

Here Comes The Dogs

イヌがきた
2nd EDITION

Dancing Villager

— Variant Rules —

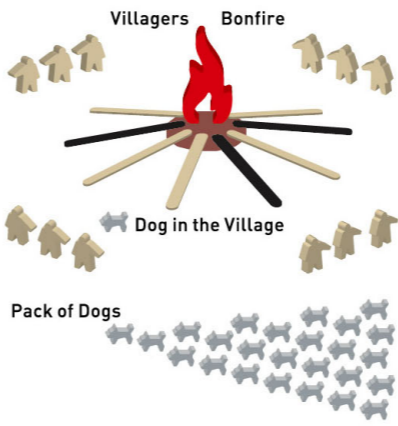
EN Variant Rules time 15min ~ age 8↑ players 2~4 2018.10

Order of Play and Objective

Dancing Villager is a variant action game of quick judgment and speed. You will roll the villagers as the dice and take the bonfire sticks depending on the roll. If the meat sticks run out first, take the dog, if the charcoal sticks run out first, take the bonfire quicker than anyone. Whoever tames 7 dogs first wins the game.

Preparation

- Mount the bonfire on the base and place the sticks surrounding it [3 charcoal / 5 meat]. This location is called "the bonfire" and the sticks "the bonfire sticks."
- Each player takes a set number of villagers.
 2 players = 6 villagers each
 3 players = 4 villagers each
 4 players = 3 villagers each
- Place 1 dog in the space between the bonfire and the player who has won rock-scissors-paper. The dog here is called "the dog in the village"
- Leave the remaining dogs aside as a stock. The stock here is called "the pack" of dogs.



① Players roll the villager dice at once in the following way

With a call, "Here Comes the Dog!" everybody rolls the villager dice at once. The dice roll of the villagers indicate either to remove the charcoal sticks or to take away the meat sticks from the bonfire.

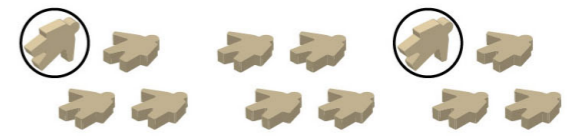


※Make sure to roll your villagers on your side to avoid mixing up with other players' pieces.

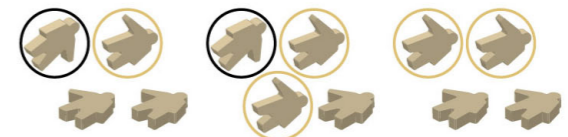
② Count the villager roll and take away the sticks on bonfire

Count everyone's villager dice rolls, and remove the bonfire sticks accordingly. However, if there are both "hands-up" and "hands-down" on the same dice roll, subtract the smaller sum from the higher to find the type and number of sticks to remove from the bonfire.

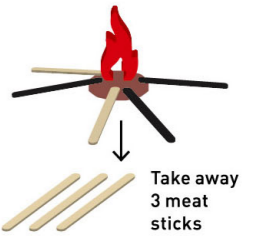
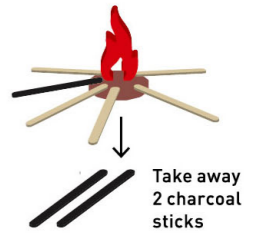
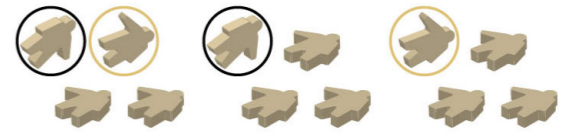
e.g.1) This is an example from a 3 players game. There are 2 hands down, and the rest are flat rolls, so take away 2 charcoal sticks from the bonfire.



e.g.2) There are 5 hands-up, 2 hands-down and the rest are flat rolls. $(\text{Hands-up } 5) - (\text{Hands-down } 2) = (\text{Hands-up } 3)$, so you will take away 3 meat sticks from the bonfire.



e.g.3) There are 2 hands-up, 2 hands-down and the rest are flat rolls. $(\text{Hands-up } 2) - (\text{Hands-down } 2) = [0]$, so no stick will be taken away on this turn.



Villager on top of another

If any villager meeple is found sitting on top of another piece, the overall sticks to be taken away will be double.

※Even if there are more than 2 pairs of villagers in this state, the number will not go beyond double.

If a villager meeple is found leaning on another piece, it will count as "0."

※Leaning is not considered as placed "on top of another."

Standing villager

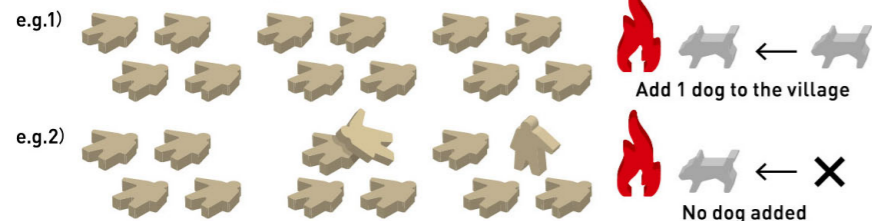
If any villager meeple is found standing, it will not be a part of any count, but the player who has rolled this villager gets to tame 1 dog immediately.

※When this occurs, no matter the situation (whether there are sticks to be taken away, or whether it's a round end or not), this player gets to tame 1 dog.

More dogs to the village

If all the villagers rolled were flat, add 1 more dog to the village. The dog added should be positioned behind the dog in the village.(e.g.1)

If the result of a subtraction between hands-up/down was 0, when there is a standing piece, or when there is a leaning piece, this rule will not apply.(e.g.2)



Double!



Count as 0



Standing!



Tame 1 dog from the pack

③ As soon as you judge either charcoal or meat sticks will run out from the bonfire, act as quickly as possible

Check and count the state of the villagers rolled. Once you have judged either the meat or charcoal sticks will run out from the bonfire, take the following action before you take away the bonfire sticks.

A | Meat runs out from the bonfire ▶ Chance to tame dogs!

▶ Take the dog(s) in the village quicker than anyone.

Whoever takes the dog quicker gets to tame the dog. If the number of dogs in the village has increased by then and multiple players took different numbers of dogs in a taming event, whichever dog the player has taken first will be their share. The dogs tamed should be kept to your side.

B | Charcoal runs out from the bonfire ▶ Danger of dog assault!

▶ Take the bonfire piece faster than anyone.

Whoever took the bonfire can defend themselves from dog assault. Those without defense will have 1 villager taken away from them. Whoever lost their villager will continue playing with 1 fewer villager meeples from then on.

Making a wrong move

If you mistakenly touch the dog(s) or the bonfire by miscounting the roll, you will lose 1 villager, just like in the case of dog assault.

Dog's escape

In case you lose all your villagers along the game, return all the dogs you have tamed so far to the pack and restore all your villagers to the number you have started the game with.

④ How the rounds proceed

Once either "Tame" or "Assault" occurs, it's the end of a round. Put all sticks back around the bonfire and start off a new round.

If no one took any dog in the previous round, keep the dog(s) there. If it was tamed, add 1 dog to the village from the pack. The location of the new dog should be on the opposite side of the bonfire seen from player who took the dog in the previous round.

⑤ How the game ends and conditions for winning

When anyone tames 7 dogs, the game is over. The number of dogs earned will determine the winning order. If any of the players have the same number of dogs, whoever has more villagers will be placed higher in the winning order.

Game Design : Naotaka Shimamoto
Art work : Yoshiaki Tomioka
Translation and Support : Nozomi Obinata
Game Tuning : itten

©2018 itten, LLC.

www.itten-games.com



itten

