

Sweet Dog Hotel

スイート ドッグ ホテル Rulebook

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*If you have any questions about rules or damaged or incomplete components , please contact the publisher.

This is a resort hotel where only dogs can stay.

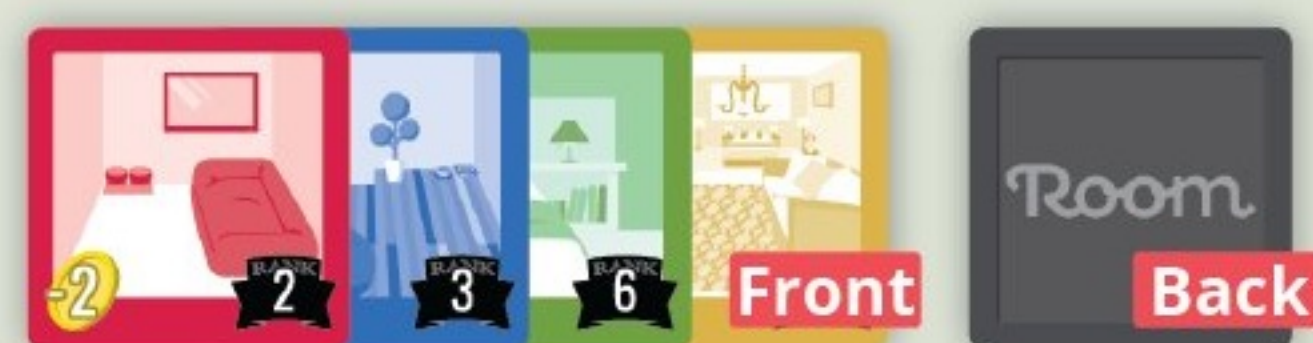
There are five elegant hotels on the premises, and there is an adjoining big dog park.
As co-owners of this resort hotel, you aim to create rooms in the hotel under construction and invite dogs.

However, in order to have many dogs stay at the hotel, it is necessary to win the competition among owners and create guest rooms that are highly satisfying.
Can you become a reputable hotel owner?

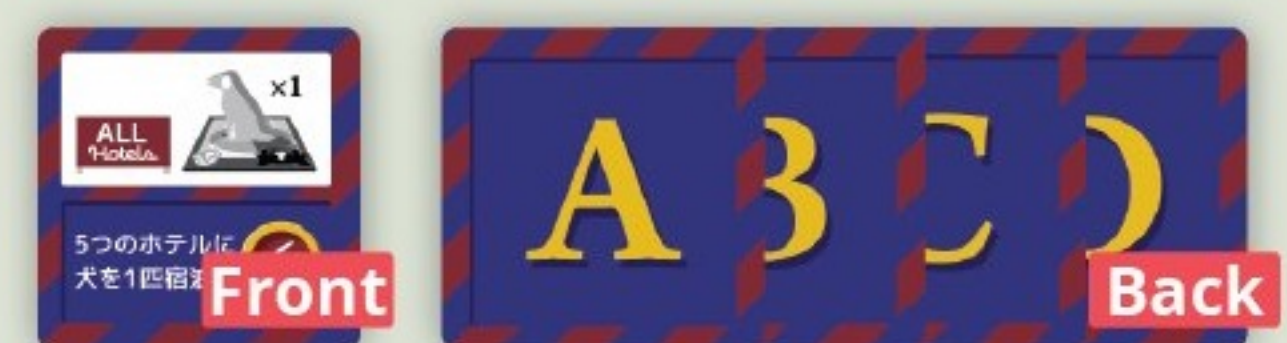
Components



Hotel Board x1



Room Tiles x27
(Red : 7, Blue : 8, Green : 6, Yellow : 6)



Milestone Tiles x7
(A, B, C : 2 each; D : 1)



Cafe Tiles x3



Victory Point (VP) Tiles x3



Funds Track Sheets x6



Dog Tokens x27
(Pink : 9, White : 9, Brown : 9)






Owner Tokens x3
(Pink : 1, White : 1, Brown : 1)



Cookie Tokens x10

Set Up

- ①Each player chooses their own color and receives the 9 **dog tokens** and the 1 **owner token** of that color.
- ②Place the **hotel board** within reach of all players.
- ③Place the 3 **cafe tiles** and the 3 **victory points tiles** face up near the hotel board.
- ④Place the **cookie token** in the space () with the bone icon () on the hotel board. Leave the extra cookie tokens near the hotel board.
- ⑤Shuffle all 27 **room tiles** and put them all face down into several piles. Return the following room tiles to the box without looking: 2 players: Return 5 room tiles, 3 players: Return 3 room tiles. For the pile of room tiles, reveal **4 tiles** as shown in the figure, and **4 more** on the upper row. This arrangement of room tiles is called a "**Display**".

