

BONUS MODULES



Looking to add depth to your dogs? To add complexity to your canines? Use these modules to mix up your mutts.

Each module is a new way to play in the pub. Some add new animals and components. Others change the core vibe for certain player counts. Mix and match to find the best fit for your group.

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MODULE COMPONENT LIST



24 Puppy Pet Cards
(8 puppies)



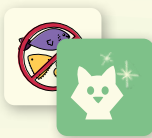
8 Puppy Pet Condition Tokens



6 Fetch Quest Cards
(2 each for Puppies, Cats, and Chameleons)



36 Cat Pet Cards
(6 cats)



16 Cat Pet Condition Tokens



2 Cat Toy Tokens



4 Cat Treat Tokens



8 Chameleon Pet Cards
(1 chameleon)



1 Chameleon Token



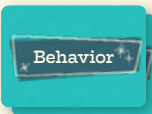
2 Camouflage Tokens



1 Chameleon Treat Token



22 Pub Patron Cards
Solo Module



14 Behavior Cards
Behavior Module



14 Table Number Tokens
Co-op Module



6 Module Reference Cards

*Puppies can be used as normal dogs in the base game.

PUPPIES!


Complexity rating: ★

Puppies aren't used to being pet by strangers in a pub. These tiny pups start with a special condition, but let you get the Pet Card of your choice.

SETUP CHANGES

Add all the additional components for puppies:



- * 8 Puppy Pet Conditions
- * 2 Fetch Quests
- * 7 Puppies (Pet cards with  in the top left corner)

Replace some dogs in the Doggie Guest List with puppies. We recommend 1 or 2, but we won't fault you if you can't resist the cuteness and add more.

PETTING PUPPIES

- * Place 1 Puppy Condition face-down on top of the puppy's Pet Cards when they enter the pub.
 - » This condition is the only condition required to pet the puppy.
 - » Take a Sip to look at the condition without petting. This does not end your turn.
 - » When you attempt to pet the puppy, check to make sure you've met the condition.
- * Successfully petting the puppy lets you choose any of its remaining Pet Cards.



Puppies only have one condition that stays with them at their Bar Tile.



CATS

Complexity rating: ★★

These social kitties have left their cardboard boxes and climbed into the pub. They want to be pet, but a bar full of strangers is an overstimulating environment. Be careful or the cats may ask you to stop... with their claws.

SETUP CHANGES

Add all the additional components for cats:



- * 2 Toys
- * 4 Treats
- * 16 Green “Gift” Conditions
- * 2 Fetch Quests
- * 42 Cat Pet Cards [6 cards per cat]



ADDING CATS

Each cat has 6 Pet Cards: the 3 usual pet types and 3 Scratches. This forms a single cat.

Select 1 or more cats instead of dogs during setup. Give the Doggie Guest List a more inclusive title.



Each cat has 6 cards. Keep them together until you start petting.

PETTING A CAT

- * Petting a cat **always** succeeds and gives you a random Pet Card (including a possible Scratch).
- * For each Pet Condition you meet, draw an extra Pet Card. Pick one of the cards to keep. Return the rest to the cat.
- * As usual, each Pet Card taken gets a Pet Condition. This includes Scratches.
 - » Cats can have multiple conditions of the same color.
 - » For cats, use the cat-specific green “Gift” conditions. The pink “Place” conditions apply to both dogs and cats.
 - » You can still pick green or pink Pet Conditions.
 - » Conditions may be mutually exclusive. Cats are finicky.
- * You can try to pet a cat again if you **only** have Scratches.
 - » Getting scratched from a Pet action still ends your turn.
- * Scratches are not worth points. They are more of a life lesson.
 - » Scratches do count as Pet Cards when breaking ties.
- * Cats leave the pub when they only have Scratches left.
- * Butt Scratches are good pets and not the other type of Scratch. Nice try bending the rules to your favor.



Blue meets one of Zuzu's conditions, so they get to pick up 2 Pet Cards, decide which one they want to keep, and place a new Pet Condition on it. The other Pet Card goes back onto Zuzu's Bar Tile.

