



**DODGE  
FIGHT**

**FLIGHT  
MANUAL**







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## Manual

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# COMPANION APP

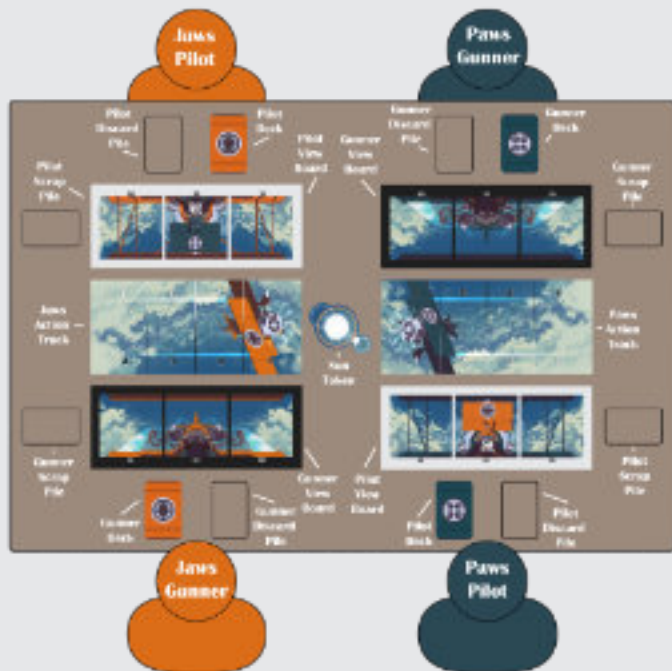
By searching for 'Dogfight Companion App' on your device's app store, you can find a free, **optional** companion app for Dogfight.

The companion app gives you a custom Ëmer that has the ability to play wind, gunfire and barking sounds during the AcËon Phase, increasing immersion and adding an extra layer of difficulty to communication.



## TABLE SET UP

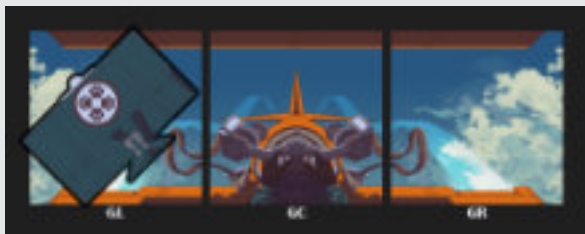
Choose two teams of two players each, the Paws (navy with a paw symbol) and the Jaws (orange with a jaw symbol). Each team designates one player to be their Pilot and one to be their Gunner, taking their respective decks of cards - Pilot cards have a white border and Gunner cards have a black border. Arrange the boards, cards, tokens and players as below. The AcEon Tracks must display the planes without smoke, and the Plane Tokens must be on the opposing Pilot's View Boards in the Pilot Center (PC) Zone.



# OVERVIEW

*In Dogfight, 2 to 4 players must coordinate the role of Pilot and Gunner to dodge, take aim and blast the enemy team out of the sky. In the first 20 second rounds both teams will bark orders at each other, attempting to formulate a quick strategy without showing each other their cards - but beware, the keen canine ears of the enemy team can hear everything you say...*

Depending on your role your View Board will be from the perspective of either the Pilot or the Gunner of a biplane that is engaged in a dogfight with an enemy biplane, represented by that team's Plane Token.



Your View Board is split into 3 Zones - LeG, Center and Right. For the Pilot these Zones are designated Pilot LeG (PL), Pilot Center (PC), and Pilot Right (PR). For the Gunner these Zones are designated Gunner LeG (GL), Gunner Center (GC), and Gunner Right (GR).

# OVERVIEW

In 20-second rounds, the two teams will simultaneously play cards face down to any of the numbered sections on their respective Action Tracks. Once the round is over, cards will be revealed in order from 1 to 4, resolving their effects at the same time as the enemy team.



