A BOARD GAME OF SECRET MISSIONS, DISTRACTED PUPPIES AND VERY TINY TAILS

Tiny Wagging Tails

The Official Rulebook

Which puppy will wag its way to the finish?



2 - 6 players | [playing time] | [age]

Draft rulebook v0.1 - edit me in Word!

Welcome to the Pack

Six adorable puppies. One very short track. Absolutely no sense of direction.

In **Tiny Wagging Tails** you secretly back one puppy and try to nudge it over the finish line first, without letting anybody find out which puppy is yours. It is a short track, so no harm comes to any puppy playing this board game. The floor is soft and everybody gets treats afterwards.

But puppies, as we all know, get distracted fast. A bit of food, a passing cat, or the tail of the puppy in front (or sometimes their own tail) is far more interesting than a finish line. Getting your puppy to run in the right direction at the right speed takes constant attention.

Your secret weapons are **colour discs**. A disc grabs the attention of the puppy with the matching colour collar and pulls it one step along an invisible straight line. It is hard to say exactly when a disc will influence your puppy, or which discs will influence a puppy. This is definitely **not** a straightforward race to the finish.

Your puppy might not be the fastest, but it may have strong **leadership** skills: when other puppies follow it around, it earns leadership points. Being the fastest puppy and being the best leader are both ways to win.

> **Two ways to win**
> Your secret puppy colour wins the game when it is the **first to reach a finish flag** on the race track, **or** the first to reach the end of its row on the leader board (9 points). Whichever happens first!

How the game works in one minute

- On your turn you do exactly **one of several possible actions**: like take cards, place a disc, move a puppy, place the Food or Cat token, and so on. All explained later.
- Discs wait on the circles around the board. Nothing happens to puppies yet.
- When the board gets busy enough, **RUN!** starts. Every disc is played, one by one, and pulls its matching puppy.
- Puppies that land on other puppies become **followers** and give their leader points.
- **Food** and **Cat** tokens turn leader and follower roles upside down.
- After RUN! a new round begins. This continues until a puppy that somebody secretly backs wins.

[IMAGE PLACEHOLDER]
Box art or a photo of the finished game on a table (replace this box with a picture).

What's in the Box



The parts of the game (illustration).

Part	Qty	What it does
Race-track board	1	The hex track the puppies run along, with disc circles all around it.
Leader board	1	Keeps score of leadership points and shows the colour order.
Colour puppies	6	One per colour: red, yellow, pink, green, blue and white.
Black puppies	5	1 Order puppy, 1 Direction puppy and 3 puppies for the RUN! tokens.
Colour cards	60	10 cards of each of the 6 colours.
RUN! cards	6	Each one lets you place a black puppy on a RUN! token.
Discs	36	6 discs of each colour.
Secret mission tiles	6	One hex tile per colour. Your tile is the puppy you are backing.
Food token / Cat token	1 / 1	Placed on a crossing where 3 hexes meet.
Blocker token	1	Sits on the circle that received the last disc.
RUN! tokens	3	Hexes marked with "!". Black puppies are placed on them.
"It's my turn" token	1	Shows whose turn it is.
Quick reference cards	[ ]	A handy summary of all actions.

The Goal and Your Secret Mission

At the start of the game every player receives one face-down **secret mission tile**. It shows the colour of the puppy you must bring home. Keep it hidden until the end of the game! In a **2-player game** each player receives **2 tiles** and wins when either of their puppies wins.

You win when your puppy colour either:

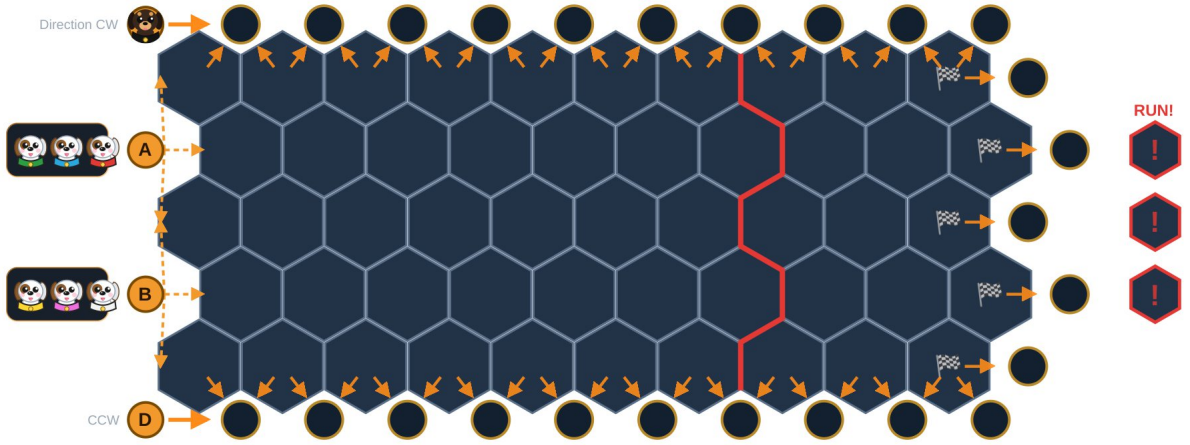
- is the first to **reach a finish flag** on the race-track board, or
- is the first to **reach the end of its row** on the leader board (9 leadership points).

If a puppy finishes but nobody secretly backs that colour (this can happen with fewer than 6 players), the game simply **continues** until a puppy with a supporter finishes.

> **Puppy tip: bluff a little!**
> Nobody knows which puppy you back. Moving the puppies of other colours now and then makes it much harder for the others to work out your mission. Cards in your hand are secret too.

> **Optional rule: open missions**
> If you want, play that whenever a puppy finishes that **nobody supports**, all players reveal their secret missions and the game continues with everybody's missions open. (In the online game this is a game setting.)

Set-up



Set-up: colour puppies wait at A and B, the Direction puppy sits at C, the RUN! hexes stand to the east of the track.

