

# Hundsgemein

Last Place goes to the Dogs!



A devious tile-laying game for 2 – 4 players 8 and up  
By: *Dario Zaccariotto / Piatnik Game No. 636349*

*Rules translated by: Patrick Korner / Terminal City Gamers*  
Visit [www.terminalcitygamers.com](http://www.terminalcitygamers.com) for more Rules and Articles

© 2003 Piatnik, Austria

The day of the test of courage has arrived. Four canine companions – Zorro, the feisty Bulldog, Daisy, the elegant Poodle, Fifi, the crafty Terrier and Rex, the experienced Bloodhound dare to enter the run-down neighbourhood on the wrong side of the tracks. Normally, no self-respecting dog would ever venture there, as it is the territory of a group of mean-spirited Flea gangs which teach interlopers the true meaning of fear. Will the dogs be successful in their attempts to travel through the area unscathed, or will the fearful fleas force them to flee?

## Object of the Game

Each player attempts, with the help of their gang of fleas, to chase away the dogs. The player who best places their fleas and forces the dogs to return home is the winner.

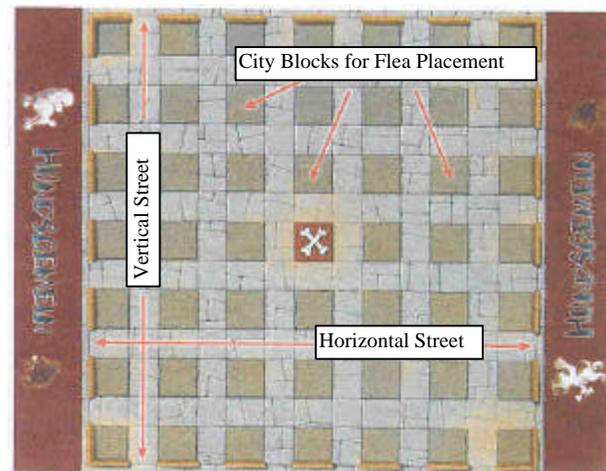
## Contents

- 96 Flea Tiles
- 12 Dog Tiles
- 1 Game Board
- 1 Rules Booklet

## Game Materials

### The Gameboard:

The Board shows a series of six horizontal and six vertical streets, forming 48 City Block spaces onto which fleas will be placed over the course of the game.

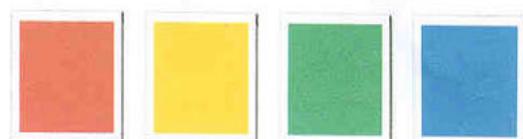


### The Flea Tiles:

The fronts of the Flea Tiles show one of the four different types of fleas (distinguishable by colour as well), while their backs show one of the four different player colours.



Front Side: 4 different Flea types



Back Side: 4 different player colours

## The Dog Tiles:

There are three tiles for each of the four types of dogs. Each dog type has a different value, varying from 2 to 5.



Zorro: Value 2



Daisy: Value 3



Fifi: Value 4



Rex: Value 5

## Game Preparation

Each player chooses a colour and takes the following number of Flea Tiles of the appropriate colour:

- **2 Players:** All 24 Flea Tiles
- **3 Players:** 16 Flea Tiles (4 of each Flea type)
- **4 Players:** 12 Flea Tiles (3 of each Flea type)

Any unused Flea Tiles are put back into the game box.

Each player randomly mixes, face down, their Flea Tiles, and then turns two Tiles face-up.

The 12 Dog Tiles are placed onto the Game Board, such that there is one Dog Tile present on each of the 12 streets. The Tiles' exact locations are irrelevant, as is which type of dog ends up where.

A starting player is chosen.



## Game Play

When it is a player's turn, he/she chooses one of their two face-up Flea Tiles and places it onto a free City Block space of their choice on the Game Board.

**Placement must adhere to the following rules:**

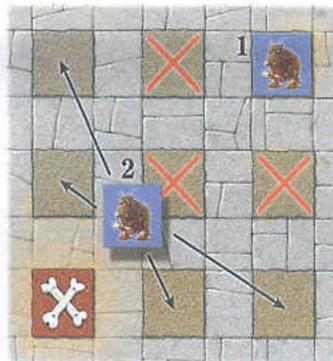
- No Flea Tiles may be placed onto the space marked with the crossed bones in the centre of the Game Board
- A Flea Tile may not be placed adjacent to (including diagonally) another Flea Tile of the same type.

Should a player place a Flea Tile in contravention to one of these rules, it may be removed by another player as long as the player whose turn it is next has not yet placed a Flea Tile of their own. A player whose illegally-placed Flea Tile was removed may not place another Flea Tile instead.

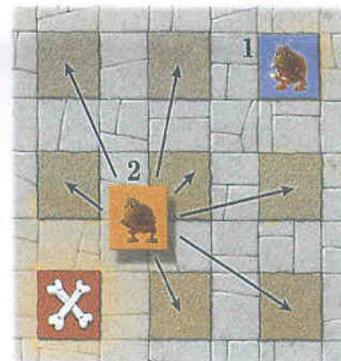
**Note:** Should no other player notice that a Flea Tile has been placed incorrectly, then that tile remains until the end of the game and is included in the final scoring.



