

BARK AVENUE



NEW YORK CITY – the morning has begun and streets fill; the hustle and bustle begins again! Furry friends await their owner's return – and that is where you come in.

You are competitive dog walkers on the streets of New York trying to make the most money! Your challenge is finding the balance between the perfect walk and a steady clientele. The everyday events on the streets of New York will keep you on your toes, and when you go above and beyond you'll earn tips and learn new abilities!

The walker who earns the most as the sun sets wins the day. Lace up, leash up, and hit the streets!

COMPONENTS



5 Walker Boards
1 per player



81 Dog Cards



17 Event Cards



17 Personal Goal Cards



10 Coffee Tokens



15 Treat Tokens



15 Walk Tracker Tokens
3 per player



15 Happy Tokens
3 per player



1 Sun Tracker



1 City Die



1 Park Die



15 Poop Tokens
3 per player



15 Photo Tokens
3 per player



24 \$2
Tip Tokens



14 \$6
Tip Tokens

WATCH HOW TO PLAY!



5 Dog Walker Meeples
1 per player



25 Review Star Tokens
5 per player

BOARD SETUP

1. Unfold the City Board on the table in reach of all players.
2. Place the Sun Tracker in the top space of the Daylight Track.
3. Make piles of the Tip, Coffee, and Treat Tokens next to the City Board.
4. Shuffle the Dog Cards into a deck and place it facedown in the top left space on the City Board.

When playing with 1 or 2 players, choose to play on the East Side or West Side of the board, then find and make a deck out of only the matching East or West Side Dog Cards, determined by the position of and arrow on the street sign (see East Side / West Side, page 4).

5. Shuffle the Event Cards into a deck and place it facedown near the bottom right of the City Board.
 6. Shuffle the Personal Goal Cards into a deck and place it facedown anywhere on the table.
- After all players have selected their starting dog, reveal dogs from the Dog Deck and place them into the spaces to the right of the deck until you have 4 dogs at 1-2 players, 5 dogs at 3 players, or 6 dogs at 4-5 players.

SETUP

1. Take a Walker Board, Dog Walker Meeple, and 5 Review Star Tokens of a single color. Also take 3 Poop Tokens, 3 Happy Dog Tokens, 3 Photo Tokens, and 3 Walk Tracker Tokens. If playing with fewer than 5 players, return any of these remaining tokens to the box.
2. Cover the 5 stars on the right side of your Walker Board with your 5 Review Star Tokens.
3. Draw 2 Dog Cards and 2 Personal Goal Cards and choose one of each type to keep, returning the others to the bottom of their decks. Place the dog you kept on the first available dog slot of the Walker Board and one of your Walk Tracker Tokens Paw-side up on the first space of the first Walk Track.

When playing with 1 or 2 players and Personal Goals showing 1+ are drawn, discard them and draw new cards.

4. Place your Dog Walker Meeple on any of the 4 empty spaces on the City Board in your chosen dog's neighborhood (see Neighborhood, page 4).
- The first player is the player who most recently walked a dog.



KEEP 1 OF EACH DISCARD THE OTHERS

OBJECTIVE

In **Bark Avenue**, you are a competitive dog walker in New York City walking dogs to make the most money by the end of the day. As you walk around the city picking up and returning dogs, you will need to manage your route so that you can maximize your profit on the job. You earn tips when your dogs poop, get their pictures taken, and do their favorite activities – and having multiple dogs with the same favorite activity helps you earn them faster!

When you have great walks and master certain skills, you'll earn reviews and unlock new abilities. You'll also work toward your own personal goals to help you build up your resume.

Make sure all your dogs make it home by sundown, as on the last round, the player who has earned the most money wins the day!

KEY COMPONENTS

DOG CARDS

Dog Cards tell you everything you need to know about a dog's walk, including important attributes about the dog, the length of the walk, and how much you'll be paid at the end of the day. They're also PAWSitively adorable!



- 1 SPEED**
The maximum number of spaces you can move while walking this dog.
- 2 NAME**
Name of the dog. Fun fact: all dogs in Bark Avenue are real dogs!
- 3 FAVORITE ACTIVITY**
A dog's favorite activity is **Sniff** (dog icon), **Splash** (water drop icon), or **Fetch** (ball icon). Having multiple dogs with the same favorite activity makes it easier to have great walks!
- 4 MINIMUM WALK LENGTH**
The number of spaces your paw token must slide before the dog can be dropped off.
- 5 SIZE**
Each dog is either **Small**, **Medium**, or **Large**.
- 6 COMPATIBILITY**
Some dogs have compatibility requirements that prevent them from walking with other **Small** or **Large** dogs.
- 7 GROUP/SOLO DOGS**
Most dogs can be walked in groups, but some dogs must be walked solo (without other dogs on your Walker Board).
- 8 PAYMENT**
The amount of money you get paid to walk the dog. Foster Dogs instead reward an additional Review Star (see *Reviews*, page 13).
- 9 NEIGHBORHOOD**
The neighborhood the dog must be picked up and dropped off in.
- 10 WEST SIDE / EAST SIDE**
The position of a dog's neighborhood sign and arrow signals the side of the board their neighborhood is in.

CITY BOARD



- 1 DOG DECK**
Dogs that become available to walk.
- 2 AVAILABLE DOGS**
These dogs are available to walk and can be picked up from their matching neighborhood.
- 3 DOG DISCARD PILE**
Dog cards discarded during Competition rounds.
- 4 DAYLIGHT TRACK**
Each round the sun moves down this track introducing new challenges. The game ends after the sun sets on the bottom space.
- 5 REVIEWS**
Whenever you complete a dog walk, you may earn a Review for mastering new skills, tracked here.
- 6 NEIGHBORHOOD**
Each neighborhood consists of 4 spaces of the same color surrounding a street sign. Dogs who live in the matching neighborhood can be picked up and dropped off at any of these spaces. Beneath each street sign are the neighborhood actions that can be taken from these spaces.
- 7 NEIGHBORHOOD SEPARATOR**
Neighborhoods are separated by gray lines.
- 8 CURRENT EVENT**
Every second round, an Event Card is drawn into this space, and is either instantaneous or has a continuous effect until replaced.
- 9 TRAIN SPACES**
Without dogs, you can move directly between any two Train spaces on the board.
- 10 PARK SPACES**
You roll an improved die when you start your turn in a Park space. Groups of Park spaces also contain neighborhood actions.
- 11 SHOP ACTIONS**
Costs and bonus for performing shop actions.

