

Agility



Game Overview

Agility is a 2-player game that encourages clever planning and timing. On your turn you will play a Training Card enabling you to choose between two types of training while also selecting an action from the Action Board. Training you need for adopting dogs and clearing obstacles may be at odds with the action you'd like, so weighing options will be key. Courses can only be claimed when adopting a dog, unleashing a race within a race to snatch up talented pups well suited to the available courses. Then it's nip and tuck as your three canine competitors bound over, under, and through to the finish lines!

Contents

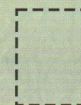
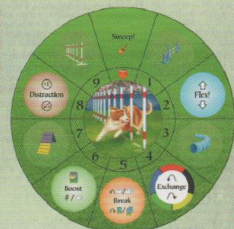
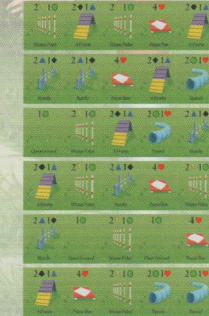
39 Training Cards	15 Red Trust Treats	1 Action Board	20 -1 Markers
15 Agility Dog Cards	15 Green Speed Treats	13 Action Tokens	15 +1 Markers
15 Dog Meeples	15 Black Strength Treats	6 Open Ground Tiles	12 Clear Markers
8 Flex Tokens	15 Yellow Agility Treats	8 2x-Sided Courses	6 Feature Markers
7 Exchange Tokens	15 Blue Jump Treats		1 Counting Marker
4 Rush Tokens	2 Player-Aid Cards		1 Tiebreak Marker

Set-Up

Shuffle the Training Deck and the Dog Deck. Deal 3 Training Cards to each player to form the starting hands. In the display, place face-up 3 Training Cards, 5 Agility Dog Cards, and 6 randomly selected Agility Courses. Arrange the Action Board by placing the Counting Marker at zero and the 9 Action Tokens from the "Recommended Setup" at the back of the rule booklet next to the appropriate numbers. Place all game components within easy reach. Determine the start player using a method of your choice.



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Discard

Game by Brent Pouis
Art by Vince Dorse

Rather learn via video?
Watch the demo at
twolanternsgames.com

On Your Turn:

1. Play 1 Training Card to the Discard Pile.
2. Move the Counting Marker and take the appropriate action, if possible.
3. Collect one of the two types of Training Treats pictured on the Training Card.
4. Adopt 1 Agility Dog (optional).
5. Move up to all 3 of your Agility Dogs using Training Treats (optional).
6. Refill your hand from the display.

STEPS MUST BE COMPLETED IN ORDER. If at any time there are three Training Cards in the display and all are numbered "7" or higher, discard them and repopulate the display with three new Training Cards. If the Training Deck ever runs out, reshuffle the Discard and continue play. Note: The display always refills immediately after taking a Training Card or an Agility Dog card, regardless of the circumstances.

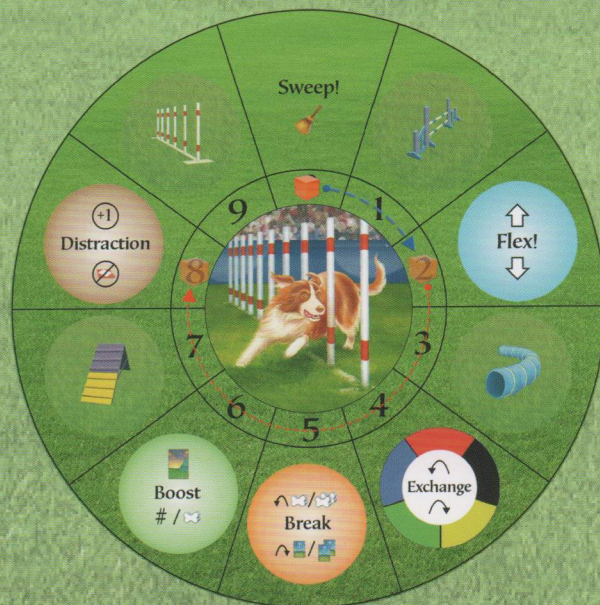
Steps 1-3. Play a Training Card: Take an Action and Collect Resources

Play a Training Card from your hand to the Discard. Move the Counting Marker on the Action Board as many spaces as the number you played and take the associated action immediately, if possible. You must take the action if it is possible to do so (actions are explained in detail at the back of the rulebook). Then choose one of the two types of training pictured on the card and receive the quantity of Training Treats shown from the supply.

