



Rules & How to Play

Hey! Wake up! Let's play!

After a few weeks in the rescue shelter, you've finally gotten more comfortable.

*You've met caring humans, so it's time to start showing them **the wonderful dog you are!***

*The other dogs are learning alongside you and everyone is getting excited for the upcoming **Adoption Day!***



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The Game

.....

IN DOGS BOND,
you take on the role of
a rescue shelter dog.

***Become the best dog
you can be and find
your forever home!***



Playing Cards

.....

You're learning to love,
revealing **Events** and
collecting **Attributes**
to build a **BOND** with
potential **Adopters**.

*A greater BOND with
an **Adopter** makes it
easier to be adopted
into your forever home.*



Be the Best Dog

.....

After all **Event cards**
are revealed and last
actions are played, it's
time for Adoption Day.

All DOGS **Roll the die**
to find their forever
home with an **Adopter**
or continue their
Rescue Story.



Scoring & Winning

.....

Earn the highest sum
total of **BOND**, **House**,
and **BONUS** points
to win.

*Claim the title
of TOP DOG!*

*Reveal your Happily
Ever After story!*

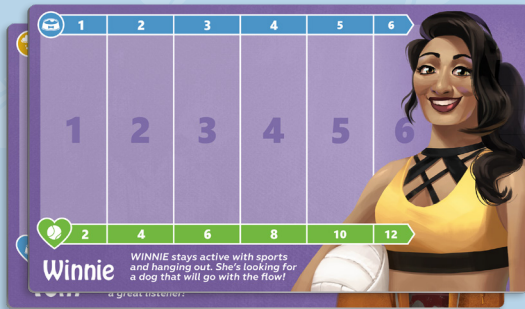


Game Contents

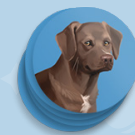
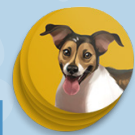


8 ADOPTER BOARDS

8 PLAYABLE MUTTS (MIXED DOG CARDS)



6 HOUSE CARDS



54 DOG TOKENS



100 ATTRIBUTE CARDS



60 EVENT CARDS

1 TAIL WAG/RESCUE STORY CARD



1 ROPE TOY



1 6-SIDED DIE



Dog Cards

Each Player is a DOG. The rescue has identified your dominant breed mix.

Your size is indicated in the upper left corner of the card **A**.

Each DOG has a special ability to use in the game, indicated on the DOG card **B**.

Some DOGS activate special abilities when the matching icon **C** is shown on any **Event card**, on any turn. Other DOGS have special abilities that give them choices throughout the game.



small



medium



large

Dog Tokens



These Tokens **D** track the BOND Level achieved by each DOG on each of the **Adopter boards**.

The Tokens also allow DOGS to show when they intend to activate their special ability.



Adopter Boards

Each **Adopter** has a different pair of desired **Attributes** that DOGS must collect to go up in BOND Level.

The BOND Level shown in the center of the **Adopter board E**, ranges from 1 to 6. To advance with an **Adopter**, your DOG must have the value of both **Attributes** listed above and below the BOND Level.

At the end of the game, **Adopters** may only adopt one DOG, and will award **BONUS** points to their adopted DOG based on the **Attribute** in the heart icon **F**. This is the way to an **Adopter's heart**!

House Cards

The **House** identifies which **Adopter** may be affected by certain **Event cards**. At the end of the game, DOGS who are adopted earn points equal to the number on the **House card A**.

The number is a location for each **Adopter** and shows their experience and readiness to adopt.



Rope Toy & Die

The Rope Toy indicates the active player whose turn it is. The active player is called ALPHA.

The die is used to resolve certain **Events**, some special abilities, and **Adoption Day**.

Tail Wag/Rescue Story

Tail Wag is the final chance for DOGS to **Play** cards. At the end of the game, any DOG not adopted uses the Rescue Story on the back of Tail Wag to determine the next step in their rescue journey.



Event & Attribute Cards

Events (Yellow) Pile: ALPHA will **Draw 1 Event** at the beginning of their turn. Instructions may apply to ALPHA or multiple DOGS.