In the above example the Jaws move their plane from in front of the Paws to behind them, then pause for a moment, then move the Paws plane to the left, then shoot the Paws plane in their new position.

# HOW TO WIN

If a player must draw a card from their deck to their hand, or discard a card from their deck to their scrap pile due to being damaged, and there is no card available to do so, their plane is shot down and their team loses.

The Pilot and the Gunner of a team have different Deck compositions. This enables the Pilot to have greater control over the movement of both their own plane and the enemy plane, while the Gunner has an enhanced ability to shoot the enemy plane and control the position of the Sun/Moon Token - a powerful tactical element of the game. Teams must coordinate their cards and make strategies on the fly in order to land shots on the enemy plane and secure victory.

# HOW TO PLAY

At the beginning of the game the player that has most recently pet a dog chooses the starting location of the Sun Token. If there is a tie - or you would prefer to be more fair - you may flip a coin to determine who chooses the starting location of the Sun Token. The winning team then places the Sun Token on any View Board Zone other than the enemy team's Pilot Center (PC) Zone. Each player then draws a starting hand of 4 cards from their Deck.

The remainder of the game is split into two phases - the Action Phase and Resolution Phase - which alternate until only one team is left flying. For the duration of the game no player may show another player the front side of any of their cards, except to reveal a card that has been played on the Action Track during a Resolution Phase. All forms of verbal and gestural communication are allowed, though players must remain in their starting positions at the table for the duration of the game.

## ACTION PHASE

Each Action Phase lasts 20 seconds.

During each Action Phase players from both teams play cards face down on to their Action Track. Each player may play as many or as few cards as they like, though there may only be a single card per team on each numbered section of the Action Track. A team may therefore play a maximum of 4 cards per round. Once the 20 second timer has expired, players are unable to move their cards and the actions for that round are locked in.

## DIFFICULTY

Depending on your overall experience and confidence, your group of players may not find 20 second rounds to be the ideal learning environment for your first few games - there is certainly no shame in increasing the duration of the timer or foregoing it altogether, even once you have finished learning how to play. Similarly, those players that live to feel the full force of the wind against their proud wet noses may find the rush that they are looking for with a 10 second timer. Adjust the timer to the best experience for your group.



# RESOLUTION PHASE

If a team has played more than one card on a secBon of their AcBon Track, those cards are discarded and not resolved. The following events then occur in order.

## **1. Discard**

Players may first discard as many cards as they like from their hand to their Discard Pile. A player may look at the cards in their Discard Pile at any Bme.

## **2. Repairing**

Any players that have not played any cards this round are Repairing. All Repairing players shuffle their discard pile into their Deck. If smoke is showing on a Repairing player's AcBon Track due to their team having Repaired during a previous round, the other teammate takes 3 Damage.

## **3. Draw**

All players draw cards from their Deck unBl their hand has 4 cards in it.

## **4. Resolve Cards**

Flip over both teams cards in AcBon Track secBon 1 and resolve them. If a team has not played a card in this secBon then no acBon is performed by that team. Cards are resolved in the following order -

- 1 - Sun Move cards played by the team that has the Sun Token on their board.
- 2 - Sun Move cards played by the team that does not have the Sun Token on their board.
- 3 - Plane Move cards that target your team's Plane Token.
- 4 - Plane Move cards that target the enemy team's Plane Token.
- 5 - Shoot cards.

Then do the same for AcBon Track secBons 2, then 3, then 4.

## **5. Cleanup**

Once all cards on both AcBon Tracks have been resolved discard those cards to their respecBve Discard Piles.

If a team Repaired for the first Bme this game during this round they flip their AcBon Track to the side that shows a plane with smoke.

# MOVE PLANE CARDS

When Move Plane cards are played, only the top half of the card (from the seated perspective of the player that played it) is resolved. Move Plane cards can therefore be played in either of two ways on an Action Track section, one of which will effect your own Plane Token and one of which will effect the enemy Plane Token.