1. Place the **race-track board** in the middle. Put the **leader board** to its left.
2. Shuffle the 6 colour puppies and place them randomly on the leader board, from top to bottom, one puppy on each circle marked "Start".
3. Put a **black puppy** on the top circle next to the top colour puppy. This is the **Order puppy**. It shows the start of the colour order.
4. Place the other 6 colour puppies to the left of the race track. The **3 puppies at A** have the same colours as the **top 3** puppies on the leader board. The **3 puppies at B** have the same colours as the **bottom 3**.
5. Put a **black puppy** on the top spot of the race track marked **C**. This is the **Direction puppy**.
6. Place the three **RUN! tokens** next to each other, east of the race track. Keep the Cat, the Food, the Blocker and the 3 remaining black puppies within reach.
7. Shuffle the 6 **secret mission tiles** and deal 1 face down to each player (2 each in a 2-player game). Look at yours in secret. Put the remaining tiles aside without looking.
8. Shuffle all colour cards and RUN! cards together. Deal **5 cards** to each player. Put the rest face down as the draw pile. Cards in hand are never shown to the other players.
9. The player with the **oldest dog** starts and receives the "It's my turn" token.

[IMAGE PLACEHOLDER]
Drop a photo of a set-up table here.

Taking Your Turn

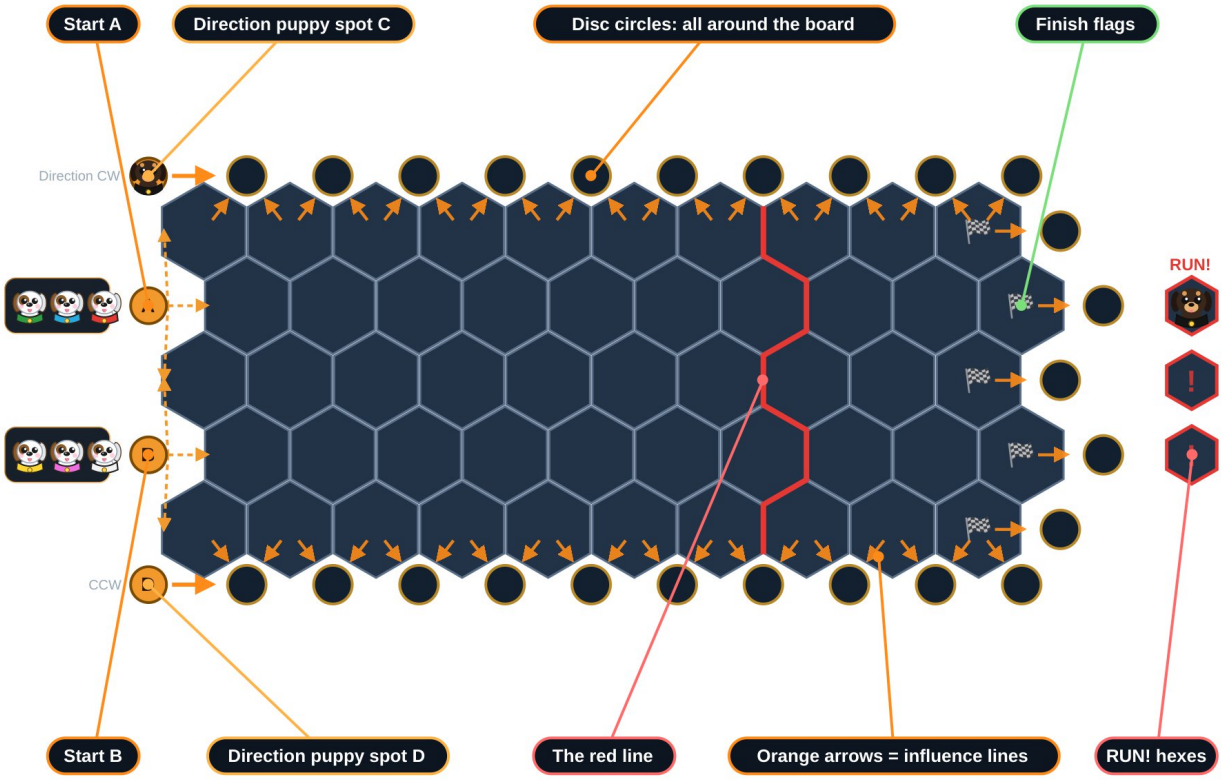
On your turn you choose **exactly one action**: no more, no less. When required, pay the cards for it by putting them on the discard pile. When your action is done, pass the "It's my turn" token to the next player (clockwise).

Action	You pay	What happens
Take cards	Nothing	Take 2 cards from the draw pile. With 9 cards in hand you take only 1.
Place a disc	1 colour card	Put a disc of that colour on a free circle around the board. See "Discs and Pulling Puppies".
Move a puppy	2 cards of the same colour	Move the puppy of that colour 1 hex in any direction.
Place Food	3 cards of the same colour	Place (or move) the Food token on a crossing.
Place Cat	4 cards of different colours	Place (or move) the Cat token on a crossing.
Swap direction	Any 2 cards	Move the Direction puppy from C to D, or from D to C.
Change colour order	Any 2 cards	Move the Order puppy 1 colour down.
RUN! card	1 RUN! card	Put a black puppy on an empty RUN! token.

- **Hand limit is 10 cards.** If you hold 9 cards you can take only 1 more. With 10 cards you must choose a different action.
- If you have **no cards** at the start of your turn, you must take 2 cards and your turn ends.
- When the draw pile runs out, shuffle the discard pile into a new draw pile.
- Whenever one of the **RUN! conditions** is met, RUN! starts at once (see "The RUN! Sequence").

> **Puppy tip: 2 same-colour cards**
> Remember: for a direct move the cards must have the same colour as the puppy you move. A pair of red cards moves the red puppy.

The Race Track at a Glance



The race-track board.

- **Hexes:** 5 rows of 10 hexes. Puppies stand (or lay) on hexes.
- **Finish flags:** the last hex of each row. A puppy on a flag has finished!
- **Red line:** once a puppy has crossed it, it can never be pushed or pulled back towards the start (see "Discs and Pulling Puppies"). Also not by Move a puppy action.
- **Start A and B:** the 3 colour puppies at A or B enter the track here, through one of the orange arrows.
- **C and D:** the two spots for the Direction puppy. It decides the order in which equal piles are played.
- **Disc circles:** all circles around the board, except A, B, C and D. Discs are stacked here.
- **Orange arrows:** they show the influence lines of each circle.
- **RUN! hexes:** a black puppy is placed on one for each RUN! card played.

Discs and Pulling Puppies

This is the heart of the game, so take your time. A disc is **placed** during a turn, but it only **does** something later, during RUN!.

