

Who Let the Dogs Out?

a game for exactly three players

by David Brain

Oh dear. Someone forgot to lock the dog pound, and they've all escaped into the park. Players score points by placing fences to surround areas with lots of dogs - but the dogs are erratically mobile. And watch out for the Park Warden, who scares off all the dogs in the vicinity. .

To play Who Let the Dogs Out? you will need a standard (Settlers of) Catan set and some additional markers.

You cannot play this game without a basic Catan set.

COMPONENTS

The game comprises the following:

- From a standard Catan set:
 - 19 hexes, 2 dice, 1 Robber marker
 - 3 sets of settlements/roads
 - Resource cards (only used for scoring)
- 32 Dog markers; you will need to supply these.

SETUP

Set all the sea tiles aside. Turn all the land tiles face-down except for the desert and shuffle them up. Now lay out the island in the traditional fashion but keeping the tiles face-down (apart from the desert), and then lay out the number markers in the usual way as well. Remove the desert tile and replace it with a plain sea tile. Each player takes 5 settlements and all the roads of one colour. Put the Resource cards in a single face-down pile beside the board. All other Catan pieces are returned to the box.

INTRODUCTION

This is the Park (complete with ornamental pond.) Players will place kennels (settlements) and fences (roads) to establish areas on the board. Put the Park Warden (the Robber) on the #12 tile. Put two markers on each other hex except for the #2; these are the dogs - as the game progresses, the dogs will move from hex to hex. Players should roll the dice, with the highest roll determining the first player; give the dice to the second player.

In clockwise order from the first player, each player now places a kennel on the board. Kennels are placed directly onto hexes (rather than on intersections) alongside the number counter, with a limit of one kennel per hex, although they may be placed directly adjacent to other kennels of any colour.

GAMEPLAY

On their turn a player will either be a Builder or a Mover. The first player will always be a Builder. Play then proceeds clockwise, with the next player taking the other action (*i.e. the second player Moves, the third player Builds and the first player will then Move.*)

BUILDER

A Builder **must** build one fence. Fences are built along empty intersections between hexes.

Fences may not be built along the edge of the board or the edge of the pond. Fences may have pieces of different colours. A Builder may then build a second fence, but they must remove one of their unplaced kennels from the game.

If a region is now completely surrounded by fences and/or the board edge and/or a pond edge, and it contains either one or two kennels (**but no fewer or more**) then it is scored – see scoring below. More than one region may be created simultaneously; all these regions should be scored but separately. Once a region has been scored, remove the number markers from the hexes.

Once the Builder has finished building (and scoring, if applicable), then if there are still dogs in the park, the next player clockwise takes their turn and takes Move as their action.

SCORING

(see example overleaf)

Dogs: Each dog runs to the nearest kennel unless that kennel hex contains the Park Warden! (They either go to another kennel or are removed from the board if there is no other Kennel.) If at any point they would have a choice, the dogs are evenly divided between the appropriate kennels (with any remainder escaping free.) Each player now takes the dogs in their kennel off the board and keeps them for scoring at the end of the game.

Regions: Each player scores 1 point for each Fence of their colour used to surround the completed area. The player with the most Fence pieces also scores 1 point for each hex in the completed region. In the event of a tie for most fence pieces, divide the number of hexes by two (rounding up) and each tied player scores this (this may be all three players!) Score the regions using resource cards (one card for each point.)

MOVER

The Mover **must** roll the dice.

- if it comes up with a number matching a hex on the board, half of the dogs in those hexes move – see movement below.
- if it comes up with a 7, they must move the Park Warden one or two hexes. The Warden **cannot** remain in the same hex. The Warden **can** jump over fences. All the dogs in the hexes that the Warden enters as part of this movement are immediately moved (not just half) – see movement opposite.

Later in the game players may find that there are no dogs in the indicated hex(es), in which case they do not move anything.

After moving dogs, the Mover **may** choose to place an additional kennel (if they have any remaining.) They may place the kennel on any hex that doesn't already contain a kennel or the Park Warden.

Once the Mover has completed their action, the next player clockwise takes their turn and takes Build as their action.

(Suggestion: the Mover should give the dice to the player on their right as they will be the next Mover and it will help to keep the sequence of actions clear.)

MOVEMENT

Half the dogs in the hex (rounding up) are moved into an adjacent hex that isn't the pond or one containing the Park Warden. The Mover chooses which hex they move to; they can all move to the same hex or to a number of different hexes.

Important: Dogs do not jump over fences.

If the Park Warden enters a hex, the dogs scatter. Each dog moves to a different adjacent hex. If there are fewer dogs than adjacent hexes then the Mover chooses where they go. If there are fewer valid hexes than dogs (*e.g. as a result of fences or the pond*) then multiple dogs will need to move into the same hex.

GAME END

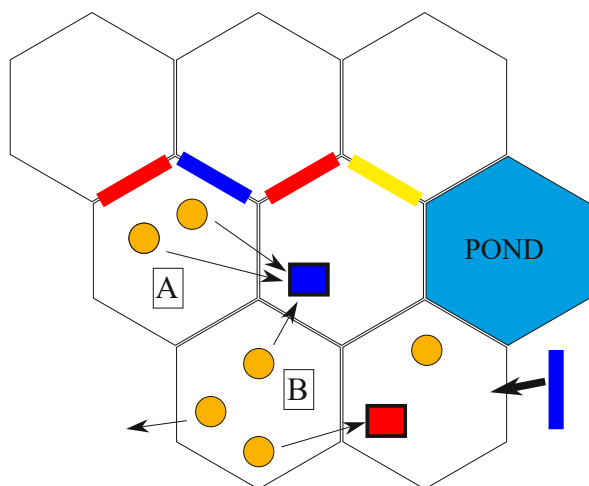
When the last dogs are removed from the board, the game is over. The winner is the player with the most counters and resource cards. Ties are broken with a staring contest.

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SCORING EXAMPLE



Blue places a Fence as shown. This completes a region of four hexes as the Pond acts as a fence and there are exactly two Kennels in the region.

The Dogs now run to the nearest Kennels as shown: The 2 Dogs in region (A) move to the Blue Kennel. The 3 Dogs in region (B) are divided evenly between the Blue and Red Kennels, so one goes to each and the third Dog is removed from the board. The Blue player now collects the three Dogs from their Kennel, and the Red player collects the two Dogs from their Kennel.

The Fence is then scored. Yellow scores 1 point, Red scores 2 points and Blue scores 2 points for their pieces in the fence.

The region is worth four points because it comprises four hexes. Blue and Red each have 2 Fence pieces so they share two points each.