WALKER BOARDS

Your Walker Board is where you track the dogs you are walking and your rating from dog owners.

Under each dog you're currently walking, you'll track how many rounds you've walked and any tip bonuses earned along the way!

TIP BONUSES

Track bonus tips for when your dogs **poop** (see *Roll*, page 8), have their **picture** taken, or do their **favorite activity** (see *Neighborhood Actions*, page 10) for the first time.

AVAILABLE DOG SLOTS

When the game begins, you can walk up to 2 compatible dogs simultaneously. When you achieve your third Review Star, you learn to walk 3 dogs at once!



TRACKING WALK LENGTHS

Each dog has a specified minimum walk length. Track progress towards this here at the end of each turn (see *Track*, page 12).

RATING UNLOCKS

Throughout the game you will overcome challenges and gain Reviews for great walks, which will increase your skill and reputation as a dog walker. Starting from the bottom, you'll unlock new abilities as you uncover these spaces!



DOG PARK

You may now use the Dog Park action.

(See *Dog Park*, page 10).



FREE COFFEE OR TREAT

You may choose to receive one free Coffee or Treat Token, a gift from the owners!



THIRD DOG LEASH

You may now walk three dogs simultaneously.



EXTRA ACTION

You may perform an extra action each turn during the Actions phase.



\$10 BONUS

You score an additional \$10 at the end of the game.

EACH ROUND



SUN MOVES ↓

At the start of each round (except the first round of the game), the Sun Tracker moves down one space on the Daylight Track on the right side of the City Board. Each space may trigger an **Event** or **Competition** (described below) or may trigger **Special Rounds** (see *Special Rounds*, page 13).

SUN MOVES



EVENT

EVENT

The streets of New York are nothing if not eventful! Draw an Event Card and place it on the Event space on the City Board. The rules on this card now affect all players.



Instant Event

Happens **immediately** and affects **all players** once. After being resolved once, this card no longer has any effect.



Continuous Event

Has a continuous effect on the Roll, Move, or Actions phase of a player's turn **until the card is replaced by the next Event Card** (in 2 rounds).



When playing with 1 or 2 players, some cards that reference both sides of the board or encourage significant player interaction are ignored. If the card has a **+**, draw the next Event Card and resolve the new card instead.



EVENT



COMPETITION

COMPETITION

Discard the two rightmost available Dog Cards from the top of the City Board. Replace those cards by sliding the remaining cards to the right and drawing and placing two new cards from the Dog Deck into the first two open spaces on the left.



COMPETITION



SPECIAL ROUNDS

Some of the later rounds have special rules (see *Special Rounds*, page 13).

SPECIAL ROUNDS

PLAYER TURNS

Starting with the first player, each player takes their turn:



PLAYER TURNS

ON YOUR TURN



ROLL

When walking dogs, you **roll a die** to see what they are up to this turn. These dice are also the only way to get dogs to poop (which earns you tips when you drop them off) – this is the only game where a crappy roll is a **good thing!**

CITY DIE



PARK DIE



Run

You must move one extra space during your Move this turn.



Pee

No effect.



Poop

Choose a dog that hasn't pooped yet and place a Poop Token on the poop bag space below it.



Golden Nugget

Place Poop Tokens below **all** your dogs that haven't pooped yet!



Pigeon / Squirrel

Your first movement must be in the direction the arrow is facing on the die.

TIP: Dogs are more likely to poop in the park!

PIGEONS AND SQUIRELS

When you roll a pigeon or squirrel, your first movement of your Move phase must be in the direction the arrow on the die is facing. If this faces a wall or edge of the board, use the second-most cardinal direction. If you roll a pigeon or squirrel and do not wish to move in that direction, you can discard a Treat (see *Treats*, page 10) to cancel the effect.

Example: Akha rolls the City Die. It lands on the pigeon with the arrow pointing mostly to the left (if the group isn't sure, put it to a vote). She has a speed of 4 and **must** make her first move to the left. She can now continue moving 3 more spaces, and, like normal movement, her second move can't backtrack her to the space she started from this turn.



MOVE

Move **exactly** the number of spaces on the City Board equal to the **speed of your slowest dog**. When moving, you may never move back to the space you were just in one space prior.

However, you can return to the same space by looping around the block. You may pass through other walkers, but must end your movement on an empty space.

HOW MANY SPACES MUST I MOVE?



MOVING WITHOUT DOGS



When you start your turn without any dogs, you skip the die roll and may move freely up to 4 spaces. In addition to moving to adjacent spaces, you can also take the train by moving from a train space to any other train space.



Smidgen the Pigeon

ACTIONS

After you finish moving, you may perform **one action**. This can either be **Pick Up Dog** (page 9), **Neighborhood Action** (page 10), or **Drop Off Dog** (page 11).

TIP: There are two ways to perform more than one action on your turn: Coffee (page 10), and unlocking the 4th Review Star (page 6)!

PICK UP DOG

Choose one of the available dogs on the City Board that lives in your current neighborhood and is **compatible** with all other dogs you are currently walking. Place the dog in a free spot on your Walker Board.

TIP: The third dog slot becomes available when you unlock your 3rd Review Star (page 6)!