Events are resolved before any special abilities may be activated. **Draw** and **Play** instructions on **Event cards** always refer to **Attribute cards**.

Attributes (Blue) Pile: DOGS use these cards to collect **Attributes** to BOND with **Adopters** or interact with other DOGS.

Next: Game Setup



Game Setup

1. Select your DOG any way you choose. Place your DOG and corresponding DOG Tokens on the table in front of you. Give your DOG a name, or they can use your name!

Recommended DOGS for FIRST-TIME or YOUNGER PLAYERS: Jack Russell, Border Collie, Golden Retriever, Boston Terrier, or Labrador.*



2. Shuffle and randomly place 6 Adopters in the center of the table A.

3. In numerical order, place one House card under each Adopter. The number on the House card B should always be visible.

4. Place the Tail Wag card FACE-UP in the center of the table C.

5. Shuffle the appropriate number of Events D and place them into a pile FACE-DOWN on top of the Tail Wag card E.



**Whichever DOGS were selected, ensure all Event cards with the corresponding special ability icons are included in the Event pile.*



D	Number of Players	Standard Game 10 cards per player	Advanced Short Game 8 cards per player
	2 Players	20 Event cards	16 Event cards
	3 Players	30 Event cards	24 Event cards
	4 Players	40 Event cards	32 Event cards
	5 Players	50 Event cards	40 Event cards
	6 Players	60 Event cards	48 Event cards

6. Shuffle all Attribute cards together. DOGS don't have hands; they have PAWS. Deal three **Attribute cards** to each DOG for their starting PAW, keeping them hidden from other DOGS.

Place the remaining pile of **Attribute cards F** FACE-DOWN in the center of the table.

7. The Player who most recently pet a dog takes the Rope Toy and becomes ALPHA.

Attribute Cards

The different **Attribute card** types are **Grooming**, **Health**, **Obedience**, **Temperament**, **Instinct**, and **Play Bow**. Each type has its own icon **A**.

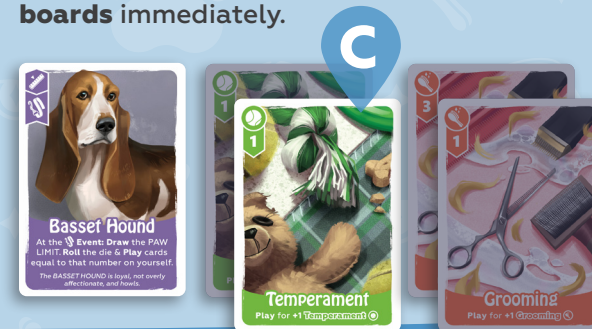
All **Attribute cards**, except **Play Bow**, have values under their icon **B**. The values range from 1 to 3. Higher values provide more points of that **Attribute**. **Attribute 1s** are most common and **3s** are least common.

When playing **Attributes** from your PAW, create piles of **Attribute cards** separated by type in front of you. The most recently played **Attribute card** of each type is the top card of that **Attribute** **C**.



During the game, **Grooming**, **Health**, **Obedience**, and **Temperament Attribute cards** are played FACE-UP in front of you in your play area.

The values of FACE-UP cards must always be visible. When your **Attributes** match any **Adopter's** desired **Attribute** set in any combination, go up in BOND Level and advance your DOG Tokens on the **Adopter boards** immediately.



EXAMPLE: You Play 1 **Temperament** from your PAW to your DOG, giving you a new total of 2 **Temperament** and 4 **Grooming**.

You match with Chase at BOND Level 1 **D** and April at BOND Level 2 **E**. Move your DOG Tokens to the appropriate BOND Level on each **Adopter**. **Attribute cards** apply to all **Adopters** simultaneously.



Attribute Cards

Instinct cards always present DOGS with two options.

Option 1: Play FACE-DOWN, and keep the value secret. The number of FACE-DOWN cards must always be visible.