Player
1
plays:



Player
2
plays:



EXAMPLE: Player 1 has chosen to begin the game by playing a 2. The Counting Marker moves two spaces to the "2", granting her a Flex Token. She then chooses either 3 red or 2 black Training Treats, as pictured on the card. Player 2 then plays a 6. The Counting Marker moves six spaces to the "8", which would enact "Distraction" if Player 1 had adopted any dogs yet. Since she hasn't, no action is awarded (see action descriptions at end of rulebook). He proceeds to choose either 2 blue Training Treats or 1 black. If Player 1 then played, say, another "6" (not shown), the Counting Marker would continue moving around the Action Board to land on the "4", and so on.

Step 4: Adopt One Agility Dog (Optional)

You will adopt 3 Agility Dogs during the game. Each has a training cost (representing preparation for the realm of agility racing) and will run a unique course which you will claim when adopting it. The card also displays that dog's feature obstacle(s).

EXAMPLE: To adopt a Golden Retriever, a player must pay the training cost of 4 blue "Jump" and 1 black "Strength" Training Treats. Place the Golden Retriever meeple on the paw prints preceding the 1st obstacle of an unclaimed course of your choice. Mark all Hurdles on that course with a "Clear" marker. The Golden Retriever will clear those Hurdles automatically with no additional training cost.



Only 1 Agility Dog may be adopted per turn. When adopting:

1. Put the required Training Treats back in the supply.
2. Choose an unclaimed course. Place that dog's meeple on the paw prints before the first obstacle of that course.
3. Place "Clear", "-1", or "Feature" (Mighty Mutt only) markers on the appropriate obstacles on that course.
4. From the Dog Deck, refill the display to 5 cards.



When you adopt an Agility Dog, claim a course and move it to the top or bottom of the course display, as shown at left. This helps keep track of your dogs/courses and your strategy. A "-1" marker indicates that the player receives a discount of 1 Training Treat off of any color present on the obstacle. For example, for a Hurdle, which has a training cost of 2 blue and 1 black, the Dutch Shepherd (who receives "-1" on Hurdles) may use 1 blue and 1 black OR 2 blue and 0 black Training Treats. The Mighty Mutt's "Feature" markers entail no discount, indicating only that the obstacle is featured for moving purposes (see "B" below).

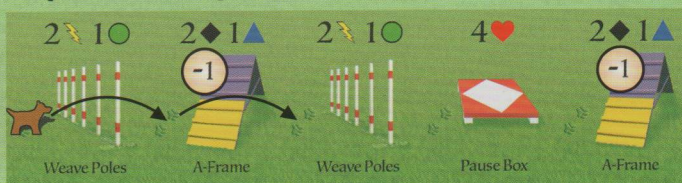
Possible setup once all 6 courses are claimed.

Step 5: Move up to 3 Agility Dogs (Optional)

Agility Dogs may move on the turn in which they are adopted and on any turn thereafter. Players can move each Agility Dog at least once per turn if he/she is able, as explained below. There are three ways an Agility Dog can move:

A. Clear a non-feature obstacle: pay the full training cost shown above the obstacle. **THIS OPTION MAY ONLY BE COMPLETED ONCE PER AGILITY DOG, PER TURN.** For example, if clearing the Tunnel, pay 2 green Training Treats and 1 red Training Treat to the supply.

B. Clear a feature obstacle, which may be free ("Clear"), discounted ("-1"), or full price but featured in the case of the Mighty Mutt ("Feature"). You may clear as many feature obstacles as you like on your turn!