1. Placing a disc

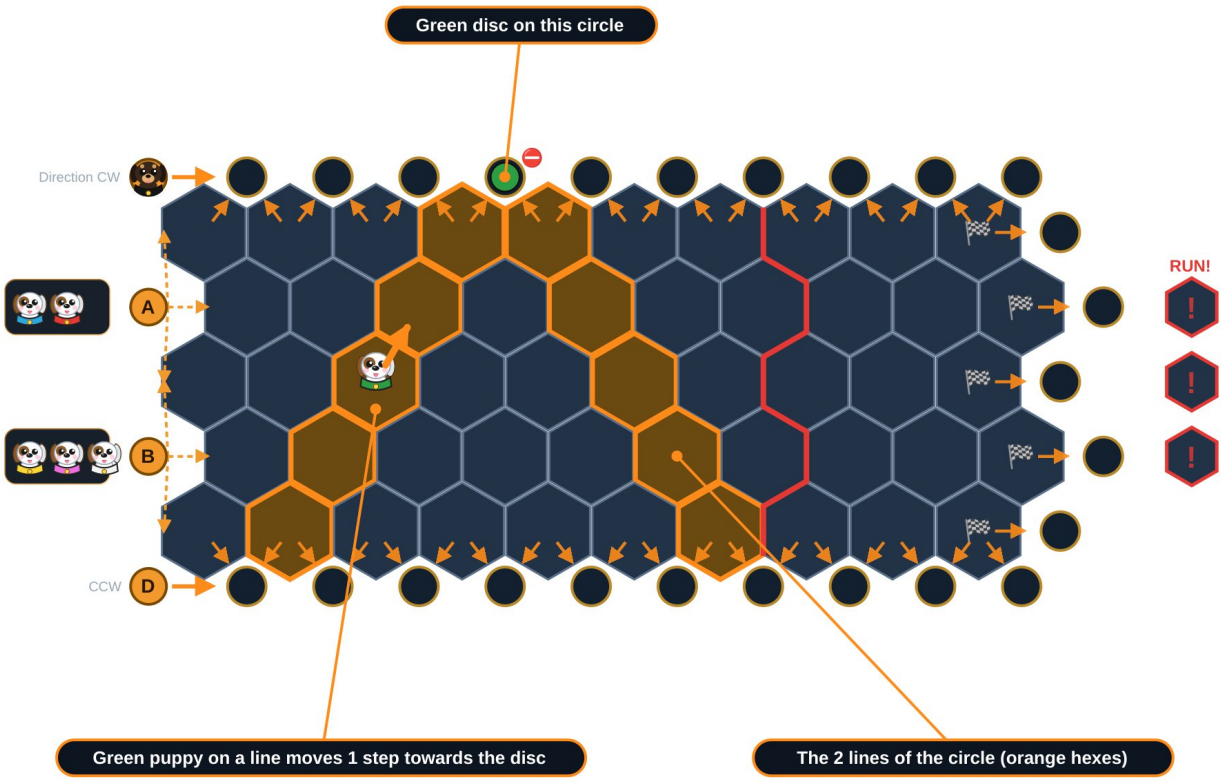
When you play a colour card for a disc, take a disc of that colour and put it on **any circle** around the board, except A, B, C and D.

- You may place it on top of discs that are already there. Discs form a **pile** (up to 5 high).
- The **Blocker** token sits on the circle that received the **last disc**. Nobody may place a disc there until another disc is placed somewhere else and the Blocker moves to there.
- You cannot place a disc on a circle where a puppy is standing (see "Falling off the track").
- There are only 6 discs of each colour. If all 6 are on the board, it will trigger a RUN! Sequence.

2. Influence lines: where a disc pulls

Beside every circle you see **orange arrows**. They show the circle's **influence lines**: straight lines of hexes that run towards the circle.

- A **top or bottom circle** has **2 diagonal lines**, one running away to the left and one to the right. Each line is 1 up to 5 hexes long.
- A **right-hand circle** has **1 straight line**: its own complete row.



A green disc on a top circle. The orange hexes are its two influence lines. The green puppy stands on one of them.

> **Puppy tip: hover to see the lines**
> In the online game, move your mouse over a circle to light up its influence lines.

3. The pull: what happens when a disc is played

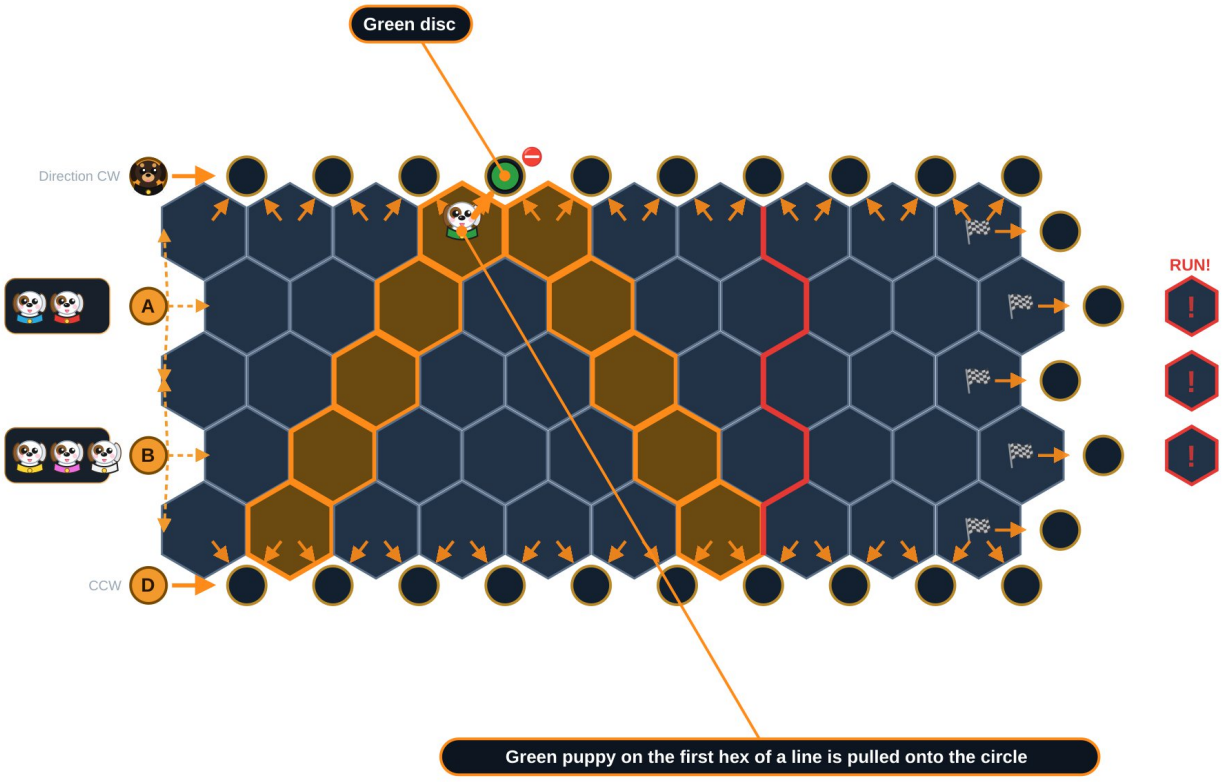
During RUN! every disc is played, one at a time, but in a predefined order. See chapter RUN! Sequence for more details. For each disc being played, ask just one question:

