

Bulldog games rules

Master the game and conquer the risk with the bulldog

"Bulldog Game", a universal and intergenerational board game. Alternating between the roles of attacker and bulldog, with simple rules and a clever blend of strategy and luck. Each game is unique and addictive !



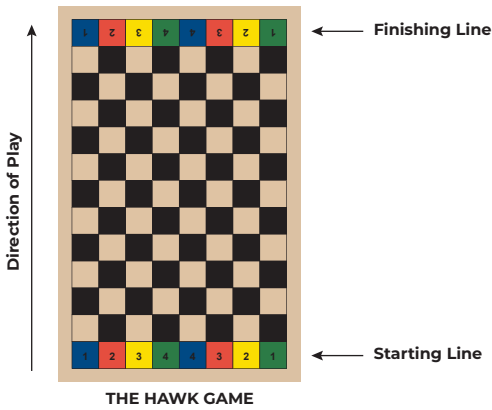
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1 - EQUIPMENT

• The Game Board :

1 board with 104 squares of two alternating colors

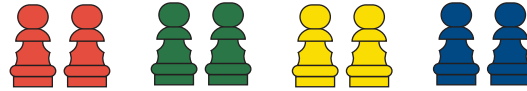


• The Tokens :

1 black bulldog



8 attackers



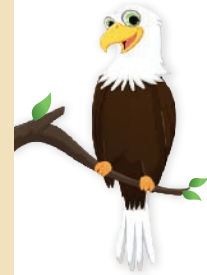
• The dice :

2 six-sided dice



2 - PLAYER ROLES

- Each player will play 2 roles during a game : attacker and bulldog.
- Players will alternate between these 2 roles throughout the game.



3 - OBJECTIVE OF THE GAME

- **Attackers** : Their objective is to cross the board and score maximum points by bringing their attackers to the finish line without being caught by the bulldog.
- **Bulldog** : The objective of the bulldog is to catch as many attackers as possible before they reach the finish line.

4 - WHO WINS ?

- **For 2 players** : The player with the highest score as an attacker after 2 games wins the title of best attacker.
- **For 3 or more players** : There is a dual challenge in the match: to be the best attacker and/or be the best bulldog (the player with the lowest score as a bulldog).

5 - NUMBER OF GAMES BASED ON NUMBER OF PLAYERS

10 - 15 ⌚ - 2 PLAYERS = 2 games played

Each player will be an attacker once with 8 attackers at the starting line and a bulldog once.

20 - 30 ⌚ - 3 PLAYERS = 3 games played

Each player will be an attacker twice with 4 attackers per player and a bulldog once.

30 - 40 ⌚ - 4 PLAYERS = 4 games played

Each player will be an attacker three times with 2 attackers per player and a bulldog once. In each game, the color not chosen will be set aside.

40 - 50 ⌚ - 5 PLAYERS = 5 games played

Each player will be an attacker four times with 2 attackers per player and a bulldog once.



6 - SCOREBOARD

- Players roll the two dice.
- The player with the lowest score is designated as player No. 1 on the scoreboard. The following players are then noted on the scoreboard, clockwise from player No. 1.

7 - GAME FLOW

- In the first game, player No. 1 becomes the bulldog. Players then take turns in the role of the bulldog, clockwise.
- In each new game, the bulldog chooses and positions themselves on a square on the finish line facing the attackers. Clockwise, the following players choose and place their attackers on their respective starting colors.

8 - START OF THE MATCH

- Once all players are positioned on the board, the player to the left of the bulldog starts the first game by rolling the two dice. Then, each player rolls the dice in clockwise order, always ending with the bulldog.
- After the first game, player No. 2 becomes the bulldog for the second game, and so on, for each new game for all players.

9 - AUTHORIZATIONS

- 1/ Move an attacker by adding the results of the two dice.
- 2/ Move two attackers: the first one moves the number of squares indicated by one die, while the second one moves the number of squares indicated by the other die.
- 3/ During each turn, players roll the two dice and must use both results to make their moves, respecting the numbers obtained.
- 4/ The first move is always made to the square in front of the attackers and the bulldog.
- 5/ The bulldog can capture one or more attackers using the result of the two dice and continue their movement without having to stop precisely on the squares of the captured attackers.
- 6/ Attackers must roll an exact number on the dice to reach a square on the finish line.
- 7/ Attackers and the bulldog can stay in place if either of the dice or the result of both dice is an even number.

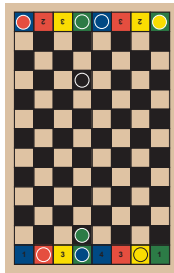
10 - PROHIBITIONS

- 1/ Players are not allowed to move diagonally.
- 2/ Attackers are not allowed to jump over a pawn, including the bulldog's pawn.
- 3/ Attackers and the bulldog cannot move on the starting and finishing lines.
- 4/ Once a player has left the starting line, they are not allowed to return to it.
- 5/ The bulldog cannot capture attackers on the starting and finishing lines.
- 6/ Attackers who have reached the finish line cannot move any further.
- 7/ Players are not allowed to occupy the same square, meaning a pawn cannot move to a square already occupied by another pawn, whether it's an attacker or the bulldog.

11 - STRATEGIC TACTICS

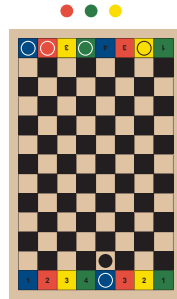
Block :

If an attacker blocks another attacker's exit, for games with 3, 4, and 5 players, the blocked attacker passes their turn. This strategy can be useful to hinder opponents and take the lead.



Blockout :

If the bulldog prevents the last attacker from exiting, then the game is over. The last token is captured and removed from the board. This strategy can be used to end the game.

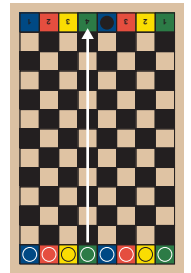


← Finishing Line

← Starting Line

Sprint :

A double 6 allows an attacker to directly access the finish line square of their column. This strategy allows for a considerable lead over opponents.



11 - END OF THE GAME

1/ BEST ATTACKER

At the end of each game, each player counts their points and records them on the scoreboard. At the end of all the games, the player with the highest score wins the title of best attacker. In case of a tie between the best attacking players, the winner is the one who achieved the lowest score as the bulldog.

2/ BEST BULLDOG (for 3 or more players)

At the end of each game, the player acting as the bulldog counts the points of the attackers and records them in their own scoreboard (bulldog total). At the end of all the games, the player with the lowest score as the bulldog wins the title of best bulldog. In case of a tie between the best bulldog players, the winner is the one who achieved the highest score as an attacker.

SCORE GRID

	N°1	N°2	N°3	N°4	N°5	BULLDOG TOTAL
PART 1	X					N°1
PART 2		X				N°2
PART 3			X			N°3
PART 4				X		N°4
PART 5					X	N°5
TOTAL RUNNERS						

Dive into an engaging game where strategy triumphs !