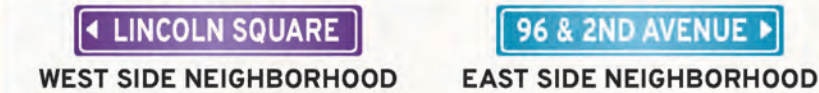
COMPATIBILITY



Some dogs have compatibility requirements where they cannot be walked with certain types of dogs. If the dog is a Group dog and has the Small or Large dog crossed out, they cannot walk with dogs of those sizes. If the dog is a Solo dog, they cannot walk with any other dogs.

TIP: Treats can be used to ignore a dog's restrictive attributes (compatibility and speed requirements – see *Treats*, page 10)!

FINDING A NEIGHBORHOOD



Each dog lives in a specific neighborhood on the board, denoted by a street sign at the bottom left or right of their card. If the street sign is on the left with an arrow pointing to the left, the neighborhood is on the West Side of the board. If it is on the right with an arrow pointing to the right, it is on the East Side of the board. The name and color correspond to a single neighborhood on the board.

After picking up a dog, slide any available dogs on the City Board to the right to fill the spot emptied by this dog, and refill the left-most space with the top card from the Dog Deck, flipped face up.

Example

Sophie is walking Darrow ①, whom she picked up last turn. She spots Aku ②, who is also in the Lincoln Square ③ neighborhood where she ended her last turn. She circles the block and returns there this turn. As her action, she wants to Pick Up Aku. However, Aku doesn't get along with small dogs ④, so normally Sophie wouldn't be able to walk these two dogs at the same time. Thankfully she has a treat (see *Treats*, page 10), so as she picks up Aku, Sophie gives the treat to Aku ⑤ (who now ignores his compatibility restrictions).

TIP: In addition to ignoring the compatibility requirement, Aku's speed restriction is also ignored. This means Sophie's speed is still 5!



NEIGHBORHOOD ACTION

Each neighborhood has a number of icons representing actions that can be performed from any of the spaces in that neighborhood.

After you finish moving, you may take any one of the available actions at this neighborhood as your Walker Action this round.

96 & PARK AVENUE



Favorite Activity (Sniff, Splash, Fetch)

Choose one matching activity at your location and place a Happy Token on the space under each dog that doesn't yet have one.



Dog Park (requires 1 Star)

Move all your dogs' Walk Tracker Tokens one space on their Walk Tracks. (*copy the Track phase*)



Coffee Shop: Buy a Coffee

Buy one Coffee Token from the supply for \$2 (by discarding one Tip Token).



Pet Shop: Buy Treats

Buy any number of Treat Tokens from the supply for \$2 each (by discarding an equal number of Tip Tokens).



Take a Photo

Choose a dog without a Photo Token and place one on its space under that dog.

TREATS

When taking the Pet Shop action, you can buy any number of treats for an equal number of tips (\$2 each). Treats can be applied to dogs to ignore all restrictive attributes, and can be applied immediately on pickup or at any time during the walk. To give a dog a treat, place a Treat Token on that Dog Card.

Giving a dog a treat means that their dog compatibility (🐕, 🐕, 🐕) and their speed (🏃, 🏃) if it is less than your other dogs (or less than 4, your default speed without dogs) are **ignored**. Their other attributes, such as their own size, still apply and, if you are walking other dogs with restrictions, those must be met or ignored by treats as well. Furthermore, treats can **only** be given to dogs with restrictive attributes that would improve by applying a treat – which can earn you the Treat Training star (see *Reviews: Treat Training, page 13*)!

TIP: You can use this to walk Solo dogs with Group dogs!

COFFEE

When taking the Coffee Shop action, you can buy one coffee for one tip (\$2). **Once per round**, coffee allows you to take one additional action during the Actions phase of your turn.

Each Coffee Token can be used twice – flip the coffee over the first time you use it, and discard it after the second use.



Neighborhood Actions

Killian can be picked up from the 72 & WEST END neighborhood. The Sniff and Coffee Shop actions are available from these spaces.



Treats

Killian has a treat applied, which means his compatibility (Solo) is ignored and he can be walked with other dogs. This also means his speed requirement is ignored and your speed this round is 5.

🐕 DROP OFF DOG

On any turn **after** a dog has walked their minimum walk length (*their Walk Tracker Token has flipped to the Home Side* – see *Track, page 12*) and you end your movement in their neighborhood, as an action, you can drop the dog off. Only then can you get paid, gain Reviews, and free up the spot on your Walker Board. To drop a dog off, perform the following steps, in order:

1 Remove the dog from your Walker Board and place them off to the side, discarding any treats applied to the dog. You've now earned the payment shown on the Dog Card, which is scored at the end of the game.

IF YOU'RE NOT LATE:

2 Earn one tip for each token placed on Poop, Picture, and Favorite Activity (for a total maximum of 3 tips, \$6).

2 If this dog was picked up during Surge Pricing (see *Surge Pricing, page 13*), take the Tip Token placed on the Dog Card.