## Move Plane Left

The target Plane Token moves one Zone left on the View Board (relative to the player that played the card). If the target Plane Token is unable to move further left, it does not move.



## Move Plane Right

The target Plane Token moves one Zone right on the View Board (relative to the player that played the card). If the target Plane Token is unable to move further right, it does not move.

# MOVE PLANE CARDS

## Move Plane Corner

If the target Plane Token is currently in an \*L or \*R View Board zone it moves to the opposite corner of that same View Board. If the target Plane Token is in a \*C View Board zone it does not move.



## Move Plane View

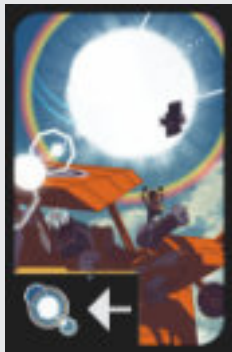
The target Plane Token moves from its current position on the View Board to the physical mirror position on the other View Board.

*Example: If the target Plane Token is on a \*C View Board Zone it moves to the opposite \*C View Board Zone, and if it is on a \*L View Board Zone it moves to the opposite \*R View Board Zone or vice versa.*



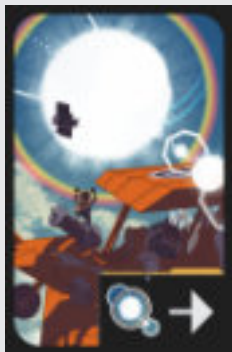
# MOVE SUN CARDS

Move Sun cards behave similarly to Move Plane cards but can target the Sun Token regardless of which team's View Board it is on. The Sun Token can also be moved between either team's sets of View Boards. When playing in any alternate Game Mode - where the Sun Token is replaced by a different Token - Move Sun cards move the replacement Token instead.



## Move Sun Left

The Sun Token moves one Zone left on the View Board (relative to the player that played the card). If the Sun Token is unable to move further left, it does not move.



## Move Sun Right

The Sun Token moves one Zone right on the View Board (relative to the player that played the card). If the Sun Token is unable to move further right, it does not move.

# MOVE SUN CARDS

## Move Sun View

The Sun Token moves from it's current position on the View Board to the physical mirror position on the other View Board of the same team.

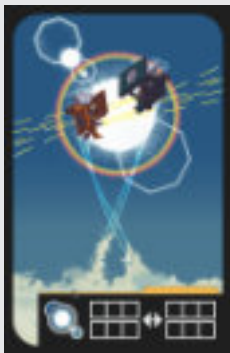
*Example: If the Sun Token is on a \*C View Board Zone it moves to the opposite \*C View Board Zone, and if it is on a \*L View Board Zone it moves to the opposite \*R View Board Zone or vice versa.*



## Move Sun Team

The Sun Token moves from it's current Zone to the same Zone on the View Board of the player on the opposite team that is sitting next to you.

*Example: If the Sun Token is on GC of the Paws Gunner View Board, it moves to PC of the Jaws Pilot View Board, as the Paws Gunner and Jaws Pilot sit next to each other.*



# SHOOT CARDS

Shoot cards target a single View Board Zone on that player's team's set of View Boards. If a Plane Token is on that View Board Zone when the Shoot card resolves, that team is dealt Damage.

If a team is dealt Damage they must first determine which part of the plane, and therefore which player, was hit. The player with the enemy Plane Token on their View Board when the team takes Damage is the one that receives the Damage. However, if a player on that team is Repairing this round, that player receives the Damage instead. If both players are Repairing, both players receive the Damage.

To resolve Damage the player that was Damaged takes a number of cards equal to the Damage that was dealt (usually 6) from the top of their Deck and places those cards in the Scrap Pile. Cards in Scrap Piles are not accessible to players by any means for the remaining duraGon of the game. A player may look at the cards in their own Scrap Pile at any Gme.



