🝾.

9. During Home Time, players lose 0 🎖 per Dog instead of 1 🎖 for Dogs without 🝾.

10. During the entire round, whenever the player 🐕, they place 🝾 on the newly acquired Dog in their Kennel. The Leaving Bonus 🐕 is included - this would see the player gain 2 🝾 for the newly acquired Dog.

11. Players may place 4 Dogs on their Lead during Selection, if they have the resources to do so. The 4th Dog is placed to the right of the Lead. This card cannot be placed in the 1st Forecast space. If it is drawn first, place it into the 2nd position and place the next forecast card in the 1st position

Objective Cards

There are 2 types of Objectives:

Standard: These are easier to achieve and are recommended for less experienced players.

Experienced: Achieving these objectives will require more focus and planning.

1. (Experienced): If the player has 4 Dogs of the same breed category in their Kennel during final scoring, they score 7 🎖. Only for use in the 4 player game.

2. (Experienced): If the player has 3 different Dogs in their Kennel who each have at least 2 🝾 on them during final scoring, they gain 7 🎖.

3. (Experienced): If the player has at least 10 🝾 across their Kennel during final scoring, they gain 7 🎖. It does not matter how these 🝾 are distributed across Dogs.

4. (Experienced): In a 2/3-player game, if the player has won at least 4 Breed Expert awards, they gain 7 🎖. In a 4-player game, if the player has won at least 3 Breed Expert awards, they gain 7 🎖. Any awards where the victory is tied still count towards this Objective.

5. (Experienced): If the player has 7 Dogs who each have at least 1 🝾 on them in their Kennel, they gain 7 🎖.

6. (Standard): If the player has 2 different Dogs in their Kennel who each have at least 2 🝾 on them during final scoring, they gain 3 🎖.

7. (Standard): If the player has 3 Dogs of the same breed category in their Kennel during final scoring, they gain 3 🎖.

8. (Standard): If the player has at least 1 Dog of 4 different breed categories within their Kennel during final scoring, they gain 3 🎖.

9. (Standard): In a 2/3-player game, if the player has won at least 3 Breed Expert awards, they gain 3 🎖. In a 4-player game, if the player has won at least 2 Breed Expert awards, they gain 3 🎖. Any awards where the victory is tied still counts towards this Objective.

10. (Standard): If the player has 6 Dogs who each have at least 1 🝾 on them in their Kennel, they gain 3 🎖.

FAQ

Can I walk a Dog more than once? Do I add a new Walked tokens every time?

Yes. You may walk a Dog as many times as you are able to pay their walking cost. Add a new Walked token to the Dog every time you place it on your Lead. Remember: each unwalked Dog in your kennel will lose you 1 Reputation per round.

Do unwalked Dogs in my Kennel still count toward the Breed Expert awards, Forecast cards, FINAL SCORING abilities, and my Objective?

Yes.

Can I change my Offer during Recruitment?

A player can change their Offer up until they place their Walker in a queue. After this, they are unable to change their Offer or chosen Dog.

Can a Dog score across more than one FINAL SCORING ability? For example, if a player had one 'Pack Dog' ability and one 'Sociable' ability in their Kennel?

Yes, Dogs can score across multiple abilities. For example, if you had a 'Pack Dog' ability that scores GUNDOGS and a 'Sociable' ability, a GUNDOG would score for both the 'Pack Dog' and could be used to count toward the 'Sociable ability'. Scoring multiple 'Pack Dog' abilities is also permitted.

Am I allowed to have multiple Dogs that have the same ability in my Kennel? Could I put them all on the Lead at the same time?

Yes and yes.

What is the difference between a location reward and a Location Bonus?

Location rewards are printed on the Park board. Location Bonuses are additional bonuses represented by tokens added and removed from the Park each round.

Is a player able to share a space with another player on the Leaving Bonus?

No, these spaces are single player occupancy.

What is meant by winning a Breed Expert award 'outright'?

To win a Breed Expert award 'outright', the player must have more Dogs in that Breed Expert category than any other player. The award cannot be tied.

Can the 'Go Fetch!' ability activate other 'Go Fetch!' abilities?

Yes. In the case of a 'Go Fetch!' ability gaining a resource that activates another 'Go Fetch!' ability on the player's Lead, the second 'Go Fetch!' activates as normal. Remember: 'Go Fetch!' abilities can only activate once per movement, so once a 'Go Fetch!' ability has generated a resource, it cannot generate another resource on that player's turn.

Can Dogs with WALKING abilities activate on the Leaving Bonus?

Yes.

Stay in touch!

birdwoodgames.com

@birdwoodgames

Subscribe to our newsletter at:
birdwoodgames.com/newsletter

Famous Dogs

Expansion

Ability Index

Hoarder: The player may assign 🟥🟨 to this Dog before final scoring by placing them on this Dog. The player gains 1 🎖️ for every 2 🟥🟨 on this Dog up to 6 🎖️.

Show-off: When the player places this Dog on their Lead they gain 1 🎖️.

Slowpoke: If the player is the last Walker in the Park they gain 2 🧠. The player is still removed from the Park and still loses 1 🧠 for being last out of the Park.

European Dogs

Expansion

Ability Index

Lone Wolf: If this Dog is the only Dog from its breed category in the player's Kennel during final scoring, gain 3 🏅.

Well Trained: When the player performs either 🐕 or 👁 they gain 1 🏅. If the player is able to perform both actions or multiple of the same action, they do not gain more than 1 🏅.