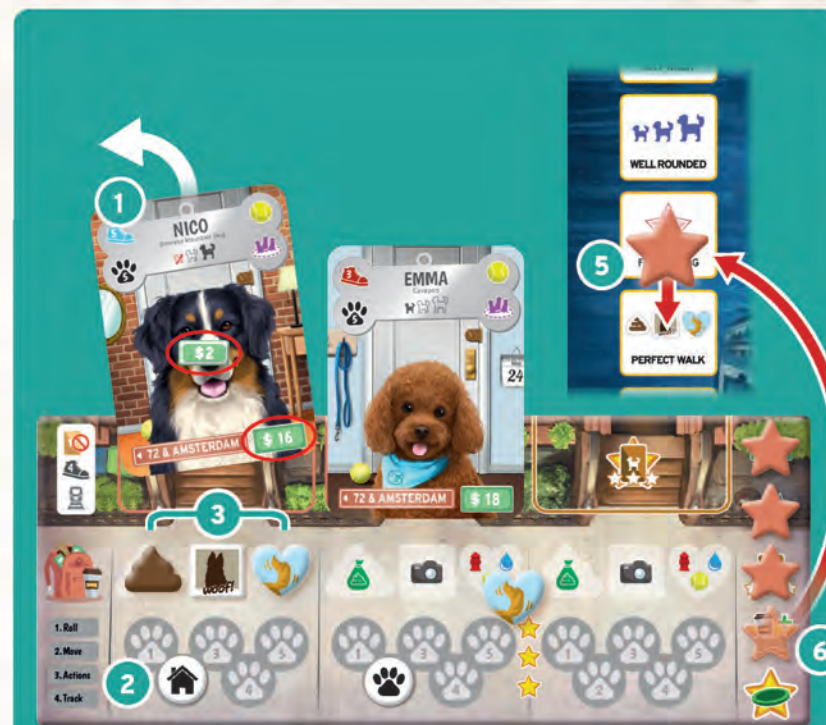
2 If eligible, gain one Review you have not yet earned (this dog must contribute toward that Review). You do this by removing the bottommost Review Star Token from your Walker Board and placing it on that Review on the City Board (see *Reviews, page 13*).

5 Remove any remaining tokens from that slot on your Walker Board and set them aside for future use.

LATE PENALTY
Owners become unhappy when their dogs return very late.

If you are returning a dog late (*the Walk Tracker Token has moved up to the Dog Card* – see *Running Late, page 12*), you gain the Dog Card (earning the payment on the card), but must **discard/ignore any tips and cannot gain a Review by returning it**. However, this dog can contribute toward future Reviews that require multiple dogs (**Expert, Well Rounded, Local** – see *Reviews, page 13*).

TIP: Your ultimate goal (besides winning) should be to never return a dog late!



Example: Drop off Dog

Ross drops off Nico (1) with 1 round to spare (2), earning \$16 at the end of the game. Additionally, Ross earned all 3 tip bonuses for **Poop, Picture, and Favorite Activity** (3), earning an additional \$6 in tips (4). Nico was also picked up during a **Surge Pricing** round, so Ross collects the additional \$2 tip on the Dog Card. His total earned income was \$24.

$$\$16 + \$6 + \$2 = \$24$$

Ross also checks to see if he can earn a Review for this walk. Since he hadn't achieved the **Perfect Walk** Review, Ross places his 2nd star on Perfect Walk (5), unlocking a bonus free treat or coffee (6). He chooses the treat, and takes a Treat Token (7).

Ross clears Nico's slot on his Walker Board by removing all tokens so he can pick up another dog.

TIP: Try to optimize your walks so you achieve a Review on almost every drop-off. This might get hard around your third dog, but don't forget that you have an Any Walk Review that can be achieved on any drop-off!

TRACK

After completing your Action(s), slide all Walk Tracker Tokens to track your progress on each dog walked this turn. For each new dog picked up this turn, place a token Paw-side up on the first space.



TIP: Once you get a hang of the game, this phase can be done during the next player's turn.

PAW SIDE TOKENS

If a dog's Walk Tracker Token is on the Paw side, slide the token to the right to indicate its progress towards its Minimum Walk Length.

If you have now reached the dog's Minimum Walk Length, immediately flip the token over to the Home side. This means that the dog is ready to Drop Off on any future turn.

HOME SIDE TOKENS

If a dog's Walk Tracker Token started this turn on the Home side, slide the token to the left, counting down on the Walk Track.



RUNNING LATE

If you were already on the 1st space of the track and have nowhere to slide, remove the token from the Walk Track and place it on the Dog Card. This dog is **late**. You do not continue to slide this token on future turns, but still must Drop Off the dog to complete the walk and free up the space on your Walk Tracker board (see *Late Penalty*, page 11).



NEW DOGS

If you picked up a dog this turn, there would be no paw token on that dog's walk track. Instead of sliding a token, place a Walk Tracker Token Paw-side up on the 1st space.

THE COUNTDOWN

Once a dog's Walk Tracker Token has flipped to the Home side, each turn it will instead slide to the left. You have 3 to 5 rounds (based on its minimum walk length) to drop off the dog before it is late. You may have a reason to keep this dog longer than 1 round (tip bonuses or a goal you are chasing), but in most cases you should be thinking about dropping off the dog soon and walking another dog.



★ REVIEWS

When you have really great walks, you master new skills and owners give you good reviews – increasing your skill and reputation as a dog walker! Whenever you drop off a dog, if eligible, you may earn one Review you have not achieved before, so long as the dog you are dropping off contributes toward that review.

Do this by taking the bottommost Review Star Token from your Walker Board and placing it on top of the Review on the City Board that you just earned. You may only achieve each Review once, though players may achieve reviews that have already been achieved by other players.

REVIEW REQUIREMENTS

- ANY WALK** Free Review. Achieve after any walk.
- PERFECT WALK** All 3 bonus objectives completed.
- WELL ROUNDED** Dropped off at least 1 dog of every size, including this one.
- EXPERT** Dropped off at least 3 dogs of the same size, including this one.
- X2** The dog is a Solo Dog and was walked alone (no treats applied).
- TREAT TRAINING** Applied a treat to ignore a restrictive attribute.
- LOCAL** Walked at least 2 (or 3) dogs from the same neighborhood.
- 3 DOGS** This dog is dropped off while you are currently walking three dogs.



FOSTER DOG When you drop off a Foster Dog for the first time, you earn the Foster Dog Review **in addition to** any other eligible Review Star you earned on this walk.

Sometimes, you may not be able to achieve a second Review, in which case you only achieve the Foster Dog Review. Foster Dogs are all about timing and can accelerate your reputation in the right situations!

