

# DOG INSTRUCTIONS

## DOBNEY-CHRISTEN VERSION

## GAME ACCESSORIES

Wooden board for 4 or 6 players  
2 sets of cards with 54 playing cards  
6 sets of 4 coloured game pegs  
1 set of game instructions

## AIM OF THE GAME

Played with 4 or 6 people. Form teams of 2. You must get your own pegs out of the kennel (home) and to the finish (save). The game pegs are moved by playing the cards. During the game you are supported by your partner, so it is not possible to win as an individual player. When one player has all their own game pegs at the finish, then they help their partner to get their game pegs to the finish. The team has only won once the team's eight game pegs have all reached the finish.

**Conferring with each other and revealing the card values during the game is not allowed!**

## CARDS

**Card 2:** 2 spots forwards

**Card 3:** 3 spots forwards

**Card 4:** 4 spots forwards or backwards

**Card 5:** 5 spots forwards

**Card 6:** 6 spots forwards

**Card 7:** The 7 can be divided up onto the individual game pegs in any forwards moves, all 7 points have to be moved though. All game pegs that are overtaken by the 7 have to go back to the kennel.

**Card 8:** 8 spots forwards

**Card 9:** 9 spots forwards

**Card 10:** 10 spots forwards

**Jack:** a peg must be exchanged with a peg belonging to an opponent (if no opponent pegs are available, then exchange with the partner)

**Queen:** 12 spots forwards

**King:** start or 13 spots forwards

**Ace:** start or 1 or 11 spots forwards

**Joker:** can be used as any of the previous cards

## START

Pairs sit diagonally opposite each other. Each player has their four game pegs in the kennel. Both the packs of cards are mixed together and the «dealer» hands out the cards in an anti-clockwise direction. Players take it in turns to deal. The 1st Round 6 cards are given out, the 2nd Round 5, the 3rd 4, and so on until the 5th Round when it's 2 cards. It then starts over again with 6 cards, 5, 4, 3, 2, 6, 5...

The start and the portal into finish is the star next to your kennel.

## PLAY

The players pick up their cards. At the start of each round, partners exchange one card without revealing it. The exchanged cards are supposed to help them. The person who is sitting to the right of the dealer starts the game. They lay down one card and move the peg forwards (in an anticlockwise direction), according to the value of the card. The next player then takes their move etc. until the round has finished, when all of the players have put down and revealed all of their cards.

If a player can't move because a move isn't possible with their corresponding cards, then that player is out for the rest of the round.

Their cards are omitted and are placed in the discarded pile. The next round starts with the change in dealer, who is the person who started this round.

To start the game, you must get a peg to the start (star in front of the kennel) with an ace, king or joker. Game pegs which are played from the kennel to the star block passage for all pegs (even your own). This peg is protected and cannot be sent home. If a peg lands on the starting field again on the way to the finish, it no longer blocks the entrance and can be swapped or sent home.

You send home a peg if you land on the same field they are on. If two game pegs, including two that belong to the same player, land on the same field, the one that was there first is sent back to the kennel. Game pegs that are already at the finish cannot be sent back to the kennel. Using a seven (whole or split) you send home all pegs in your path, even your own pegs.

Game pegs which are played out of the kennel at the start cannot be overtaken (blockade). Otherwise, overtaking is allowed. With a jack, a peg must be exchanged with a peg belonging to the opponent (or the partner if no opponent peg is available), even if this is a disadvantage

. Game pegs that land on a player's start for the first time, that are at the finish, or are still in the kennel, cannot be exchanged. If only your own game pegs are in play and you cannot make any other moves then the jack can be played at the end without effect.

Every card must be played and the card value used up. Forcing a player to make a move means that in certain circumstances, disadvantageous moves have to be made. *E.g. If you need a five to reach the finish, but you only have a six, this means that this peg has to do another round in order to end up at the finish.*

The peg must enter the finish using the star, whether going backwards or forwards. Pegs that have just been put into play have to abandon the star before being able to use it to finish. Pegs inside the finish can't be over taken/jumped over.

Once one of the partner has all 4 pegs at the finish, he'll continue to play using their partners' pegs.

## 6 PLAYER DOG

For 6 players include the central board piece. It is played with 3 pairs. It follows the same rule as the 4 player version.

On the extra piece there are 2 extra path ways that can be used by players. Unlike the standard version, these central paths allow for pieces to come from both directions, but once entered must always follow that direction (this generates a killing ground) making the decision to short cut a risk. On the outer path all pieces must move around the board anticlockwise, as in the 4-player version.

## TIPS AND TRICKS

If your partner still has all of their game pegs in the kennel you help them move to the start with a king, ace or joker.

The card seven is particularly useful for reaching the finish because the seven can be divided up into any individual values.

Use an ace, king or joker to the start. Then move backwards with a four. Go to the finish with a five, six, seven or eight. Also allowed, if the peg is situated one to four fields after the start, then moving back with the four is worth it.