> **Is the puppy of the SAME COLOUR as the disc standing on one of the disc's influence lines?**
>
> **Yes:** that puppy moves **1 hex** along the line **towards the disc**.
>
> **No:** nothing happens. The disc is simply removed and the next disc is played.

- Only the puppy with the **same colour as the disc** moves in response to the disc. Other puppies, even those standing on the same line, are not affected by this colour disc, but might be affected by the puppy that moved. More on that later.
- A puppy moves **exactly one step**, never more.
- The puppy moves **towards** the disc. Look at the picture above: the green puppy steps up and to the right, towards the green disc.
- After it has been played, the disc is **removed** from the pile and goes back to the supply.

4. Falling off the track

When a puppy stands on the **first hex** of a line (the hex right next to the circle), the next step towards the disc is **off the track**: the puppy lands on the circle!



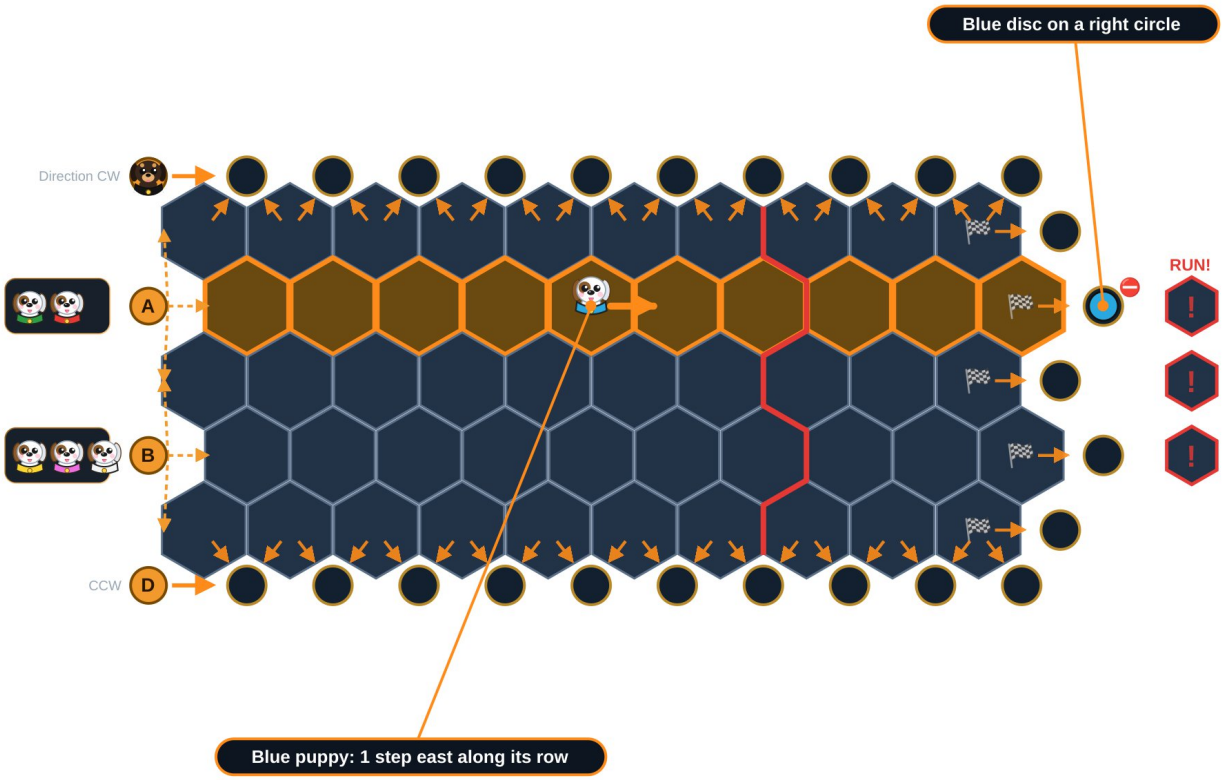
The green puppy is on the first hex of the line, so the green disc pulls it onto the circle.

- **All discs** that are still on that circle are thrown away for this round and go back to the supply.
- The puppy now **occupies** the circle. Nobody can place a disc there until the last puppy has left. There can be more than 1 puppy on the same circle!

- The puppy gets back on the track with a **direct move** (2 cards of its colour): it can step onto either of the 2 hexes next to its circle. Or it gets pulled back in by a disc on the opposite side in a direct line to the circle.