TIP: Foster Dogs are the only way you can achieve two Reviews with one drop off!

DAYLIGHT TRACK



SPECIAL ROUNDS

\$2 SURGE PRICING During the four **Surge Pricing** turns, place Tip Tokens so that all available Dog Cards at the top of the City Board have tips on them. When you pick up a dog, also bring the tip on the card to your Walker Board. Place a new Tip Token on the Dog Card drawn to replace the dog you just picked up so that all available dogs have tips on them. When you drop off a dog with a tip on it, you earn that tip in addition to other earned tips.



WIND DOWN (DISCARD AVAILABLE DOGS)

Discard all available Dog Cards from the top of the City Board. No new dogs may be picked up for the rest of the game.

WIND DOWN (DISCARD CURRENT EVENT)

Discard the current Event Card from the City Board so that no event is in play. No event card will be in effect for the rest of the game.

ADVERTISEMENTS

If you have returned all of your dogs before the end of the final 3 turns, you may now use the Coffee Shop Advertisement neighborhood action to pin up your great reviews in coffee shops around the city. As an action, you may take one of your earned Review stars from the City Board and place it on an empty coffee shop at your location, covering the Coffee Shop action. Each coffee shop may only have one Review star. Advertisements are worth \$4 each at the end of the game.



FINAL SCORING

SCORING

After the final round, total your dollars earned for dogs, tips, reviews, personal goals, and advertisements. The walker who earns the most money wins the game!



DOGS

Earn dollars from each dog you have dropped off.

\$15

\$2

TIPS

Earn \$2 for each Tip Token.



\$10

PERSONAL GOALS

Earn dollars according to the hidden goals on Personal Goal Cards.

\$10

5TH STAR

Earn a \$10 bonus if you have achieved your 5th star.



\$4

ADVERTISEMENTS

Earn \$4 per Review Star placed on Coffee Shops on the City Board.

TIE BREAKER

If there is a tie, the player with the most reviews earned wins. If there is still a tie, the players share the victory.

PERSONAL GOAL CARDS

These hidden goals build up your resume and score extra money at the end of the game.



\$4 per solo dog walked.



\$4 per west/east side dog walked.



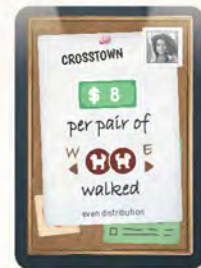
\$4 per small/large dog walked.



\$5 per slow dog walked.



\$8 extra per Advertisement.



\$8 per pair of west and east side walked.



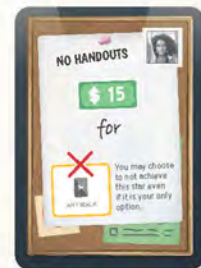
\$10 per set of activities walked.



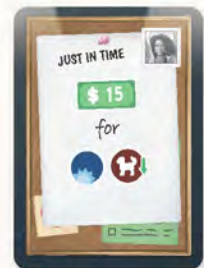
\$10 per set of speeds walked.



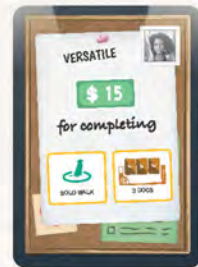
\$10 per set of dog sizes walked.



\$15 for choosing not to earn the Any Walk review.



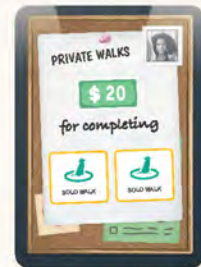
\$15 for dropping a dog off on the final turn.



\$15 for completing the Solo Walk and 3 Dog reviews.



\$15 for completing Expert, Well Rounded, 3 Dogs.



\$20 for completing both solo reviews.



Tips earned count as \$3 each.

EVENT CARDS



INSTANT EVENT

The effect of the card applies to all walkers. Then discard the event.



CONTINUOUS EVENT

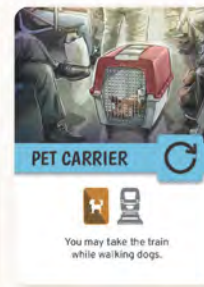
The effect applies to the entire round and affects all walkers. Leave the card out until it is replaced by the next Event Card (in 2 rounds). If the first Event Card (2nd round) instructs to discard and draw another, draw a new Event Card and put that one into effect instead.



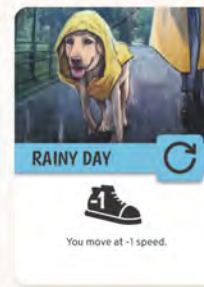
Great Review
Take the bottommost star from your Walker Board and place it on any review you have not yet achieved.



Competition
Replace all available dogs with new dogs.



Pet Carrier
You may move from one Train space to any other even if you are walking dogs.



Rainy Day
Move one fewer space than you would normally during these rounds.



Dog Tired
Slide all Walk Tracker Tokens when you end movement in the Park like you would at the end of your turn.



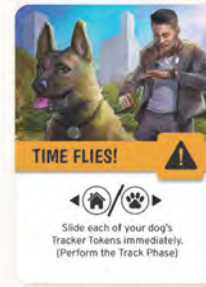
Modified Service
You may only move between train spaces on the same side of Central Park.* (* 3+ only)



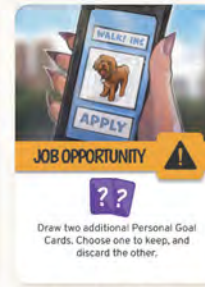
Doorman Building
If you pick up a dog this round, do not slide any tokens during the Track phase.



Curb Your Dog
Do not roll any dice when you start on City spaces.



Time Flies!
Slide all Walk Tracker Tokens as if you are performing the Track Phase. This may make dogs late or ready to drop off.