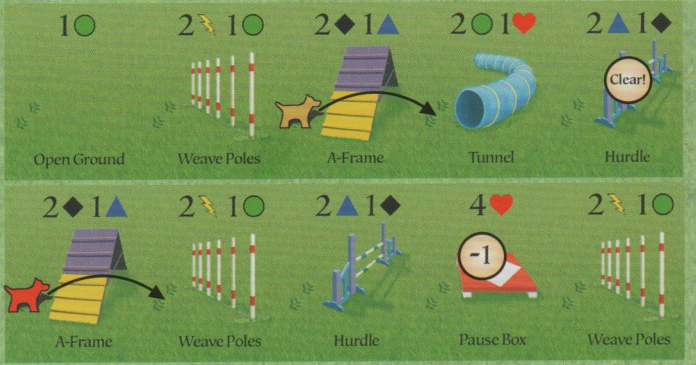


EXAMPLE: Player 2 adopts a dog and claims this course. He chooses to pay to clear Weave Poles. Then, because it is featured, he can also pay (with a discount) to clear the A-Frame. He could NOT then clear the next Weave Poles.

C. Clear an obstacle for free with the Action Board via the action granted (NOTE: This would actually happen in Step 2 of the turn order and does not prevent moving again via Option A or B in Step 5). When clearing an obstacle with the Action Board, ALL of YOUR Agility Dogs currently on that obstacle clear it for free! As with Option B, this doesn't keep you from also paying in full to clear one non-featured obstacle per Agility Dog on your turn.

EXAMPLE: Player 1 has landed on the action "Clear A-Frames". Thus, ALL of Player 1's Agility Dogs clear the A-Frames they are currently on for free. She could also choose to move dogs via options A or B.

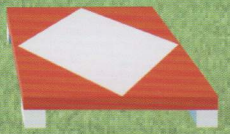
NOTE: If there were two A-Frames in a row on a course, only the first one would be cleared by the "Clear A-Frames" action.



The Pause Box

The Pause Box is a special obstacle. When cleared, it grants an immediate mini-turn upon completion of the player's current turn! The mini-turn takes place before refilling a player's hand. The mini-turn (which is required) consists of:

1. Play exactly 1 Training Card from your hand to the discard.
2. Move the Counting Marker and take the appropriate action, if possible.
3. Collect Training Treats.



The counting action and Training Treats are awarded just as in a normal turn, but the mini-turn ends there. No dogs may move during a mini-turn unless they are moved by the action of the Action Board. Flex tokens may be used on a mini-turn. It is possible to have multiple mini-turns in a row if 2 or 3 pause boxes were cleared on your turn. You do NOT refill your hand before or between mini-turns, so it is optimal to plan ahead. It is possible that you will not

have a Training Card in hand to complete a 2nd or 3rd mini-turn. In this rare case, play the Training Card from the top of the Training Deck to the discard and proceed as if you had played it from your hand. **When refilling your hand after a mini-turn, as with any other time, the display always repopulates immediately after any card is taken for any reason.**

In-Race Prizes

- The first player to adopt his/her 3 Agility Dogs selects either a Flex or an Exchange Token.
- The first player to finish a course selects either a Flex or an Exchange Token AND receives the Tiebreak Marker, thus winning the game in the event of a tie.

Game End

The player who is 1st to complete all three of his/her courses wins the game. The exception is if Player 1 finishes 1st, but she does not have the Tiebreak Marker. In this case, Player 2 is able to take one final turn in hopes of generating a "tie" by completing his three courses, thus winning the game via his Tiebreak Marker.

RECOMMENDED SETUP and Detailed Action Descriptions:

Recommended Setup:

0 = Sweep!



During Step 3 of your turn, collect BOTH types of Training Treat(s) in the quantities shown on the Training Card you played. For example, if Player 1 played a "1" Training Card picturing 3 blue and 3 yellow Training Treats, she would collect all six treats to effectively "sweep" the card clean. A hearty vocal "Sweeeeeeeeeeeeeeeep!" is encouraged but not required. Why not celebrate a bit...it was a great day of training and tail-wagging!