BEHAVIOR

Complexity rating: ★★

Everyone is on their best behavior at the Hair of the Dog pub. At least until the fur starts flying with the first pet. After that, these animals have their own agenda.

BEHAVIOR MOVEMENT



A Behavior Card is added to a dog after the **first time** it is successfully pet. This card goes on the Pet Card you took.

On your turn, after moving the server, you must move all the dogs with Behavior Cards in front of you. You choose the order in which they go.



Place the Behavior Card under the first Pet Card.

BECKON BONUS

It's free to beckon an animal that wants to move that way. If the Behavior Card would move the animal the same direction as the beckon, the action doesn't cost a Sip.

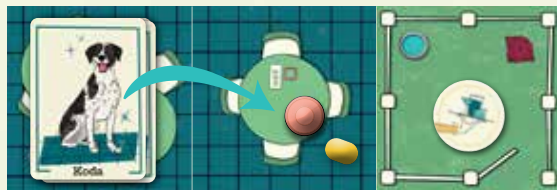
SPILLING DRINKS

When a dog moves into the same Bar Tile as a player because of its Movement Behavior (not a beckon), it recklessly bumps into that player. This causes the player's drink to spill. Place **1 Sip** on that tile.

If **any** player is in a tile with a spill when the server shows up, the player gets a Shame Token for the spill. They do not get moved to the bar. The spill is then solemnly cleaned up.



Since Thistle wants to meet players, Yellow can beckon him without taking a Sip.



While trying to go outside, Koda bumps into Pink, causing them to spill their drink. Sure hope Pink can run away before the server comes by!

CHAMELEON

Complexity rating: ★★

Initially cautious and camouflaged, chameleons eventually show their true colors and join the pub fun.

SETUP CHANGES

Add all the additional chameleon components:



- * 1 Chameleon Token
- * 2 Camouflage Tokens
- * 8 Chameleon Pet Cards
- * 1 Chameleon Treat
- * 2 Fetch Quests



PLACE THE CHAMELEON



The Chameleon Pet Cards are not added to the guest list. Instead, during setup and any time the chameleon is put down, shuffle the Chameleon and Camouflage Tokens and place each one **face-down** in a separate Bar Tile. Choose the tiles you think a chameleon would like to hide in.

PETTING THE CHAMELEON

Chameleons join anyone who feeds them crickets. You need the Cricket Treat to attempt a Pet action with a chameleon. As with other Treats, the Treat Stand is immediately restocked after the crickets are eaten.



WHILE HIDING



If the chameleon is camouflaged, players must check if conspicuous napkins are actually cool lizards in disguise. When you attempt to pet the chameleon, flip the token in your tile. If it's the chameleon, put it on your shoulder (your inventory space) and remove the Camouflage Tokens. If you flip a Camouflage Token, you're a little embarrassed and flip the token back over. At least you get to keep the crickets. Either way, your actions for the turn are over.

CHAMELEON

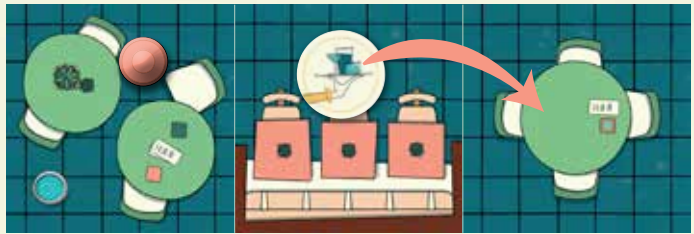
WHILE ON A SHOULDER

If you have crickets, use a Sip to bribe a chameleon to switch shoulders while in the same tile. The former holder receives a Chameleon Pet Card as a consolation prize. Chameleon Pet Cards are discarded when you get the real lizard again. Taking the chameleon ends your actions for the turn.

The chameleon can **not** be taken once the last round has been triggered.

HOLDING ON

In addition to points, a chameleon gives you an extra action option. They're trained to shoot their tongue out on command. Sip to scare an adjacent server, dog, cat, or player. Scaring moves the target 1 tile away from you.



Pink uses Yoshi to scare the server farther away from them.