# SUN TOKEN

The Sun Token is the default mode of Dogfight. If your team's Plane Token is on the same View Board Zone as the Sun Token when the enemy team resolves a Shoot card that causes your team to take Damage, your team takes half Damage. If your team's Plane Token is on the same View Board Zone as the Sun Token when you resolve a Shoot card, you ignore the second letter of that Shoot card (-L, -C or -R) and instead resolve the Shoot card on all three Zones of the View Board that you have targeted.



# MOON TOKEN

Flip the View Boards to the night side and replace the Sun Token with the Moon Token. Any card that would move the Sun Token moves the Moon Token instead.

If the Moon Token is on the enemy team's set of View Boards, and your team's Plane Token is on the opposite View Board of the Moon Token when you reach the Discard and Draw step in the Resolution Phase, both players of your team may choose to draw an additional card during Discard and Draw. If your Plane Token is directly opposite the Moon Token, both players may choose to draw up to two additional cards during Discard and Draw.

If your Plane Token is on the same View Board as the Moon Token when the enemy team resolves a Shoot card that causes you to take Damage, the player that played the Shoot card may look at the top 6 cards of your Deck and then put them in your Scrap Pile, allowing them to see what options you have lost. If your Plane Token is on the same square as the Moon Token, the player that played the Shoot card may look at the top 9 cards of your deck and choose 6 of those cards to place in your Scrap Pile. The remaining 3 cards are shuffled into your deck.



# ANTI-AIR FIRE TOKEN

Replace the Sun Token with the Large AnČ-Air Fire Token. Any card that would move the Sun Token moves the Large AnČ-Air Fire Token instead.

When a card is played that moves the Large AnČ-Air Fire Token, the Medium AnČ-Air Fire Token is placed on the View Board Zone that the Large token moved from. If the Medium AnČ-Air Fire Token was already on a View Board when it was placed, the Small AnČ-Air Fire Token is placed on the View Board Zone that the Medium token moved from. The Medium and Small AnČ-Air Fire Tokens follow the Large AnČ-Air Fire Token around in this way any Čme that the Large AnČ-Air Fire Token is moved. At the end of the ResoluČon Phase, if no Sun Move cards were played by either team, remove the Small AnČ-Air Fire Token from the View Board. If the Small Token is not on the View Board, remove the Medium AnČ-Air Fire Token from the View Board.

If a Plane Token moves into a View Board Zone that is occupied by an AnČ-Air Fire Token, or an AnČ-Air Fire Token is moved into a View Board Zone that is occupied by a Plane Token, that team takes damage according to the size of the AnČ-Air Fire Token. The Large AnČ-Air Fire Token deals 4 Damage, the Medium AnČ-Air Fire Token deals 2 Damage, and the Small AnČ-Air Fire Token deals 1 Damage. The Pilot receives the Damage if the enemy Plane Token is on their View Board when Damage is resolved, and the Gunner receives the Damage if the enemy Plane Token is on their View Board when Damage is resolved.

# CLAWS PLANE TOKEN

Replace the Sun Token with the Claws Plane Token. Any card that would move the Sun Token moves the Claws Plane Token instead. If a player plays a Shoot card that targets the same View Board Zone as the Claws Plane Token, that player immediately takes 3 damage.





# 2 OR 3 PLAYERS

## 2 Player Game

In 2 player games both players sit across the table from one another, arranging the boards, cards and tokens as below for each individual player.



The rules of the game are the same for 4 player, with the following exceptions. Starting hand size is 6, with 3 cards drawn from the Pilot Deck and 3 cards drawn from the Gunner Deck. In the Discard and Draw step of the Resolution Phase you treat your hand of 6 cards as two separate hands of 3 cards, drawing up to a total of 3 cards for the Pilot and 3 cards for the Gunner. Additionally, as there is no observable verbal or gestural communication between team members in 2 player, there is no need for a Émer in the Action Phase.