5. Right-hand circles

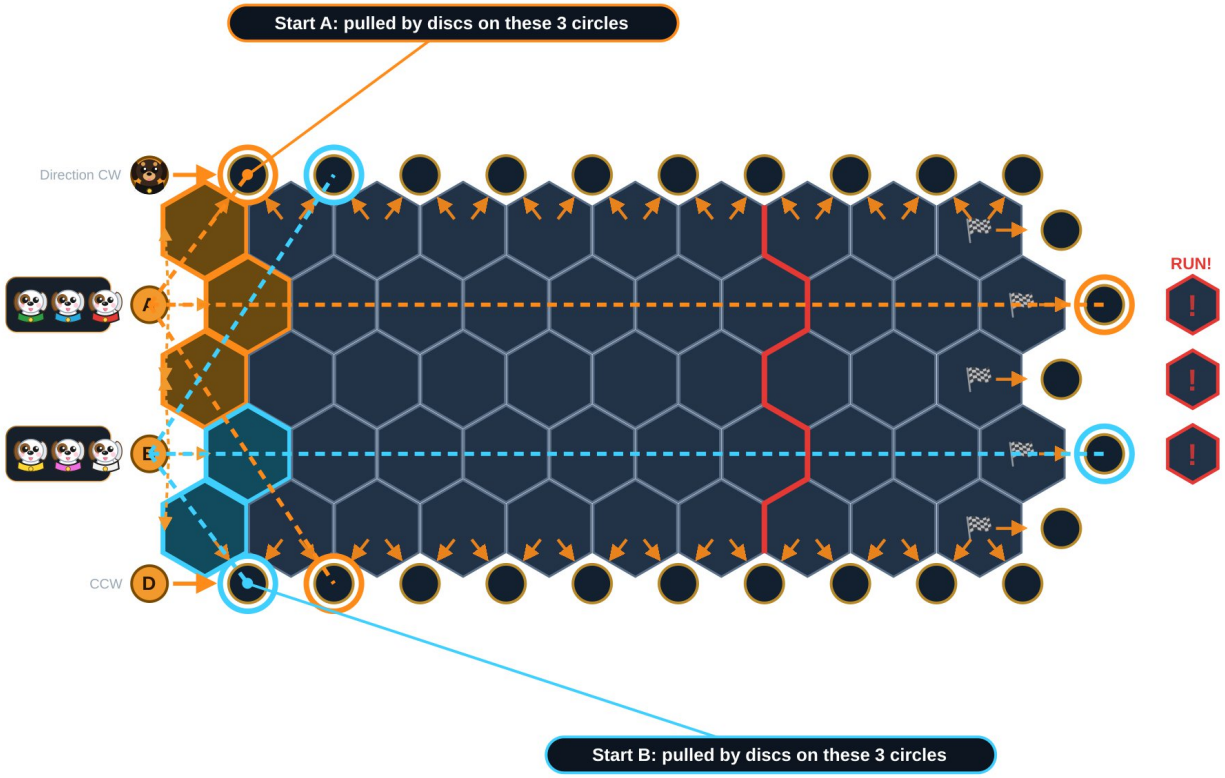
A disc on a right-hand circle pulls along the **whole row** towards the finish. It is a great way to give a puppy a push in the right direction!



A blue disc on a right circle pulls the blue puppy 1 step east along its row.

6. Puppies waiting at A and B

A puppy that is still waiting at **A** or **B** has not entered the track yet. It can be pulled onto the track too, by a direct move (2 cards of the same colour) or by a disc that is in a **straight line** with its start. Each start has exactly 3 such lines, one for each orange entry arrow:



The straight lines from A (orange) and B (blue), and the circles that pull from them.

Start	Entry hex	Pulled by a disc on
A	Row 1, first hex (up and right)	Top circle 1
A	Row 2, first hex (straight east)	Right circle 2
A	Row 3, first hex (down and right)	Bottom circle 2
B	Row 3, first hex (up and right)	Top circle 2
B	Row 4, first hex (straight east)	Right circle 4
B	Row 5, first hex (down and right)	Bottom circle 1

7. The red line

Once a puppy has crossed the **red line**, any pull or move that would take it **back towards the start** (sideways or diagonally) is **ignored**. The puppy simply stays where it is. This also holds for direct moves by players: beyond the red line puppies can only go towards the finish.

8. Pull cheat sheet

Situation	What happens
Matching puppy on a line of the disc	It moves 1 hex towards the disc.
Matching puppy on the first hex of a line	It lands on the circle. The pile there is thrown away.
Matching puppy is not on any line	Nothing. The disc is removed.
Puppy waiting at A or B, disc on one of its 3 circles	It enters the track on that line's entry hex.
Puppy past the red line, pull goes backwards	Ignored. Disc is removed.

The RUN! Sequence

RUN! is where all the discs finally do their work. It starts **immediately** (in the middle of a turn even!) when **one** of these conditions is met:

- **All 3 RUN! tokens** have a black puppy **and** there are **8 or more discs** on the board, or
- **all 6 discs of one colour** are on the board, or
- a **pile of discs is 5 high**.

How RUN! plays out

1. Find the **highest pile**. Play its **top disc** (see "The pull").
2. Remove that disc. Look again for the highest pile and play its top disc. Keep going until all discs are gone.
3. If two or more piles are equally high, the **Direction puppy** decides: **at C**, start at C and go **clockwise** around the board; **at D**, start at D and go **counter-clockwise**. The first pile of those highest piles on the board you encounter goes first. A pile can also be only 1 disc high.
4. When all discs have been played, the **Food** action is played, then the **Cat** action (see "End of the Round").

> **Puppy tip: think in stacks**
> The top disc of a tall pile is played first. Placing a disc on top of a pile means yours may go off before the discs underneath. Building a large Pile (5 discs stacked) is also the quickest way to trigger RUN! yourself.

> **Example**
> There are 2 piles with 3 discs each as highest piles on the board. The Direction puppy is at C, so we start at C and go clockwise. Of those 2 highest piles, the pile we meet first goes first. Its top disc is played and removed. The pile now has 2 discs, the other has 3, so the **other** pile goes next. Then piles with 2 discs are the highest, but there can be more of such piles than the 2 we played before with 3 discs, this can again alter the sequence of which disc goes first.