Chameleons count as an item in your inventory. If you have one, you can't hold a Toy or Treat.

LETTING GO



If you decide to put your chameleon down, they'll hide again. Shuffle the Chameleon token with the Camouflage Tokens and scatter them around the pub again. Take a Chameleon Pet Card as a memory of your time together.

Setting a chameleon down takes a Sip.

SCORING

Having a chameleon at the end of the game earns you **4 points**. If you held one at some point, you'll have a Pet Card worth **1 point**. It can't be part of a pet set.

SMALL CHILD

2-3 Players | Complexity rating: ★

Someone's kid is running around the pub bothering all the dogs. The establishment is seriously regretting their "no leash" policy. Players must pet the dogs in a respectful manner before their new nemesis hounds the hounds.

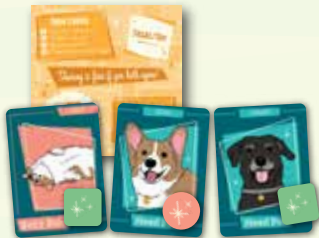
GAMEPLAY CHANGES

- * In 2-3 player games, every dog starts with all 3 of its Pet Cards.
- * Use the 2-player dog capacity rules: 4 dogs in the pub at a time and 9 dogs in the Doggie Guest List.

THE CHILD

Pick an unused Player Pawn and mat to represent the child. Place their pawn at the Bar Counter. Place their mat to the right of the starting player, signifying that the child goes after all the other players.

After every player has taken their turn (including moving the server and placing dogs), the child pets a dog:



The child (yellow) moves to pet the new dog, Bernie.

- * They move to the nearest dog that they haven't pet.
 - » If they have already pet every dog, the child moves to the nearest dog that they have pet the fewest number of times. They are allowed to pet the same dog more than once.
- * They pet that dog, ignoring the pup's Pet Conditions, and take the top Pet Card.
- * The child's Pet Card gets a Pet Condition, as per the normal rules.
 - » Players can only look at these conditions when they attempt to pet the matching dog.
- * If the last Pet Card of a dog is taken, the previous player places the incoming dog.

COOPERATIVE MODE

2 Players | Complexity rating: ★★★

Why must vying for doggie affection be so divisive? Work together to pet as many dogs as possible before that kid from the last module ruins things.

This module must be played with the “Small Child” module.

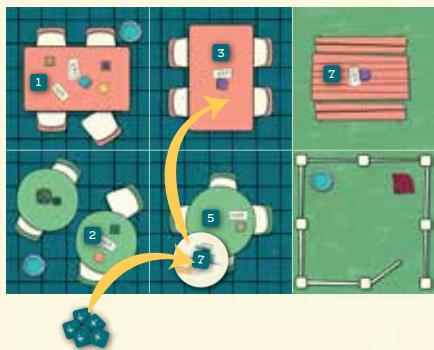
SETUP CHANGES

- * Don't use Fetch Quests.
- * Include a minimum of 5 tiles with a table, counter, or booth on them when you set up your pub.
- * Every dog starts with all 3 of its Pet Cards.
- * Use the 2-player dog capacity rules: 4 dogs in the pub at a time and 9 dogs in the Doggie Guest List.

SERVER CHANGES

The server is no longer controlled by the players. Instead, they move between tables in an orderly fashion.

- * Separate the two sets of Table Numbers.
 - » Add a random Table Number Token to each tile with seating (up to 7). These tokens never move.
 - » Place every matching Table Number Token face-down by the side of the pub.
- * Draw a random Table Number Token and place it on the server. The server moves 1 tile towards that table on their turn.

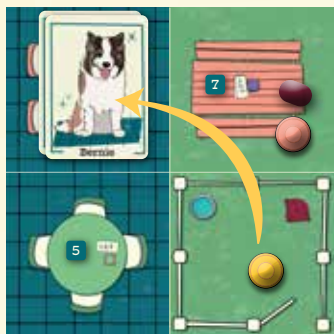


The 7 is drawn, so the server moves towards that table until they arrive.

