

FETCH™



This ain't no walk in the park!

Ages 12+
2 to 4 Players
20 - 30 minutes

Contents:

- 16 Park Tiles
- 4 Home Tiles
- 4 Animal Standees
- 12 Treat Markers
- 1 Die



Summary:

The dog wants the bone, the cat wants the yarn, the mouse wants the cheese and the squirrel wants the acorn. Sounds like this game of fetch should be a walk in the park, right? In any other park, yes, but not here. Shift, rotate and rearrange the Park Tiles to help your animal friend retrieve their Treats the fastest and slow down your foes.

Setup

- Shuffle the Park Tiles together and place all 16 Tiles face up randomly in the middle of the play area in a 4 x 4 grid.
- Place one Home Tile on each side of the grid adjacent to any Park location with the arrow pointing towards the grid.
 - If playing with less than 4 players, you still place all 4 Home tiles.

- Each player places their Animal Token on their starting Home Tile and then 1 of their Treat Tokens in each other Home.
 - If playing with less than 4 players, only place Animal Tokens and Treat Tokens for the current number of players.
- The player who most recently saw a real dog, cat, mouse or squirrel is the starting player.
 - If there is a dispute, determine by rolling the die and the roller of the highest number goes first.
 - If you're playing multiple games, rotate the starting player one seat clockwise each game.



Sequence of play

Beginning with the starting player, each player performs the following Actions in order.

1. Roll

- Roll the die and then **choose to either Shift or Rotate** the associated row or column on the Park grid, shown below, that matches the number rolled.

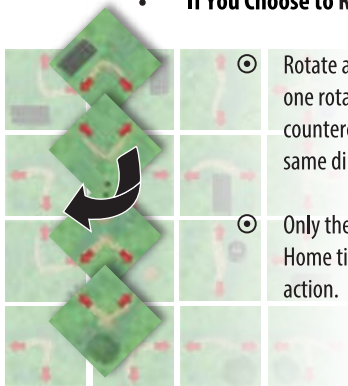
	1, 5	2, 6	3, 7	4, 8
1, 5				
2, 6				
3, 7				
4, 8				



If you Choose to Shift

- ⊙ Move all Tiles in the chosen row or column over 1 position to the right or left. All Tiles must move the same direction, taking the final Tile and placing it on the opposite side of the row or column.
- ⊙ Only the Tiles in the 4x4 grid are shifted, Home Tiles are not included in a Shift action.

- **If You Choose to Rotate**



- Rotate all Tiles in the chosen row or column one rotation either clockwise or counterclockwise. All tiles must rotate the same direction.
- Only the Tiles in the 4x4 grid are rotated, Home tiles are not included in a Rotate action.

2. Rotate (Optional)

- You may Rotate any 1 Park Tile one rotation clockwise or counterclockwise.
- You may not rotate a Home tile.



3. Move



- You may move your Animal Token up to two Tiles.
- To move, place your Animal Token on an adjacent Tile that is currently being pointed to by an arrow on the Tile you are currently on.
- If you move into a Tile that contains one of your colored Treats, place the Treat Token in front of you. You now have collected that Treat.

End Game

The first player to collect all of their Treats and return to their Home Tile wins!

F.A.Q.

Q: Can I use my Rotate action to rotate a Home Tile?

A: No, you may only rotate Park Tiles.

Q: When I Shift or Rotate a row or column do I include any Home Tiles on the associated row or column?

A: No, you only include Park Tiles. Home Tiles are never shifted or rotated and always point inward.

Q: When I move does the Tile I move onto need to have an open side (a side without an arrow)?

A: No, you may move into any Tile, no matter what is printed on that tile, as long as there is an arrow on the Tile you are currently on pointing to the Tile you are moving onto.

Movement Variant Rule

If you're looking for or a longer, more strategic game, add the following rule that ignores the last question in the F.A.Q.:

- You may only move onto a Tile when the Tile you are moving onto does not have an arrow pointing back in the direction of the Tile you are moving from. In other words, you may only move onto a Tile via an "open" side.

Credits

Game Design: Chris Castagnetto

Artwork/Layout/Illustrations: Jessica Eyler

Art Director: Sonia Neill

Editing/Development: Sean Lashgari, Nick Fiorillo and Derek Stucker

Special Thanks: B3 Consulting, B3 Gaming Group, ProtoSpiel San Jose, Board Game Builders, Game Night @ Round Table and Sac Anime Table Top Department