- ⑥ Turn the **milestone tile** face down and choose one by one from each tile with the alphabet on it. Place these face-up near the hotel board. Return unchosen milestone tiles to the box.
 - ⑦ Each player places one dog token on the "S" () position on the outer track of the hotel board. This perimeter track is called a "**Dog park**".
 - ⑧ Each player receives 2 **funds track sheets**. Keep one face-up and the other face down on hand.
 - ⑨ **The player who owns the dog** is the fist player who takes a turn first. If no player owns a dog, decide in whatever way you see fit.
 - ⑩ Each player places 1 **owner token** in the following positions on the face-up fund track sheets they received. This face-up fund track sheet is called the "**Fund track**".
- First player : 5
 Player on the left : 6
 Player two seats away from first player : 7
- Please use this funds track sheet to keep track of funds received and paid.

That's it, you're ready to go!

Gameplay

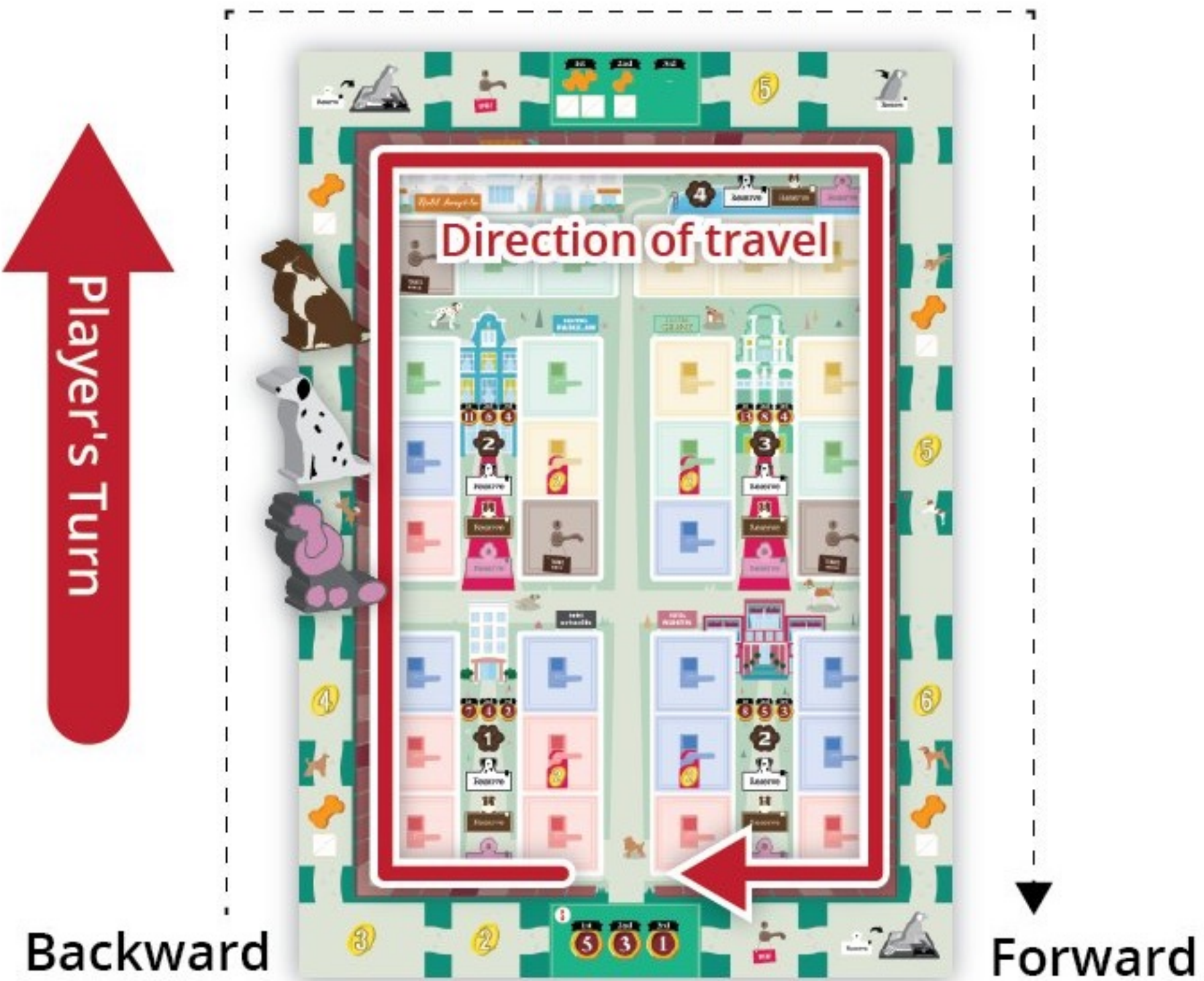
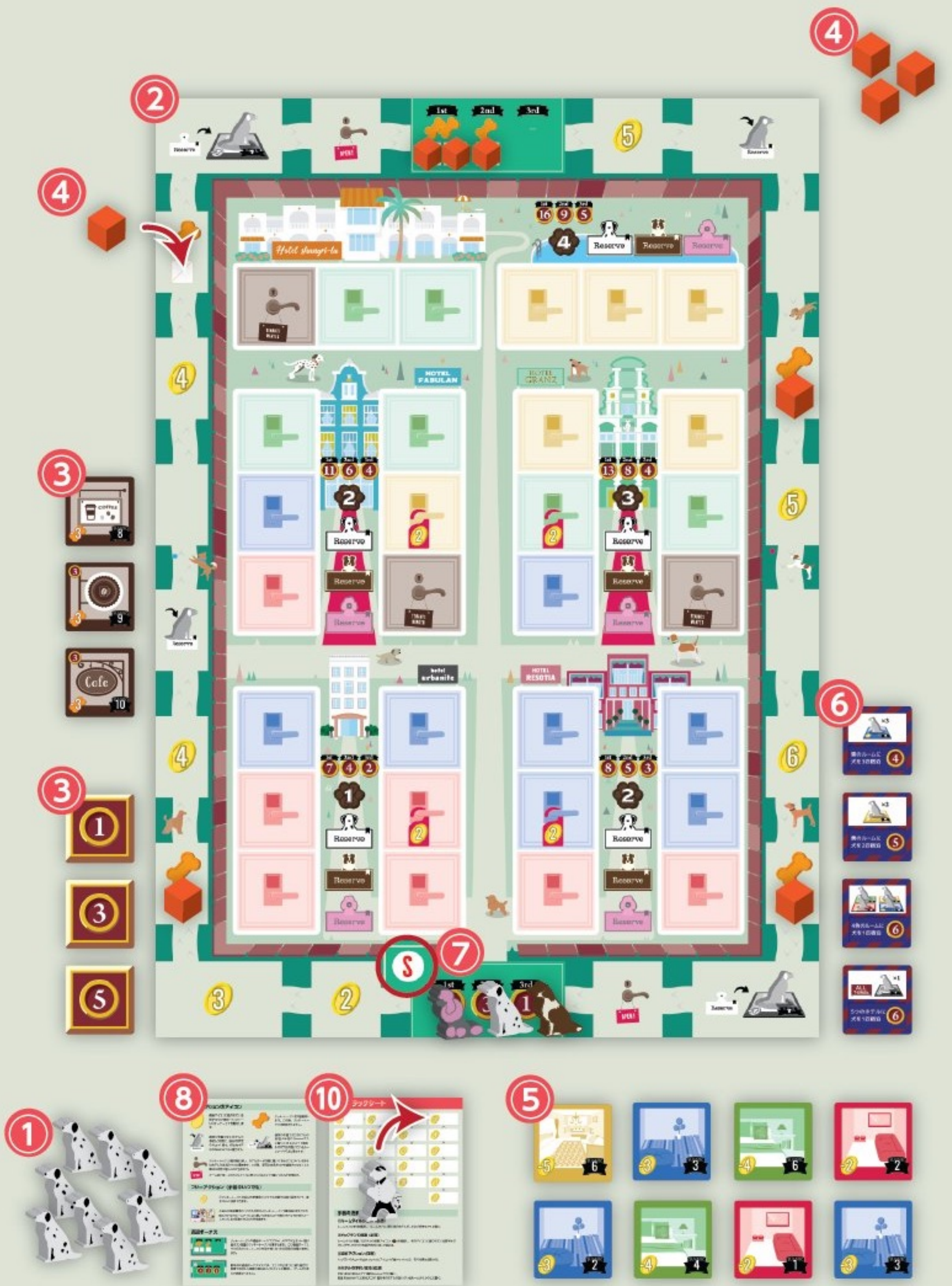
In this game, when it's your turn, you do **4 steps**. When you're done, move onto the next player's turn. this series of flows is repeated until the end condition of the game is met. The player with the most victory points (VP) wins the game.