## 3 Player Game

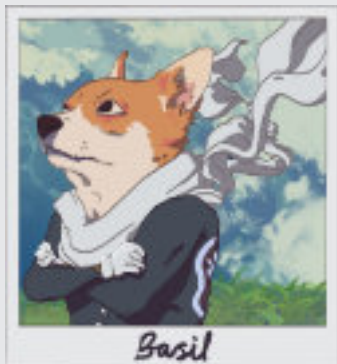
In 3 player games set up as a 4 player game for one team of 2 players, and set up as a 2 player game for the solo player. The team of 2 players play with the normal rules. The solo player plays with the 2 player rules.

In addition, the solo player must always play one card per round on the first or second slot of their Action Track face-up. Finally, the Émer does not start until the solo player has played their face-up card.

# HALL OF HEROES

Throughout many years of struggle and conflict there are certain figures whose **great contribution** to canine aeronautics can not be denied.

In the Hall of Heroes we honour those brave pilots and gunners that have come before us - those ruthless ruffians who took to the sky with bared fangs, ensuring that the enemy plane never made it back to the runway, and securing their own teammates safe return home.



# HALL OF HEROES



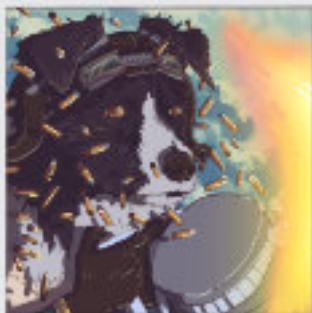
Chaos



Charles



Cody



Echo

# HALL OF HEROES



Ghost



Hades



Hazel & Ginger

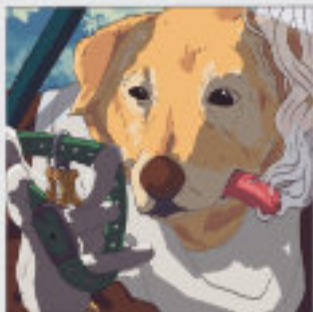


Lilo

# HALL OF HEROES



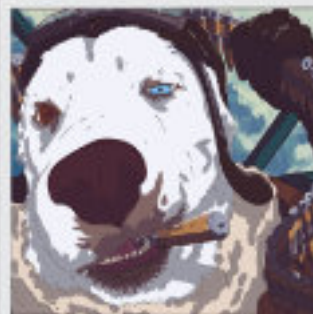
Luna



Peppa



Pumpkin



Sambo

# HALL OF HEROES



Samwise & Frodo



Scraps



Toby

# HALL OF HEROES

Baroness Mango Lorenz

Biggs

Dashy Strange

Diva

Gaius Baltar

Indiana

King & London

Kiwi

Leila

Molly

Otto "Black Barker" Smith

Pepper Windolf

Ruby

Skylar

Soda



VIEW BOARDS  
MOVE



DEAL  
DAMAGE



CORNERS  
MOVE



MOVE  
RIGHT



TEAMS  
MOVE



MOVE  
LEFT

# RESOLUTION PHASE

## 1 - Discard any number of cards.

## 2 - Any players that have not played cards Repair.

Repair - Shuffle your Discard Pile in to your Deck. If your team has already Repaired at least once this game, deal 3 Damage to your teammate.

## 3 - Draw cards up to a hand size of 4.

If you are a solo player, draw up to a hand size of 3 from each deck, for a total of 6 cards.

## 4 - Resolve Cards.

- 1 - Sun Move cards played by the team that has the Sun Token on their board.
- 2 - Sun Move cards played by the team that does not have the Sun Token on their board.
- 3 - Plane Move cards that target your team's Plane Token.
- 4 - Plane Move cards that target the enemy team's Plane Token.
- 5 - Shoot cards.

## 5 - Cleanup.

MOVE  
LEFT



MOVE  
TEAMS



MOVE  
RIGHT



MOVE  
CORNERS



DEAL  
DAMAGE



MOVE  
VIEW BOARDS

