

Brändi DOG

Spielanleitung
Game instructions
Règles du jeu
Regole del gioco
Reglas
del juego



Game instructions



9+
Age



2–6
players



30–50
min.

Game accessories

- 4 wooden playing boards (each one has red, blue, yellow and green areas)
- 2 sets of cards each with 55 playing cards
- 1 set of 24 marbles (4 red, blue, green, yellow, white and black marbles)
- 1 dice
- 1 set of games instructions



Warning!

Not suitable for children under 3. Choking hazard – small parts could be swallowed. Please retain this advice for any possible correspondence.



Principle and aim of the game

Brändi Dog is generally played by four people. Two people are in a team and play together (exception see „Special rules for 2, 3 and 5 players“). Similar to „Ludo“, you must get your own marbles out of the home base and to the finish. It is much more exciting though as in this case not only luck but tactics and strategy also play an important part. During the game you are supported by your partner and sent home by your opponents. The marbles are moved by playing the cards. It is not possible to win as an individual player. As soon as one player has all their own marbles at the finish, they then help their partner to get their marbles to the finish. The team has only won once the team's eight marbles have all reached the finish.

Brändi Dog can be played as a tournament.
It is played according to the usual rules.

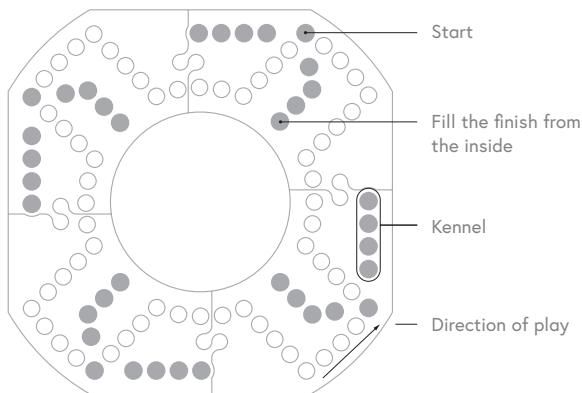
Expansion set

An expansion set is available as an accessory. With this six players can join in the game. The groups can be divided into two teams of 3 or three teams of 2. Give it a go and see which version is more fun.

Cards

(The card values are listed on pages 22/23 and on the quick guide.) In individual cases the values can be split over different moves. Anyone with good cards who splits up the values cleverly and skilfully teams up with their partner will win. Conferring with each other and revealing the card values during the entire game are not allowed.

Principle of the game



Start

Two people sit diagonally opposite each other and play together as a team. Each player has their four marbles in the kennel. The two 55-card decks are shuffled together. The stack is handed over to the next player after each round for the cards to be dealt out. The „dealer" hands out the cards in an anti-clockwise direction.

1st round: 6 cards

2nd round: 5 cards

3rd round: 4 cards

4th round: 3 cards

5th round: 2 cards

It then starts again with 6 cards, 5, 4, 3, 2, 6, 5, 4 etc.

The players pick up their cards. In each round, each of the partners exchange one card without revealing it. You cannot look at the value of the card you receive from your partner until you have given one of your own cards to your partner. The cards that have been exchanged are supposed to facilitate clever game moves. If your partner still has all of their marbles in the kennel for example, you help them move to the start with a KING, ACE or JOKER.

The person who is sitting to the right of the „dealer" starts the game. They put down and turn over one card on the centre of the board and move the marble according to the value of the card.

The next player then takes their move, then the next player etc. until the round has finished, which is as soon as all of the players have put down and revealed all of their cards. If a player can't make a move any more because a move isn't possible with their corresponding card values, then that player doesn't take part in that round. Their cards are omitted and are placed in the middle.

After each round, the start of the game moves from one person to the next in an anti-clockwise direction.

This is how you get to the start

You get one marble to the start with an ACE, a KING or a JOKER. Marbles which are played from the kennel at the start block access for all marbles (even your own). This marble is also protected and cannot be sent home.

Send home when two marbles land on the same field

If two marbles, 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. If a marble 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. Marbles that are already at the finish cannot be sent back to the kennel.

Sending home when overtaken with the SEVEN

If a marble, including one that belongs to the same player, is overtaken by a „whole or split-up SEVEN", then it is sent back to the kennel.

Overtaking

Marbles which are played out of the kennel at the start cannot be overtaken (blockade). Otherwise, overtaking is allowed.

Exchanging

With a JACK, your own marble must be exchanged with a marble belonging to your opponent or partner, even if this is a disadvantage.

Marbles 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 marbles are in play and the player cannot make any other moves, then the JACK can be played at the end without effect.

Forcing someone to make a move

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. If you need a FIVE to reach the finish for example, but your next card is a SIX, this means that this marble has to do another round.

Approaching the finish

In order to end up at the finish, a player's start must have been touched at least twice, whether going backwards or forwards. Leapfrogging and moving backwards to the finish are not allowed. It is filled from the inside to the outside. The card SEVEN is particularly useful for reaching the finish because the SEVEN can be split into any individual values.

Fastest to the finish with the FOUR



1st move: with an ACE, KING or JOKER to the start

2nd move: go backwards with a FOUR

3rd move: go to the finish with a FIVE, SIX, SEVEN or EIGHT

If the marble is situated one to four fields after the start, then moving back with the FOUR is worth it. With the next move, you can go forwards directly to the finish via the start or from the start.

Dice

The dice complements the Brändi Dog ideally. It is passed on with the stack of cards. The dice indicates the dealer and shows how many cards are distributed in the next round. Number of dots = number of cards.

The strong team wins

If a player has all of his/her marbles in the finish, then he/she helps his/her partner. A SEVEN can be split in order to get the last marbles belonging to a player into the finish. The remaining points that haven't been used up can then be used to move a marble belonging to the partner.

The player without marbles continues to be given cards, with the team playing together for victory. Thinking ahead by both partners is particularly important in the end phase.

In order to get the last marble of a game to the finish, not all cards have to be used up. The value of the card most recently used must be used up, however. That means that this marble may have to make several rounds until the number of points is used up.

Game versions

- The Canadian 'card 7' rule is an interesting version of the revaluation of the team game. With this rule, with all cards with the value of 7, you can also play using your partner's marbles throughout the game.
- Stop the eighth marble from getting to the finish with the JOKER. It gives the last team better chances of catching up.

Special rules for 2, 3 and 5 players

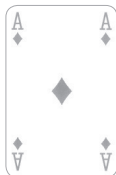
There are the following changes and additions to the usual rules:

- Each player plays with four marbles. Three marbles are placed in the home base and one marble is placed straight away at the start.
- Swapping cards: at the start of the round each player take a card of their choice from the person to their right.
- With a SEVEN all marbles on the board can be moved and captured. This can then cause a blockade at the start.
- With a TWO you can either make a normal move or take a card from your opponent. The TWO is then placed in the middle and the next person plays on.

Consequently, there are players with more moves and other players with fewer moves.

- The winner is the player who gets all four of their marbles to the finish first.

Card values



Ace
Start
1 space /
11 spaces



Queen
12 spaces
forwards



King
Start or
13 spaces
forwards



Card 4
4 spaces forwards
or backwards



Jack

A marble must be exchanged with a marble belonging to the opponent or partner.



Number cards

Go forwards the number of spaces indicated by the face value of the card



Joker

Use however you wish



Card 7

The 7 can be split across the individual marbles in any forwards moves (e.g. 5 + 2).

All 7 points have to be moved though. All marbles that are overtaken by the 7 have to go back to the kennel (exception: game versions, page 21).

Der Hersteller

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