

the modern dog culture magazine

THE BARK

Smiling
Dogs
Rule!

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Dog is my co-pilot..

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Playtime

with Pooches



Walk the Dogs
2 to 5 players, ages 8 & up
SimplyFun, \$32

Unless you own an acre of land, there's a limit to the number of canine companions you can adopt. Thankfully, that restriction disappears when playing "Walk the Dogs,"

a board game designed by Alan R. Moon and Aaron Weissblum.

In "Walk the Dogs," which includes 63 dogs of seven different breeds, the point is to collect as many dogs as possible, preferably those of the same breed. At game's end, you score one

point for a single dog, four points for two dogs of the same breed, nine points for a matching triple and 16 points for four-of-a-kind. Line up five dogs of the same breed and you win instantly.

To play, place all 63 dogs in a nose-to-tail line and deal each player two cards. Most cards show the front or back half of one, two or three dogs; playing a card lets you claim one, two or three dogs from the front or back of the line. Line up these dogs in front of you. On later turns, you can add dogs to the front or back of your line in any order. "Leash" cards let you snag a dog from another player.

Grouping similar breeds scores more points, but if someone draws a "dog-catcher" card, you lose the largest group at the front or back of your line. So do you shoot for a big score and instant win, or play it safe and mix up your breeds to foil the dog catcher?

"Walk the Dogs" plays quickly and provides a fun, challenging game for both young and old—if you can stop playing with the dogs long enough to finish the game, that is.

—W. Eric Martin