At the end of the game, the DOG who reveals the highest total **Instinct** value goes first to attempt to be adopted into a forever home.

Also, if there is a tie in the final score of the game, **Instinct** breaks ties in favor of the DOG with the higher **Instinct** value.

Option 2: Play Instinct against another DOG to **Discard** one of that DOG'S top cards **A**.

The **Instinct** card will indicate which **Attribute** may be targeted **B**, and higher value **Instinct** cards allow you to choose which **Attribute** to target.

Last, **Play Bow** **C** allows you to cancel any **Event** or **Instinct** cards that force you to **Discard**. You may only use **Play Bow** in reaction to an **Event** or **Instinct** card forcing you to **Discard** **D**.

Let's Play!

Next: Game Play



A



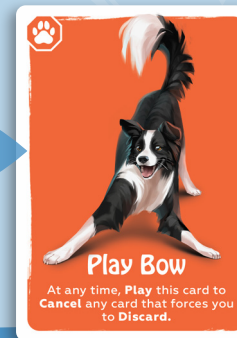
B



D



C



Game Play

Dogs BOND has two unique phases.

Phase 1: Learning to Love

You explore **Events**, **Drawing** and **Playing Attribute cards** to raise your BOND Level with **Adopters** and interact with other DOGS.

A greater BOND with an **Adopter** makes it easier to be adopted. A greater **Instinct** value allows you to try first.

Each turn proceeds in this order:

1. ALPHA Draws an Event card.



Playing Events

Take an **Event card**, and read it aloud to the other DOGS. ALPHA completes the actions from the **Event card** as instructed. Always follow the instructions on the **Event card** from top to bottom.

You explore **Events**, **Draw and Play Attribute cards** to raise your BOND Level with **Adopters**, and interact with other DOGS. Only **Play** cards when instructed.

When the **Attribute** pile becomes depleted, reshuffle its discard pile and replace.

If the **Attribute** pile *and* its discard pile are depleted, complete the **Event** to the best of your ability and **Discard** all remaining **Events**.



Special Abilities

2. All DOGS check to activate special abilities.

When any DOG'S special ability icon **A** matches the special ability on an **Event card B**, place that DOG Token on top of the **Event** pile. The special ability is activated after the ALPHA has completed their actions.

Once the **Event** has been resolved, any DOG with a Token on top of the **Event** pile may choose to activate their special ability.

If multiple DOGS have special abilities to activate, proceed in turn order.

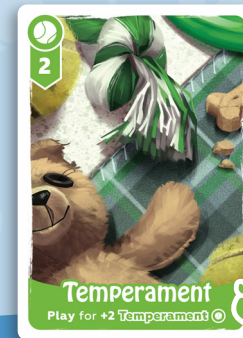


Once special abilities are completed, retrieve Tokens from the **Event** pile and continue play.

3. All DOGS track BOND Level with Adopters.

When DOGS have played **Attribute cards** fulfilling both the top and bottom requirements of **Attribute** type and value, advance their token on that **Adopter's board**.

When DOGS lose any **Attribute cards** from their play area, they must move their Token down to the appropriate BOND Level.



Turn Order

4. All DOGS “Bark” and Pass the Rope Toy.

Once the **Event** and any special abilities are resolved, the turn is over. All DOGS must “Bark” loudly as the Rope Toy is passed clockwise to the next DOG, who then becomes ALPHA.

After all DOGS “Bark”, all DOGS must **Discard** down to the PAW Limit.



Paw Limits

Number of Players	Cards in Paw Limit
2 Players	6 Cards
3 - 4 Players	5 Cards
5 - 6 Players	4 Cards
7 - 8 Players	3 Cards

Play through all **Events** in the **Event pile**. The Tail Wag is the final action taken by all DOGS.

Phase 1: Learning to Love ends after the Tail Wag is completed.



Phase 2: Adoption Day

Each **Adopter** may adopt one DOG. DOGS follow their Instincts to be adopted into a forever home.

1. Determine the Adoption order of DOGS.

Each DOG reveals the total value of their FACE-DOWN **Instinct** cards. The DOG with the highest total **Instinct** value attempts to be adopted first, then the DOG with the second highest total, and so on.