**Example:** No Flea Tile may be placed onto the space with the crossed bones in the centre of the Game Board.



**Example for placing a flea of the same type:** Flea 2 may not be placed in the immediate vicinity of Flea 1. Arrows indicate acceptable Placement locations.



**Example for placing a flea of a different type:** Flea 2 may be placed onto any space including those in the immediate vicinity of Flea 1.

At the end of a player's turn, he/she turns over a new Flea Tile from their supply. The turn then passes to the next player on the left.

Should a player be either unable or unwilling to place one of their two face-up Flea Tiles, he/she may discard one or both of those Tiles and replace them with one or two new Tiles from their supply. Should a player choose to do this, then their turn is over and the turn passes to the next player on the left. Note that a player may never have more than two Flea Tiles face-up at any time.

## Game End

When no further Flea Tiles may be legally placed onto the Game Board, the game is over. All Flea Tiles on the Board are now turned over, revealing the player colours on their backs.

### Scoring:

Each of the 12 streets are scored separately, and the 12 Dog Tiles distributed to the players. The horizontal streets are scored first, followed by the vertical ones. Each player counts how many Tiles of their colour lie adjacent to the street (on either side). Whoever has the highest number of Tiles on that street claims the Dog Tile for that street; in the case of a tie, the Dog Tile goes unclaimed.

**Examples:**

Horizontal, Row 1:

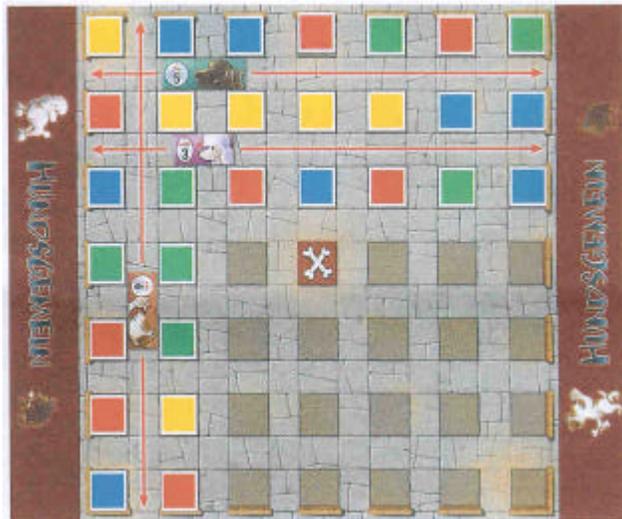
Yellow claims the 5-point Rex Tile (Yellow has 5 Flea Tiles along the street vs. 4 for Blue, 3 for Red and 2 for Green).

Horizontal, Row 2:

Blue claims the 3-point Daisy Tile (Blue has 5 Flea Tiles along the street vs. 4 for Yellow, 3 for Red and 2 for Green).

Vertical Row:

Red and Green are tied with 4 Flea Tiles each. The 4-point Fifi Tile is unclaimed.



**Variant for Advanced Play:**

Each player determines what the longest **uninterrupted** stretches of Flea Tiles they have on either side of the street are and adds the two together. The player with the highest sum claims the Dog Tile. In the case of a tie, the player with the highest total number of Flea Tiles along the street claims the Dog Tile. Should there still be a tie, then the Dog Tile goes unclaimed.

**Examples for the Variant:**

Horizontal, Row 1:

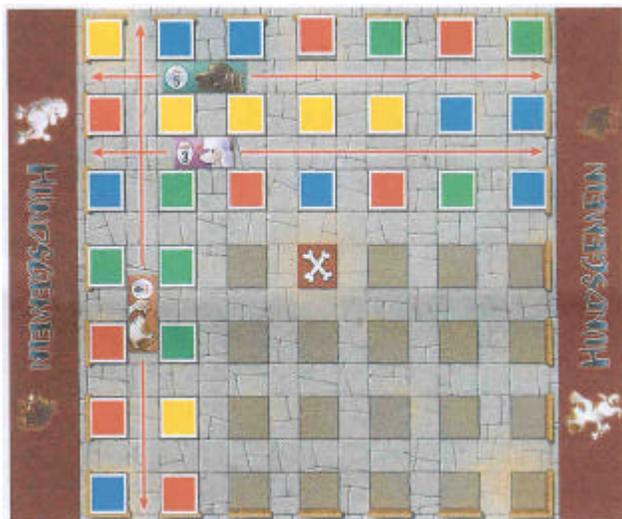
Yellow claims the 5-point Rex Tile (Yellow has 4 Flea Tiles in a row on one side of the street and 1 on the other:  $4+1 = 5$  vs.  $2+2=4$  for Blue,  $1+1=2$  for Red and  $1+0=1$  for Green).

Horizontal, Row 2:

Yellow claims the 3-Point Daisy Tile (Yellow has 4 Flea Tiles in a row on one side of the street and 0 on the other:  $4+0=4$  vs.  $2+1=3$  for Blue,  $1+1=2$  for Red and  $1+0=1$  for Green).

Vertical Row:

Green claims the 4-Point Fifi Tile (Green has 3 Flea Tiles in a row on one side of the street and 1 on the other:  $3+1=4$  vs.  $2+1=3$  for Red,  $1+1=2$  for Blue and  $1+1=2$  for Yellow).



**Winner:**

Each player adds up the total value of all of the Dog Tiles they collected. The player with the highest total is the winner. In the event of a tie, the player who collected a higher number of Dog Tiles is the winner.