The black puppies at the RUN! tokens

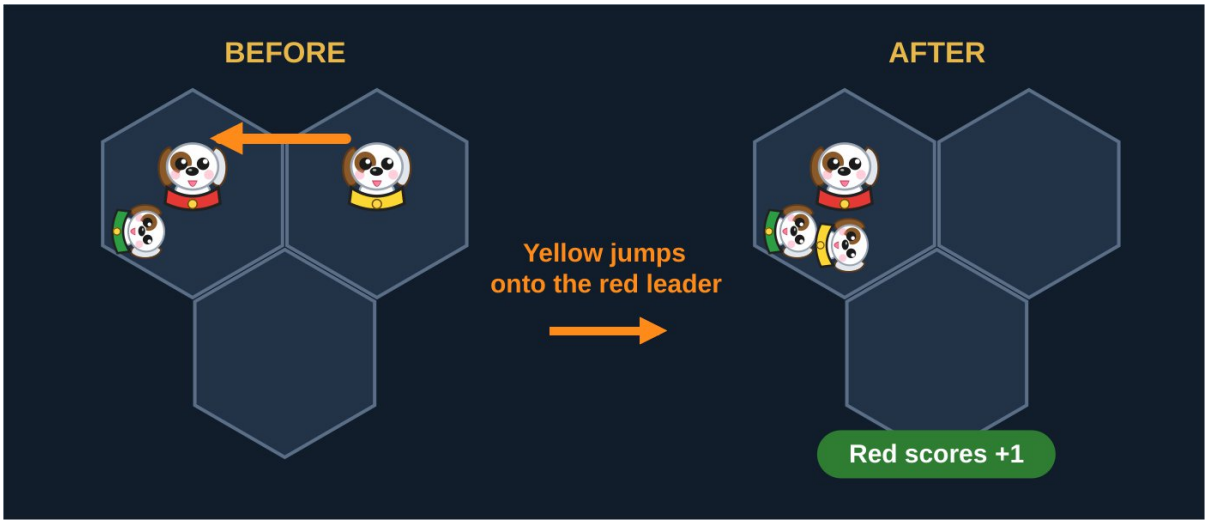
Playing a RUN! card puts a black puppy on an empty RUN! token. When all three are taken, and 8 or more discs are on the board, RUN! starts at once. After RUN! the black puppies go back to the supply. In case the 3 RUN! Are occupied but there are still less than 8 discs on the board, the RUN! Sequence will have to wait until the condition of 8 discs on the board is fulfilled.

Leaders and Followers

Puppies love to follow each other around. That is where the leadership points come from.

Jumping onto another puppy

When a puppy lands on a hex where 1 other puppie stand, it becomes a **follower**: and you place it **flat (in the online game it's turned horizontal)**. The puppy that was already on that tile stays upright and is the **leader** and scores **1 point on the leader board** for every **new** follower. Any existing follower will keep following the leader but does not score extra points for that leader.

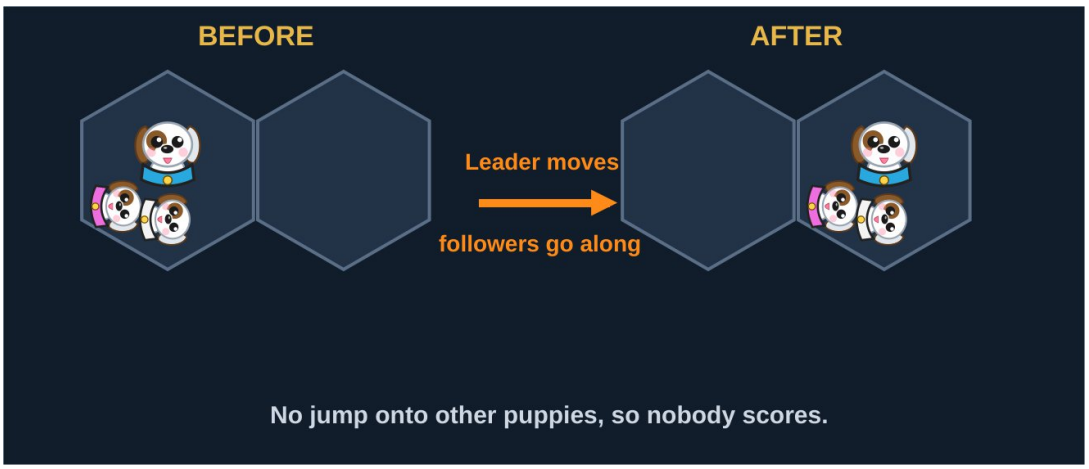


Yellow jumps onto the red leader (green already follows). Red scores 1 point for the new follower.

- A follower is **new** when it is put down flat (from upright), it can be the first follower or it joins a group of existing followers.
- Followers that joined in earlier turns give **no** new points when they follow the same leader to a new space, as stated before.
- Puppies that follow a leader stay flat during that move. Hence, they are never considered to be **new** followers.
- Puppies that are pulled by a disc or by a move action, are always in an upright position when they enter to the new space they moved to.
- Example:A puppy that is a follower to the red puppy can move to an adjacent empty tile. By this move it is placed straight up again on the new tile. In case the next move puts it back on the space with the red puppy leader, this puppy is now considered a NEW follower again (see the rule of the first bullet above) and scores for the red puppy leader.

When a leader moves

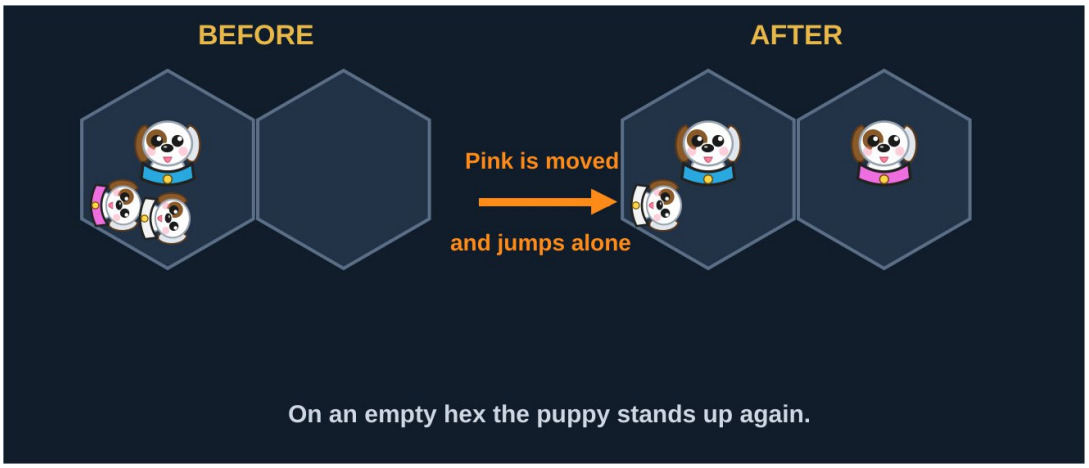
Whenever the **leader** moves, all of its **followers** move along with it, in colour order. See colour order chapter later in this rulebook.



The leader and its followers move together to the empty hex.