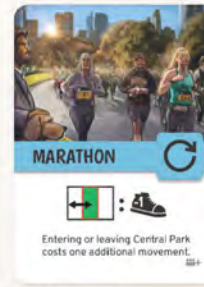
Job Opportunity
Draw 2 personal goal cards. Choose one to keep, discard the other. You now have 2 personal goals.



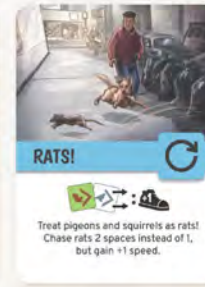
Lawn Closed
The Park Die is downgraded to the City Die. Roll the City Die in all cases at the start of your turn.



Service Alleys
You may move diagonally from one City space to another, but not diagonally to or from Park spaces.



Marathon
You must use 2 of your movement points to enter or leave Central Park. (This means if you had 3 movement and your first was to enter the park, you'd have one left.) (* 3+ only)



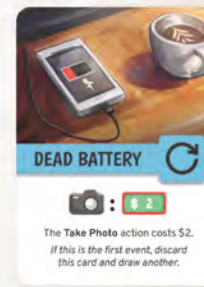
Rats!
When you roll pigeons and squirrels, move 2 spaces in the indicated direction, if possible. In some cases, this may be in two directions (i.e. NW could be left to the edge and then up).



Hidden Path
You may move diagonally to or from Park spaces, whether between two Park spaces, from a City space to a Park space, or a Park space to a City space.



Flooded
You may not use the Dog Park action.



Dead Battery
You must discard a Tip Token (\$2) to use the Take Photo action.

SOLO MODE

BY GUEST DESIGNER JACQUELINE ATKINS AND JONATHAN JUNGCK

You just moved by yourself to the Big Apple and don't know another soul in the city yet, but that is not going to stop you from making the most of this experience! In order to fill your free time and get to know your new neighborhood, you decide to start a dog walking business. Dogs, fresh air, and a chance to explore while earning some cash, what more could you want?

However, you quickly learn you are not the only dog walker in town. In Bark Avenue solo mode, you will compete against two Rival Dog Walkers who already live in your neighborhood. Will they bring a halt to your budding business or will you become the highest rated dog walker in the neighborhood?

SOLO COMPONENTS



4 Easy

4 Normal

4 Expert

12 Rival Dog Walker Cards

SETUP

BOARD SETUP

Follow the standard setup instructions for a 1-2 player game (choosing one side of the board).

PLAYER SETUP

Follow the standard player setup.

RIVAL DOG WALKER SETUP

- Choose two colors to represent the rival dog walkers, and take out the Dog Walker Meeple and 2 Review Star Tokens for each walker. Draw one random Rival Dog Walker Card for each rival from the cards that match the difficulty of your choice.
- Place a different colored Review Star above each Rival Dog Walker Card, representing the two player colors of the rival dog walkers. Place the second star for each walker above the two rightmost available dog slots (the 3rd and 4th slot), such that each rival is paired with an available dog.
- Place the Dog Walker Meeple for each rival in the center of the neighborhood matching the available dog beneath the rival's star, covering the actions in that neighborhood and blocking them from use.

You can still pick up and drop off dogs in this neighborhood, including the dog beneath the rival walker's star.

OVERVIEW

Bark Avenue's solo mode is played nearly the same as a multiplayer game, with the following changes:

2 RIVAL DOG WALKERS

Two Rival Dog Walkers are assigned locations based on the two rightmost available dogs. They are placed in the middle of those neighborhoods and block you from taking the local neighborhood actions.

COMPETITION RULES

During Competition rounds, the Rival Dog Walkers collect the two rightmost dogs, instead of discarding them. These are scored for the Rival Walkers at the end of the game.

GAMEPLAY

You play your turn and then move the Sun Tracker consecutively until the game ends.

In addition to your own walks, you must be aware of the dogs that will be picked up by the rival dog walkers on Competition rounds, as certain dogs will score higher on their Rival Dog Walker Cards than others.

PICKING UP DOGS

You may choose to pick up a dog beneath a rival dog walker's star, which could prevent the rival dog walker from scoring big. If you pick up one of the two rightmost dogs, the Dog Cards shift as normal and the affected rival dog walkers are moved to the neighborhoods that match the new dogs under their stars.

After you have completed your turn, the sun moves.



On Event rounds, you draw event cards as normal. Rival dog walkers are not affected by event cards and do not gain bonuses or take penalties.



On Competition rounds, the rival dog walkers collect the dogs in the rightmost two spaces, assigning each dog to the Rival Dog Walker Card whose color matches the star above the available dog.



On Surge Pricing rounds, the rival dog walkers do not collect tip tokens.



On the Wind Down round, the rival dog walkers collect their final dog and are removed from the board.



At the end of the game, each rival dog walker should have 7 dogs.

SCORING

SOLO DOG WALKER SCORING

You score your game as normal.

RIVAL DOG WALKER SCORING

The rival dog walkers will score according to their score cards for the dogs they collected during the game.

WINNING THE GAME

The solo dog walker wins if they beat each of their rivals! Turns out it was worth it to keep trying to make *fetch* happen.

Example

The rival dog walkers score points per dog collected. For Nova they score the following:

- 8 x 1 = 8 POINTS
- 5 x 3 = 15 POINTS
- 6 x 0 = 0 POINTS
- 4 x 1 = 4 POINTS
- 2 x 0 = 0 POINTS

In total they receive 27 POINTS for walking Nova home.



★ FOSTER HOMES ★

★ FOSTER HOMES ★

ETHEL

CENTER: Badass Animal Rescue
LOCATION: Brooklyn, New York

TO LEARN MORE VISIT: badassanimalrescue.com

★ Generously Sponsored by Rowen Chumacera ★



CENTER'S MISSION
Since 2011, Badass Animal Rescue has rescued, rehabilitated, and found loving homes for over 3,400 dogs. As a leader in responsible rescue, they save the most vulnerable dogs from high-kill shelters in the rural south and the U.S. Virgin Islands regardless of their breed, age, size, and medical history. Once a dog enters our foster program, we provide foundational training so that when they find their new home, it's forever.