On your turn, perform the following steps in order:




Important : Player's turn

In this game, player's turns are not necessarily clockwise. The player's turn is **the player whose dog token is furthest behind on the dog park**. In other words, if your dog token is still the furthest back on the dog park after your turn ends, that player will continue to take turns. However, **first of the game, take turns clockwise from the starting player**. After all players have taken their turn once, take turns according to the position of the dog token on the dog park. In addition, the dog token will not stop even if it makes one lap on the dog park, and will continue to lap until the end of the game.

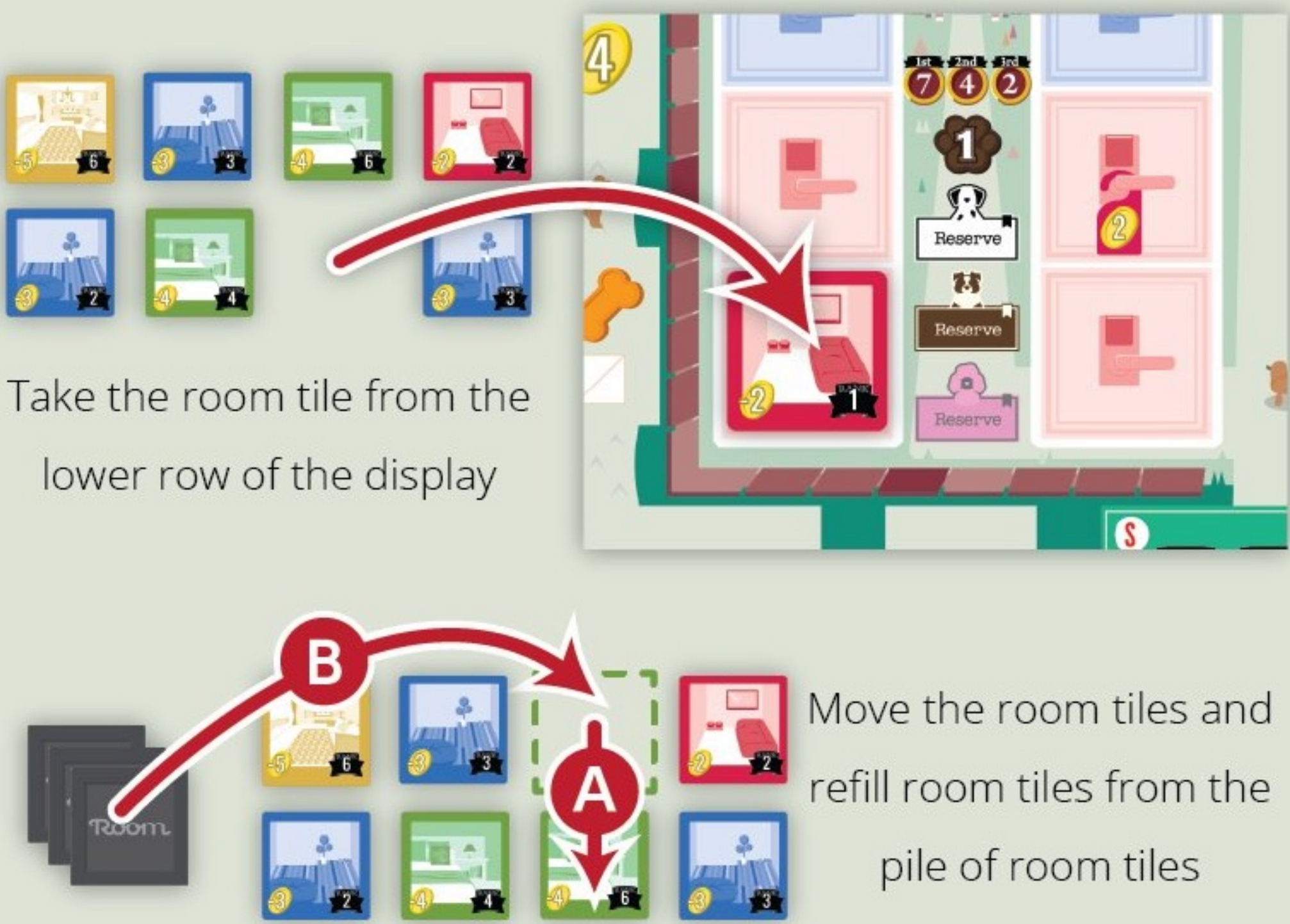


①Taking and placing room tiles(Required)


Take the **1 room tile from the lower row of the display**. And place the room tiles you have taken anywhere on **the hotel board of the same color as the tiles**. When placed, if there is a fund icon () there, you will immediately receive the amount of funds.

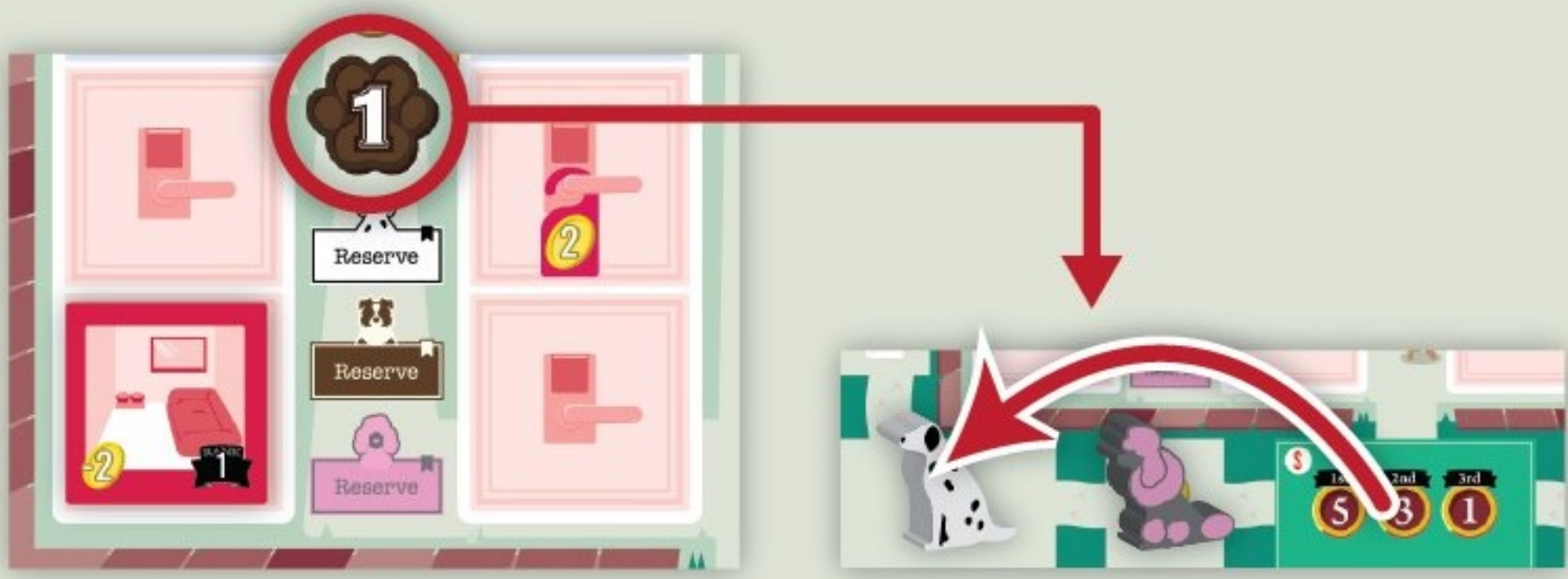
After placing the room tiles, move the room tiles in the upper row to the lower row of the display(A).

After that, refill room tiles from the pile of room tiles to empty places(B). In other words, the display should always have 8 face-up room tiles.