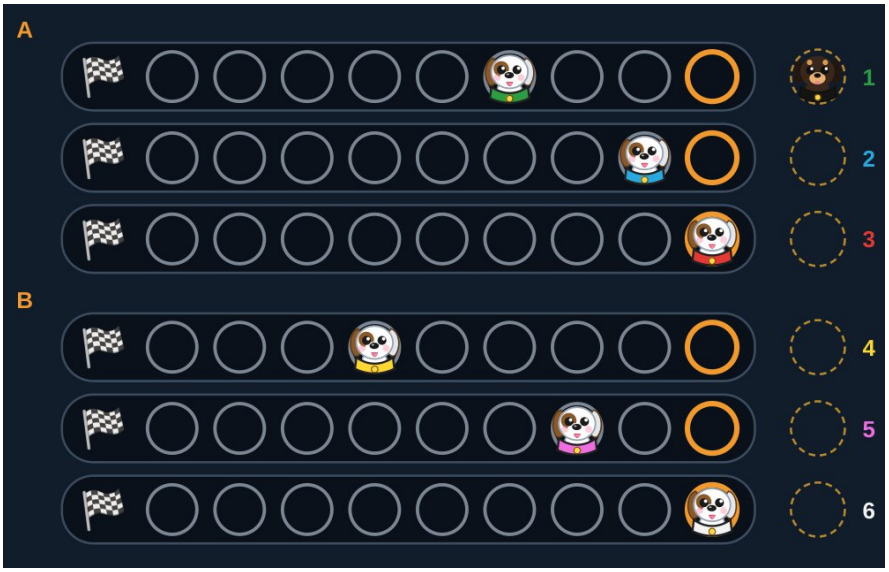
When a follower moves

When a follower is moved (by a player or by a disc), it **jumps alone**. All other puppies stay where they are. If it lands on an **empty hex**, it stands up again. If it lands on other puppies, it becomes a follower of the leader there. Scoring leadership points for the leader on this new location.



Pink is pulled away and jumps alone.

The leader board



The leader board. Each puppy moves one circle left for every point.

Every colour has its own row. Points are tracked from **right to left**. With 9 points (game setting can change this value!) a colour **reaches the finish flag** of its row. If that is the colour you are backing, you win! Points can never go below 0.

The colour order

The numbers next to the leader board show the **colour order**. It starts at the colour with the black **Order puppy**, then continues downwards (after the bottom colour, start again at the top). The colour order decides who jumps first when puppies move in a group. When you pay 2 cards to change the colour order, move the Order puppy **1 colour down**.

The scoring of new followers

In the online game there are several options how to calculate the scoring of new followers, check your game settings to know which applies to your game.

Scoring can be:

1) The number of colour discs on the board matching the colour of the new follower. Minimum is always 1, in case no discs of this colour are on the board. This is the Default setting
2) The number of colour discs on the board matching the colour of the new follower. If there are no discs of this colour you score 0 points.
3) The number of colour discs on the board matching the colour of the new follower + 1. If there are no discs of this colour you score 1 point.
4) You simply score 1 point per new follower.

In case of the Cat token, points are calculated the same way but are now deducted from the current scoring of the puppy, but never below 0.

Food and Cat

Food and cats make every run into an even more chaotic playtime. Both tokens work in the same way, except that Food gives points and Cat takes points away.

Placing the token

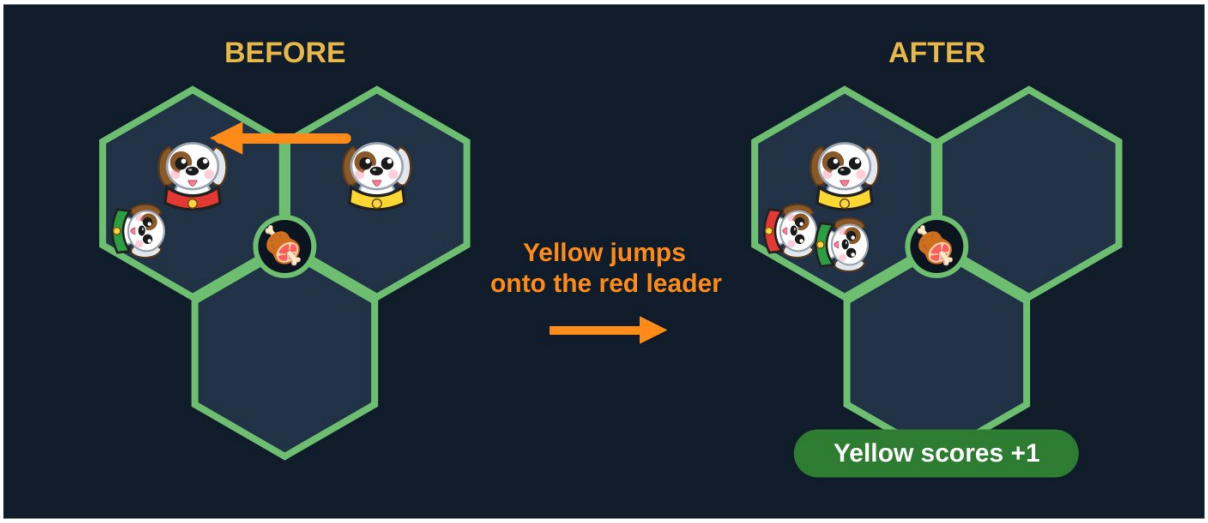
- Place the token on a **crossing**: a corner where **3 hexes** meet. These 3 hexes are the token's **adjacent hexes**.
- The hexes can be empty or full. **Nothing changes yet!**
- Anybody can **place or move** the token by paying the cards for it again.
- The adjacent hexes of the Food and the Cat **may not overlap**: a hex can never be next to both tokens.
- None of the 3 adjacent hexes of a token can be beyond the red line.

What the token does

Only when a puppy (or a group) **jumps onto one of the 3 adjacent hexes** everything changes. **The roles are reversed:**

1. When a **leader** jumps first, then the others jump in their colour order. Existing puppies on that tile stay as they are.
2. The **last puppy** to jump becomes the **new leader** of that hex.
3. All **other** puppies on the hex that are standing up (which will be the old leader that jumped first and possible any puppy or lead puppy already on that hex) will lie down as **followers**. Scoring points for the new puppy leader, which of course will be placed up.
4. Count the **new followers**: puppies that were put down flat. Add these scoring to the new leader.
5. Already existing followers on that tile, even though now having a new leader do not score.
6. The same applies when just 1 puppy jumps on a hex adjacent to a food token with a group of puppies on it. This puppy, being the last to jump on the tile becomes the new leader, the existing leader is placed flat, scoring points for the new leader.