MEET ETHEL
Ethel, aka Ethel Mertz, might look like a dignified elder, but Ethel is really a goofy girl plotting to get ALL the belly rubs and butt scratches! She's not shy about asking for them and is very affectionate with everyone she meets. She is a great companion to her dog siblings at home, but has some outdoor leash reactivity. With consistent training she has made tremendous progress, so a training-minded adopter would be a great fit for her!

BADASS ANIMAL RESCUE

ROCKLAND

CENTER: Animal Haven
LOCATION: Manhattan, New York

TO LEARN MORE VISIT: animalhaven.org

★ Generously Sponsored by IllegallyMike ★



CENTER'S MISSION
Animal Haven, is a nonprofit organization that finds homes for abandoned cats and dogs throughout the Tri-State area and provides behavior intervention when needed to improve chances of adoption.

MEET AND GREET
Abandoned in the hallway of his building, he was cared for by the residents on his floor. He was taken in by a neighbor, but when the building was sold he was brought to Animal Haven. Rockland is well taken care of while he waits to be put into his forever home.

He's a big couch potato who is perfectly content napping the day away. However, he's always up for a good walk and will meander by your side as far as you'll take him! He's a happy dog who isn't bothered by much and is just looking for a home to retire in.

ANIMAL HAVEN

THUMBELINA

CENTER: Hearts and Bones
LOCATION: Dallas, Texas

TO LEARN MORE VISIT: www.heartsandbonesrescue.com

★ Generously Sponsored by Peder Jungck ★



CENTER'S MISSION
Hearts & Bones Rescue is a 501(c)(3) non-profit dog rescue organization based in Dallas, Texas and New York City, New York. Our mission is to eliminate the euthanasia of companion animals through lifesaving foster, adoption, and transport programs with the goal of uniting shelter dogs with loving, forever families.

MEET AND GREET
She was born with deformed front legs likely as a result of inbreeding. She was surrendered by her former family when they moved into a home with stairs and felt she could not easily navigate their new home. With a set of loving, patient fosters in both Texas and New York, Thumbelina slowly learned to trust and love. Once she was ready, Hearts & Bones was able to cover the cost of the multiple, custom wheelchairs that she needed to gain the mobility that she never had before. After 9 months in our care with two loving fosters, Thumbelina finally found the perfect family!

HEARTS & BONES RESCUE

MOXIE

CENTER: Second Chance Rescue
LOCATION: Manhattan, New York

TO LEARN MORE VISIT: secondchancerescue.org

★ Generously Sponsored by Timothy Launcelot ★



CENTER'S MISSION
We practice responsible and innovative ways to reduce animal overpopulation in shelters, rescue and rehabilitate critically injured and neglected animals, and connect the community to services that enable animals to remain in their homes. Together we are advocates, rescuers, and educators. Together we make a difference. Why do we do what we do? Because they Matter.

MEET MOXIE
Moxie, also known as 'Black Beauty', is a fabulous girl who has completely charmed all who have had the pleasure of meeting her. Moxie is full of life and spirit, she's super playful and so friendly with everyone she meets; she adores people. She was found as a stray in Louisiana and transported safely to NYC.

SECOND CHANCE RESCUE

MIDNIGHT

CENTER: Muddy Paws Rescue
LOCATION: Manhattan, New York

TO LEARN MORE VISIT: muddypawsrescue.org

★ Generously Sponsored by Sang Goo Kang ★



CENTER'S MISSION
The mission of Muddy Paws Rescue is to build and support a thriving community of dog-loving humans dedicated to ending unnecessary euthanasia of companion dogs. We do this through shared learning and education, direct lifesaving, and continuous innovation.

MEET AND GREET
Midnight is 100% couch potato. She would love nothing more than to snooze all day in the sun with brief breaks for tummy rubs and snuggles, walks to explore city smells and pulling out the puppy eyes to request snacks. While she might technically be 8 years old, this spunky girl still has lots of pep in her step and always enjoys a round of tug-of-war and tossing her toys around (often accompanied with some zoomies). The only thing Midnight can't do well is regular her blood sugar - ya girl is diabetic. She gets two insulin injections a day, which she isn't phased by at all!


MUDDY PAWS RESCUE

ROCKET

CENTER: International
LOCATION: South Korea

TO LEARN MORE VISIT: Center for Disease Control

★ Generously Sponsored by Grace Shih ★



CENTER'S MISSION
Rocket was adopted through an international rescue organization before she was to be euthanized in South Korea. A loving couple located in New York City stepped in to adopt her.

MEET ROCKET
Through the love and patience of her new family she is learning to find her voice again, play with toys, and always begging for more belly rubs! Rocket's life has completely flipped upside down for the better and she is now proud to call the USA her forever home!

GROVER

CENTER: Sean Casey Animal Rescue
LOCATION: Brooklyn, New York

TO LEARN MORE VISIT: nyanimalrescue.org

★ Generously Sponsored by Mikhail ★



CENTER'S MISSION
The purpose of this endeavor is to aid unfortunate animals in the interest of a higher quality of life. We take in rescued, confiscated, neglected, injured, ill, unmanageable, or otherwise unwanted animals from private owners, zoos, shelters, and other public organizations. These animals are cared for, and/or rehabilitated to the best of our ability and means until which time they can be found in healthy, happy homes.

MEET AND GREET
Grover is about 7 years old and he loves everyone! He enjoys his morning walk but will only walk for about half a block before stopping for pets. He would love a home with an equally laid back human who could provide lots of snuggle time. Grover is a staff and volunteer favorite and he loves all the attention given to him at the shelter but he really longs for a home and family of his own.