1 = Hurdle

ALL of your Agility Dogs currently on a Hurdle clear it for free.

2 = Flex Token



Acquire a Flex Token. It may be used on a future turn (return to the supply when using). 1 Flex Token allows you to take the action in front of or behind the number you hit with the Counting Marker on the Action Board. **DO NOT PHYSICALLY MOVE THE COUNTING MARKER FROM WHERE IT LANDED WHEN USING A FLEX TOKEN.** Flex tokens may be used together to take an action 2 or more spaces away from the number you hit. For example, if Player 2 hits the number "7" but wishes instead to "Sweep!", located at "0", he would need to play 3 Flex Tokens (a handsome ransom!).

3 = Tunnel

ALL of your Agility Dogs currently on a Tunnel clear it for free.

4 = Exchange Token



The Exchange Token may be used at any time (by returning it to the supply) to exchange ALL of one type of Training Treats for ALL of another type of Training Treats. For example, all of Player 1's red treats may be exchanged for the same number of blue treats. Partial exchanges are not permitted.

5 = Break



Lose 1 or 2 Training Treats of your choice (this is required and you must declare whether it will be 1 or 2 before trashing cards). For each Training Treat returned to the supply, trash 1 Training Card from your hand by placing it on the bottom of the discard pile (without showing it to your opponent). Trashed cards award no benefit. Draw as many cards as you trashed from any combination of the Training Deck AND/OR Display. **THIS IS THE ONLY TIME IN THE GAME WHEN YOU CAN ADD A CARD DIRECTLY TO YOUR HAND FROM THE DECK.**

6 = Boost



Draw a Training Card from the Training Deck and place it on the discard. Choose 1 of the following options:

- A. Perform the action that corresponds to the raw number on the Action Board, regardless of where the Counting Marker sits. Flex tokens cannot be used. **THE COUNTING MARKER DOES NOT MOVE WHEN EXECUTING A BOOST.** For example, if you draw a "3", take the action by the number "3" even if the Counting Marker is on 5, 7, 8, or any other number. OR,
- B. Gain 1 Training Treat in one of colors pictured on the Training Card you drew. For example, if the "3" you drew pictures 3 blue and 2 red, you could receive either 1 blue or 1 red Training Treat.

7 = A-Frame

ALL of your Agility Dogs currently on an A-Frame clear it for free.

8 = Distraction



Place a "+1" Marker of a specific color on any obstacle on a course containing an opponent's dog. It cannot be placed on a Pause Box and must be in a color already required by the obstacle. For example, if you put a blue "+1" Marker on a Hurdle, that Hurdle would now require 3 blue and 1 black Training Treats. If placing on a feature obstacle, the cost is adjusted but it remains a feature obstacle. A "-1" Marker would still apply to the new cost. A "Clear" Marker would no longer grant free clearance. Multiple "+1" Markers may be present on the same obstacle. NOTE: Clearing an obstacle via the Action Board is always free. +1 Markers have no effect in that case.

9 = Weave Poles

ALL of your Agility Dogs currently on Weave Poles clear them for free.

Additional Action Tiles (see “Varying the Action Board”, below)

? = Rush



Place a Rush Marker on an obstacle currently harboring an opponent's dog. That dog must clear that obstacle before (or at the same time if moving via the Action Board) your opponent moves or adopts any other dog. If a player is facing multiple Rush Markers, they may be completed in any order.

? = Intimidation



If you and your opponent have a 3 card hand: Your opponent receives a Flex Token, trashes 1 Training Card, and now plays with a 2 card hand.
If you have a 2 card hand: After this turn, refill your hand from the display to 3 Training Cards, resuming a 3 card hand.
If you have a 3 card hand and your opponent has a 2 card hand: Your opponent receives a Flex Token. Enough intimidating, already!