②Move dog park(Required)

Check the footprint icon () drawn on the hotel you placed in 【① Taking and placing room tiles】. Move the dog token of the dog park forward by the number drawn on the footprint icon. At this time, **you can't move to a space with another player's dog token and you will jump over it**. Also, **you can't move the dog token backward**.



③Additional action (optional)

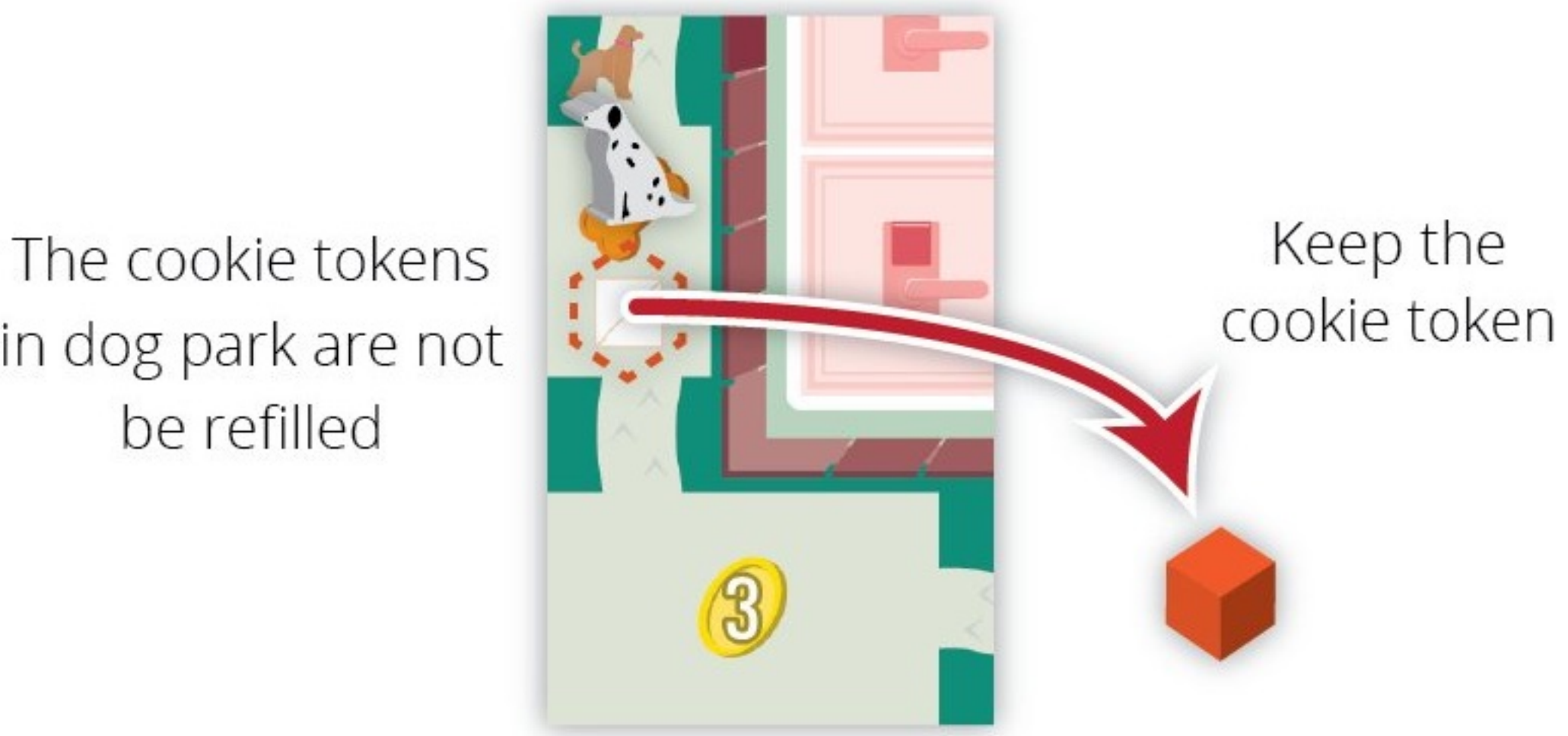
If an icon is drawn where the dog token is moved in 【②Move dog park】, the effect of that icon will be processed. This process is optional, so it's OK if you do it or not. Please check the back of Funds Track Sheets for the icon type.