Tied Attribute	Tie Breaker
Instinct	Health
Health	Temperament
Temperament	Grooming
Grooming	Obedience

In case of a tie, use the above tie-breakers.

2. Check your BOND Level with each Adopter.

See SCORING (page 23) to see which **Adopter** gives you the best opportunity to become TOP DOG!

3. In the Adoption order, choose your target Adopter and Roll the die. Any **Adopter** you have at least 1 BOND Level with is available to you, unless they have already adopted a DOG.

Roll for Adoption

A successful adoption occurs when your roll is equal to or less than the number of your **BOND Level** with the **Adopter**. **DOGS** have one attempt to be adopted per **Adopter**.

When you are adopted, place your **DOG** on top of the **Adopter** to show off your forever home! Each **Adopter** may adopt one **DOG**.

If you roll higher than your **BOND Level** with your target **Adopter**, you are not adopted by that **Adopter**.

Continue to **Roll** with your remaining available **Adopters** until you have been adopted, or have tried with each one.

1	2	3	4	5	6
1	2	3	4	5	6

Hank

HANK wants to adopt a companion to keep both of them young at heart and healthy on walks!

Pomeranian
After playing an **Attribute** card:
May **Discard 2** to **Draw 1 & Play 1**.
A POMERANIAN is easily trained, makes a good watchdog and a perky pet! Active, but they don't need a lot of room to run!

Rescue Story

If you are not adopted by any **Adopter**, continue your journey with the **Rescue Story** found on the back of **Tail Wag**.

The **Rescue Story** may be used by multiple **DOGS**.

4. Play continues to the DOG with the next highest Instinct until all DOGS are adopted or have continued their journey with the Rescue Story.

Next: Scoring & Winning

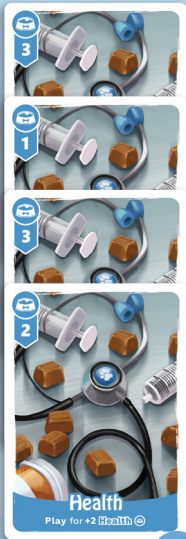
Scoring & Winning

After all DOGS have either been adopted or continued their Rescue Story, determine who is the TOP DOG.

Gain 1 BOND point for each BOND Level earned with all **Adopters** in play **A** + **B**.

Gain **House** points equal to the number on the **House card** that adopted you **C** OR **D**. Skip if you were not adopted.

Gain **BONUS** Points for your total value of the **Attribute** in your **Adopter's** heart icon **E** OR **F**, OR the result of your roll with the Rescue Story.



Total Value: 9



Total Value: 7



Choosing an Adopter

Follow your Instincts	Tom	Yasmin
BOND Points A + B	7	7
House Points C or D	5	6
BONUS Points E or F	9	7
Potential Total Points	21	20

In this example, our DOG has both Tom and Yasmin as potential **Adopters**. While Yasmin has a higher **House** number, the greater BOND Level with Tom offers more potential points and a greater chance to be adopted.

The BONDS of friendship can be found in unlikely places.

Claim the Title of Top Dog

The winner of the game is the player with the highest sum total of BOND, House, and

BONUS Points.

Happily Ever After

Every DOG has their day, and every adoption is special.

You each flip over your DOG to reveal your Happily Ever After. Adopted DOGS flip over your **Adopters** as well to reveal your forever home!



Example Game in Progress



THANK YOU!

Our small and mighty team, **Alex Lu (game designer)**, **Sarah Mills (illustrator)**, & **Kiera Vorse Purrazzella (graphic designer)** all thank you from the bottom of our hearts for your support to make our dream a reality on Kickstarter and beyond.

We are so proud of our game which is bringing "pawsitive" change to the conversation about rescue and adoption.

Thanks for giving us a forever home at your game table!



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Thanks for Playing!

We would love to see you playing
Dogs BOND and the final result of
your game!

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us on your favorite social media!

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