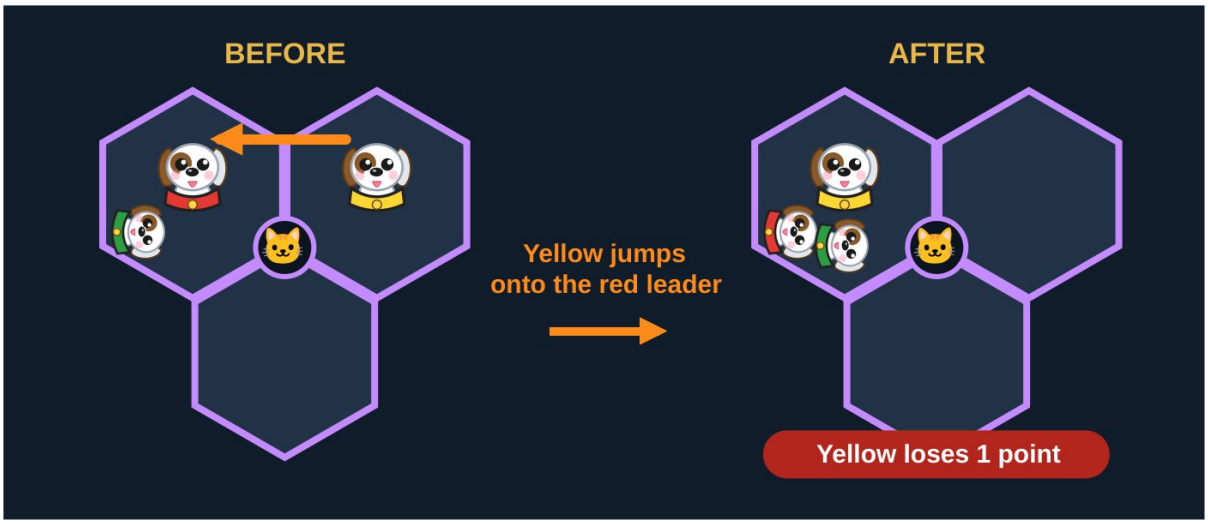
Food token: the new leader scores points



Food: Yellow jumps onto the Food hex and becomes the leader. Red falls over and becomes a follower. Yellow scores 1 point. Green already followed, so no extra points.

Cat token: the new leader LOSES points

The Cat token has the same behavior as the Food token, the only difference is that the leadership points are now negative, costing points. New leaders will lose these points on their leadership track and be placed backwards accordingly. Leadership points never go below 0, the start position.



Cat: exactly the same, but now Yellow loses 1 point for the new follower. Points never go below 0.

> **Heads up!**
> Leadership points are given only after all movements caused by the same jump have stopped. In order words, when a leader jumps, the movement of all the followers is completed first (in the right order). No scoring is done for each individual jump. The new leader is the **only** puppy that scores (or loses) points for that hex.

Food and Cat at the end of the round

After RUN! (and before the new round) both tokens do something extra. First **Food** is played, then **Cat**. Then the token is removed.

- **Food:** every puppy on the 3 adjacent hexes moves **1 hex straight (horizontal) towards the finish**, one after the other in **colour order**. It does not have to be the leader who goes first! Food and Cat rules (when placed on the board) still apply! After completing all movements, the Food token is removed. Here the points are calculated after EACH puppy moved. In some cases, depending on the game setting, no points are rewarded during the end round actions.
- **Cat:** every puppy on the 3 adjacent hexes moves **1 hex straight back towards the start**, again in **colour order**. The Cat token rule still applies. After completion of all movements the Cat token is removed. Here also, the points are calculated after EACH puppy moved. In some cases, depending on the game setting, no points are rewarded during the end round actions.
- If only one of the tokens is on the board, only that action is played. If neither is on the board, the round simply ends after RUN!.

End of the Round and New Round

1. Play the **Food** action, then the **Cat** action (if they are on the board). Take both tokens off the board, see previous chapter.
2. Take the **black puppies** off the RUN! tokens and the **Blocker** off the board. All discs are back in the supply.
3. **Reshuffle** all colour and RUN! cards that are **not in a player's hand** and make one new draw pile.
4. Players **keep the cards they did not use**. Anybody with fewer than 5 cards takes cards until they have 5.
5. The "It's my turn" token goes to the **next player (clockwise)**, who starts the new round. Any possible unfinished turn due to RUN! activation is not completed, we just start a new round.

Winning the Game

The game ends as soon as a puppy **reaches a finish flag** on the race track, or **reaches the end of its row** on the leader board.

- If a player secretly **backs** that puppy colour, that player is the **winner**! Show your tile.
- If nobody backs that colour (possible in games with fewer than 6 players), the game **continues** until a backed puppy finishes.
- If two puppies finish during the same sequence, the one that finished first during the action wins.

[IMAGE PLACEHOLDER]
Space for a fun finish line photo, a quote or the designer's notes.

Quick Reference

I want to...	Pay	Notes
Take cards	nothing	+2 (only +1 with 9 cards in hand)
Place a disc	1 colour card	Not on the Blocker circle, not on A-D.
Move a puppy 1 hex	2 cards, same colour	Any direction. Not back past the red line.
Place the Food token	3 cards, same colour	On a crossing. Not overlapping the Cat.
Place the Cat token	4 cards, different colours	On a crossing. Not overlapping the Food.
Swap the Direction puppy	any 2 cards	C to D, or D to C.
Change the colour order	any 2 cards	Order puppy 1 colour down.
Put a puppy on a RUN! token	1 RUN! card	The 3rd token plus 8 discs starts RUN!.

RUN! starts when...

- All 3 RUN! tokens are taken **and** 8 or more discs are on the board.
- All 6 discs of one colour are on the board.
- A pile reaches 5 discs.

Frequently asked questions

Can a disc pull a puppy of another colour? No. Only the puppy with the same colour as the disc.

What if the matching puppy is not on a line? Nothing happens. The disc is removed.

Can I place a disc on top of the Blocker pile? No. Place it on another circle or pile.

Can a puppy be pulled more than one step? No. Each disc pulls one step.

Who plays first when piles are equally high? The Direction puppy decides: clockwise from C, or counter-clockwise from D.

Do followers score points for their own leader? No. Only the leader on a hex scores, one point for each new follower.

What happens when I have 10 cards? Choose any action except taking cards.