About cookie tokens

If your dog token on a space with a cookie token, you will get it and keep it with you. At this time, the cookie tokens on the dog park space will not be refilled.

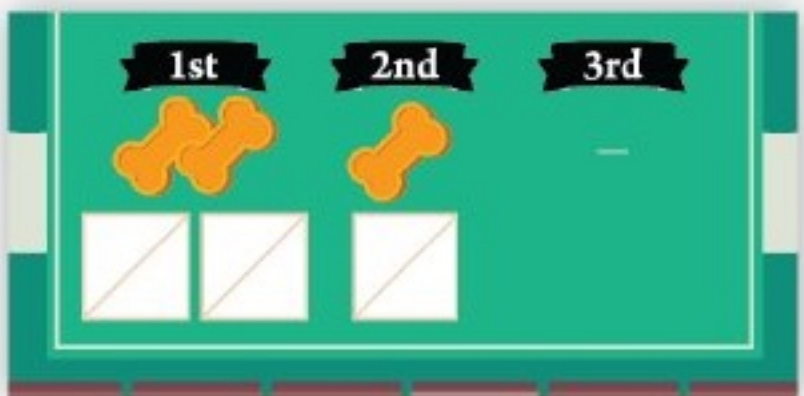
Also, by returning 1 cookie token to the box, you can do either at any time during your turn.

1: Change to 3 funds / 2: Moving rooms (Refer to 【④ Reservation/Accommodation】).



About passing bonus space

There are "passing bonus space" in two locations on the dog park on the hotel board.



In the cookie token passing bonus space, cookie tokens are acquired in the order in which the dog token stop (pass). Only this passing bonus space will be refilled at the square position when all the cookie tokens are gone.



In the victory point passing bonus space, you will earn the victory point (VP) tile of the corresponding denomination in the order in which the dog token stop (pass). Only processed once per game.

About cafe tile

When placing a cafe tile on the hotel board by **【③Additional action】**, you can place the cafe tile on the hotel board by returning **3 cookie tokens** to the box. This cafe tile is placed on **any of the hotel board's cafe space** (refer to the picture to the right). Also, when placing the cafe tile on the hotel board, place the dog token directly on the cafe tile.



④Reservation/Accommodation (optional)

Either book or stay at the hotel. When making a hotel reservation, **put 1 dog token in your hand on the "Reserve space" of the hotel you like** and the same color as your dog token. At this time, it does not have to be the hotel where the room tile was placed in **【① Taking and placing room tiles】**. Also, **you can only put up to 1 of your own dog token in the "Reserve space" of each hotel**. When staying at a hotel, put your own dog token any vacant room tile of the same hotel from "Reserve space". At this time, **you must pay the funds depicted on the bottom left of the room tile**.



Moving rooms : You can move only one time, a dog token already placed on a hotel room tile to another room tile in the same hotel **by returning 1 cookie token to the box** at any time during each of your turns.

End of the Game

When there are no more room tiles on the display, the game ends and the score is calculated. The following five listings are calculated, and the player with **the highest total wins**. If the scores are the same, the player with the most number of 1st place in **【①Hotel Majority】** will be the winner. If it is also the same, share the victory.

①Hotel Majority

Each player totals the numbers drawn on **the bottom right of the room tiles and cafe tiles where their dog tokens are placed for each hotel**. After that, the player's totaled numbers are compared for each hotel. Each player then gets VP for that hotel according to their total ranking. At this time, **you cannot get VP from the hotel where you do not have your dog token**. If there are two players with the same total, add the VP of that rank and the rank below and divide by 2 to get the VP (rounded down).

Exapmle



White player's number total: 8

→ 1st : Get 13 VP

Brown player's number total: 6

→ 2nd : Get 8 VP

Pink player's number total: 4

→ 3rd : Get 4 VP

②Milestone Tiles

Check if you have achieved the conditions for each objective tile. You get VP for each milestone tile that meets the conditions. **You can only get one VP from each milestone tile**.

③Cafe Tiles

Get **3 VP** for each dog token on the cafe tile.

④Victory Point (VP) Tiles

Get VP for the face value of the VP tile you are earning.

⑤Funds Track Sheet

Get **1 VP** for every 2 funds in the end.