? = Inspiration

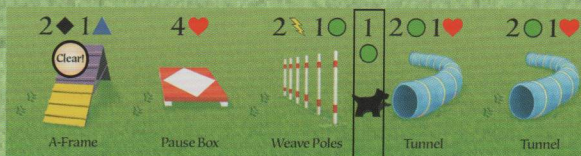


If using Inspiration in your game, set it up by placing one of each of the 5 colors of Training Treat on this Action Token. When enacting Inspiration, take one of the Training Treats present. If there are none, you receive none.

? = Slip



Add an Open Ground Tile to a course harboring an opponent's dog by placing it between two obstacles. It then acts as an obstacle just like any other. **It cannot be played to follow the last obstacle.** A course can only have 1 Open Ground Tile played to it during the game. Any feature designations still apply. Once completed, flip over the Open Ground Tile.



With Slip, a course increases in length from 5 to 6 obstacles. The Husky, left, requires 1 green to flip over the Open Ground Tile and thus advance to the first Tunnel.

Varying the Action Board in Future Plays

It is possible to mix up the Action Tokens to vary the Action Board from game to game (though “0” will always be “Sweeeeeeeep!”). There are several ways to do this:

- Shuffle the Action Tokens for the Hurdle, Tunnel, A-Frame, Weave Poles, Flex Token, and Exchange Token. Place them by random numbers on the Action Board. Then shuffle the 7 remaining Action Tokens and draw 3 of them to place next to available numbers; OR,
- Randomly place the Action Tokens for the Flex Token and the Exchange Token on the Action Board. Either shuffle all the remaining Action Tokens and place 7 of them next to available numbers or customize to taste.

FAQ and Helpful Reminders

Q: Can I use a Flex Token immediately after I've acquired it?

A: No, the Flex Token cannot be used immediately because you've just used your action to acquire that Flex Token.

Q: What if we run out of Flex tokens, Exchange Tokens, Training Treats, etc.?

A: All resources are unlimited, so use anything handy to serve as the needed resource.

Q: Do a "+1" and a "-1" on an obstacle cancel each other out?

A: Not exactly. Let's say a Weave Pole has been given a yellow "+1" marker, adding to the 2 yellow Training Treats required. The Weave Pole also has a "-1" marker present. That player can clear with 3 Yellow and 0 Green OR 2 Yellow and 1 Green Training Treats.

Q: The Counting Marker landed on "Clear Weave Poles". Can I pay to clear my current obstacle, THEN use the action to clear the Weave Poles?

A: No, steps must be completed in order. The action comes before a dog can move by paying.

Q: I landed on "Break" during a Mini-Turn, but have no cards to trash. Do I still lose a Training Treat?

A: You do. Lounging on the porch drinking lemonade while your dog is asking to play has its consequences. Note: If you land on "Break" and have no Treats, "Break" is not enacted.

Q: Haven't I seen Agility played where resources are collected *before* the action is taken?

A: Possibly. We experimented with this during playtesting, but decided it was more intuitive to take the action first. It makes little difference provided you're consistent, so feel free to choose whichever order suits you, so long as they remain Steps 2 and 3 of your turn.

Q: I'm digging the theme and am considering attending an agility event in person. Should I?

A: YES!!! Those dogs are spectacular for spectators of any age: www.usdaa.com or <http://www.akc.org/events/agility/> for events near you. Enjoy!

Thank you Kickstarter backers!!! Your support was integral in bringing Agility to the table. Thanks also to Kylie Prymus, Yasha Rayzberg, Kevin Riley, Matthew Marquand, Dominique & Adam Dove, Michelle Gilmore & Mike Blonski, City of Play, Bridget Tison, and Team 109. Thank you Vince for your kindness and talent. Thanks beyond words to the lovely redhead from camp who once met me every night at 11:15 (now, with a 2yo underfoot, it's more like 9:15...ok, ok, 8:15) and to that incandescent little lass. When she was born, someone told me "soon, you'll design a game for her." Perhaps it isn't coincidence that her favorite thing in the world, after yogurt raisins, is dogs :)