- * When the server reaches the table, discard the table number on them and randomly draw a new one for their next destination.
- * After all tables have been visited, shuffled the used Table Number Tokens and return them face-down.
- * The server moves 1 space during the usual Staff Movement phase and an additional **2 spaces** after the small child's turn.

ADDITIONAL SMALL CHILD RULES

- * When the child moves, if your Player Token is in the same tile as the child, or in their path, they bump into you. This causes your drink to spill. Place **1 Sip** from your glass on your tile.



The child (yellow) moves to pet Bernie and bumps Pink, spilling their drink - rude!

- * The child tries to pet the nearest new dog every turn, as described in the **Small Child** section.
- * If the child bumps into the server, they are stopped and scolded for the round, interrupting potential pets. Spills happen before the server intervenes.
- * The server moves towards the closest spill instead of their current destination table. They clean it when they arrive. If **any** player is in that tile when the server shows up, they get a Shame Token for the spill. They do not get moved to the bar.

» This is in addition to any normal empty drink shaming.

OTHER RULE NOTES

- * Pet Conditions learned by either player are kept face-up (visible to everyone).
- * You can toast, though your partner may call you a mean name.
- * The child gets a turn as part of the final round.
- * Server and child movement follows the quickest path.
 - » If two paths are equal, choose the option that goes closer to a player.
 - » If it is still equal, move in a clockwise path.

SCORING

Each player totals their score independently. The child scores 2 points per card (no set bonuses). The players' combined totals are compared against the kid's score. You win if you do better than a small child who broke all the rules. You get a round on the house if you get double the kid's score.

SOLO MODE

1 Player | Complexity rating: ★★★

It's been a long day at work. All you want is a few refreshing beverages, some canine companionship, and not to engage in vapid conversation with randos. Can you succeed in petting all the dogs with a limited tab? Can you avoid other people while doing it? The fate of your evening rests on your ability to answer "yes".

SETUP CHANGES



- * Use a 20-tile pub setup.
- * The other 7 Player Pawns represent Pub Patrons who have brought their dogs.
 - » Place the pawns in the pub as if you were placing dogs during the usual setup.
 - » Place the 7 matching Player Mats in a line.
 - » Give each Player Mat a full drink (8 Sips).
 - » Place the First Player Token by the first Player Mat. This marks the next Pub Patron who will act.
- * Instead of the Doggie Guest List, select 7 dogs. For each dog:
 - » Place 1 Pet Card in the same tile as a Player Pawn. That is the dog's person.
 - » Place another Pet Card by the matching Player Mat.
 - » Place two Pet Conditions (one of each type) **face-down** on the Pet Card by the Player Mat.
 - » Return the remaining Pet Card to the box (the type of pet doesn't matter in solo mode).
- * Place a random Pub Patron Card face-up by each Player Mat.
 - » If a card says "minimum X", find and use enough matching cards to meet the minimum.
- * Do not take a Fetch Quest.
- * Place 4 Sips at the Bar Counter to represent your refills.



Example of a Solo Mode setup (you're the Red Player).

TURN CHANGES

- * The phase of a turn are:
 - » Sip for actions.
 - » Take actions for the server.
 - » The current Pub Patron takes actions.
 - » Move the First Player Token to the next Pub Patron.
- * You can skip your actions, but the server and current Pub Patron must act.

REFILL CHANGES

- * If you run out of Sips, you don't go to the bar at the beginning of your next turn. You must wait for the server to come to you and refill your drink.
- * You can opt to get a refill when at the Bar Counter.
 - » Refilling removes one of the Sips from the Bar Counter and gives you a full drink.
 - » Refilling does not cost a Sip.

SOLO MODE

PET AND PET CONDITION CHANGES

Each dog has two conditions that must be met before taking their Pet Card. One of a dog's Pet Conditions is revealed if:

- * The server asks about the dog.
- * You attempt to pet the dog.
 - » When petting, reveal one face-down Pet Condition. If that one is met, you may reveal the other.
 - » You succeed in petting the dog if both Pet Conditions are met, even if they were not previously known.

Petting a dog doesn't cause their person to leave. Bummer.

SERVER CHANGES

The server is now your friend. They'll be invaluable in uncovering dog secrets, fetching items, and refilling your beverage.

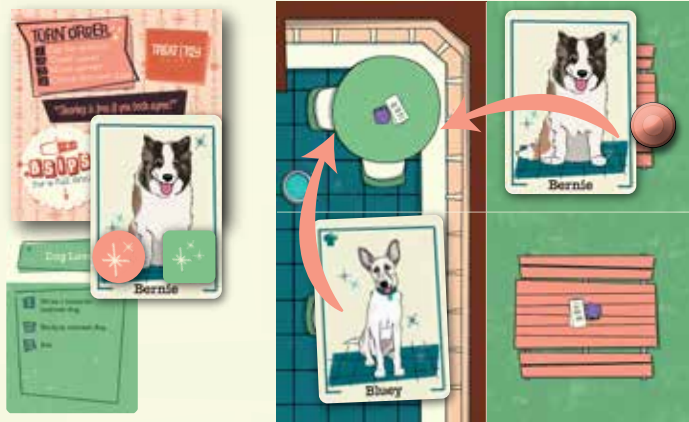


- * The server takes two actions per turn.
 - » These actions happen as part of the player's turn (after their own actions).
 - » The player chooses what the server does.
- * These actions can be:
 - » Move to an adjacent tile.
 - » Ask about a dog (when in the same tile as the Pub Patron). Flip the Pet Condition of your choice for the matching dog.
 - » Refill your drink (in the same tile). Remove one of the Sips from the Bar Counter.
 - » Pick up a Toy or Treat (at the respective tiles). The server has the same 1-item limit you do.
 - » Give a Toy or Treat to you (in the same tile).
 - » Swap a Toy or Treat with you (in the same tile).
 - » Delay a Pub Patron (in the same tile) with a Shame Token. That causes the Pub Patron to skip their next turn.

PUB PATRON TURNS

After you and the server take actions, the Pub Patron with the First Player Token goes. Their behavior is described by their Pub Patron Card. Their agenda is unrelenting. Be careful.

- * Pub Patrons try to do every action listed, in the order specified.
 - » Move actions describe how far the person moves and to where.
 - » Anything referring to “nearest” does not include whatever is in the Pub Patron’s current tile or their own dog.
 - » Pet actions only happen if the Pub Patron is in the same tile a dog. They do **not** take a Pet Card.
 - » Beckon actions work like the player’s beckon.
 - » Other actions have no real effect, as far as you’re concerned.



Pink, the Dog Lover, moves 1 tile towards Bluey, beckons Bluey, and then “pets” Bluey (but does not take the Pet Card).

- * Each numbered action costs them 1 Sip.
- * Shame Tokens cause the Pub Patron to skip their actions that turn. Remove the token instead of taking any actions.
- * If a Pub Patron is out of Sips, they stop taking actions that turn.

SOLO MODE

- * Pub Patrons with empty glasses at the beginning of their turn go to the Bar Counter and get a refill.
 - » They take actions on the same turn they refill.
- * After a Pub Patron takes all their actions or runs out of Sips, the First Player Token is passed to the next Pub Patron. This warns you who will go next.

ON MOVING

Unlike you, Pub Patrons walk across individual Bar Tiles while moving through the bar. They use the shortest path when going to their desired location. However, this is often ambiguous and the direction could make the difference between victory and tedious conversation about the weather. The Pub Patrons follow these movement rules, in order:

- * Always take the option that turns the path into a straight line sooner.
 - » If the destination is 2 tiles up and 1 tile to the right, go to the right first, then up.
- * Choose the path that is closer to the bar.
- * Choose the path that is closer to the player.

GAME END CONDITIONS

You win if you pet all the dogs. You lose if:

- * A Pub Patron enters your tile.
- * You go to a tile with a Pub Patron (you have no “path” when moving, so passing through doesn’t count).
- * You run out of Sips and have no refills (as indicated by Sips on the Bar Counter).

If you win and still have a refill left, you deserve a treat. If you win with two refills left, you are entitled to brag about it on Board Game Geek. If you win with three refills left, we’re extremely skeptical.