SEAN CASEY ANIMAL RESCUE

FRECKLES

CENTER: Bobbi and the Strays
LOCATION: Brooklyn, New York

TO LEARN MORE VISIT: bobbiantdthestrays.org

★ Generously Sponsored by Ariel ★



CENTER'S MISSION
Bobbi and the Strays, a non-profit, no-kill organization, rescues and provides essential care for orphaned, stray, abused, and special needs cats and dogs. Through rehabilitation, socialization, and adoption, we provide a humane service to all animals that come into our care.

MEET AN GREET
Freckles has been living at the shelter for far too long. He has been patiently waiting 4 long years for a home to call his own and a family to love. This freckle faced dude will brighten even your worst day with his joyful jumps of happiness and excitement when he sees you!!! You will be his whole world...

BOBBI & THE STRAYS

ENZO

CENTER: Animal Lighthouse Rescue
LOCATION: Manhattan, New York

TO LEARN MORE VISIT: www.heartsandbonesrescue.com

★ Generously Sponsored by Amelia ★



CENTER'S MISSION
ALR works to rescue, rehabilitate and transport stray dogs from Puerto Rico to New York City. Once each animal has been given the individual health care and behavioral rehabilitation that they need, they are loaded onto a 'freedom flight' and sent to NYC. They are then placed into foster care while they wait for their 'forever homes.'

MEET AND GREET
Enzo was rescued by ALR from Puerto Rico after finding him in a horrific hoarder situation that had gotten out of control. Harry, a volunteer, was in charge of escorting Enzo home on his 'freedom flight'. ALR asked if Harry could foster Enzo for a few days but they ended up falling head over heels for each other and Harry ended up officially adopting Enzo. Enzo can now be seen strutting down around the Upper West Side and throughout Central Park in NYC.

ANIMAL LIGHTHOUSE RESCUE

CREDITS

Designers
Mackenzie & Jonathan Jungck

Artist
(Box, Board, Event Cards)
Chris Martinetti

Graphic Designer
Akha Hulzebos

Developers
TerreDice Games
Kim Brebach

Marketing Coordinator
Julia Kim

Box Design
Peter Gifford
Jackson Jungck

Solo Designer
Jacqueline Atkins

Artist
(Dog Cards, Rulebook)
April Borchelt

Graphic Designer (Logos)
Cold Castle Studios

Publishers
TerreDice Games
Good Games Publishing

Manufacturer
Panda Game Manufacturing

Special Thanks
Steve Finn
Jamey Stegmaier

Lead Playtesters
Jacqueline Atkins, Ben and Lauren Leong, Tim Tamm, Dylan Chin

Playtesters
Kacey Alexander, Ross Arnold, Kyle Bailey, Sophie Barocas Arnold, Justin Bird, Amber Bolli, Sarah Busby, Dan Cotrupe, Will Crosby, Jason Desouza, Kristin Dodd, Julia Ferry, Ian Gibson, Brandon Gilmore, Max Glenn, Brian Guttag, Jon Heline, Beth Heline, Sean Heline, Ammon Heline, Akha Hulzebos, Chaeha Im, Angela Jungck, Peder Jungck, Stephen Jungck, Tori Jungck, Jackson Jungck, Skylar Jungck, Sang-Goo Kang, Karen Katzin, Austin Kennedy, Robert Konigsberg, Dana Lesh, Catherine Longno, Christin Marshall, Scott Marshall, Chris Martinetti, Caroline Martinetti, Tanner Metzmeier, Nathan Meunier, Devin Moree, Eleni Papadopoulou, Sarah Piazza, Tim Quintanilla, Jennifer Reeves, Darrell Sisson, Logan Tank, Mike Tank, Madison Tank, Julie Walters, Bety Mehide, Kimberley Duncan, Sylvie Brebach, Zen Marcos, Callum & Angus Haddow, Adam May, Michael Gaydos, Cole Feeser, Mike Gibbs.



Bark Avenue features real foster dogs from real foster care homes in New York City. Our mission is to raise awareness for these amazing organizations and share how you can support them.

EACH ROUND



SUN MOVES ↓



ROUND EVENT

PLAYER TURNS



ROLL



MOVE



ACTION(S)



TRACK

ROUND EVENT (PAGE 7)



Event

Draw Event Card
(Page 7, 15)

OR



Competition

Replace 2 dogs
(Page 7)

SPECIAL ROUNDS (PAGE 13)



Surge Pricing

Tips on Dogs



Discard all
available Dogs



Discard current
Event Card



Sunset

Final Scoring
(Page 14)

ROLL (PAGE 8) – CITY OR PARK DIE



City Spaces



City Die



Run

You must move one
extra space during
your Move this turn



Pee

No effect



Poop

Choose a dog that
hasn't pooped and place
a Poop Token on its
space under that dog



Golden Nugget

Place Poop Tokens
under **all** your dogs
that haven't pooped!



Pigeon/ Squirrel

Your first movement must
be in the direction the
arrow is facing on the die



Park Spaces



Park Die

MOVE (PAGE 8) – THE SPEED OF YOUR SLOWEST DOG



MOVING WITHOUT DOGS



Up to 4 spaces and can move
between Train spaces.

ACTIONS (PAGE 9-11) – ONE PER TURN, PLUS BONUS ACTIONS



Pick up Dog
(Page 9)



Neighborhood Actions
(Page 10)



Drop off Dog
(Page 11)

SPECIAL ROUND ACTION

(LAST 3 ROUNDS)



Advertisement
(Page 13)

DOG ATTRIBUTES (PAGE 4)



Speed



Favorite Activity



Minimum
walk length



Size



Group Dog



Solo Dog



Payment



Foster Dog Review Star
(Page 13)



West Side
Neighborhood



Compatibility
Restriction

NEW DOGS



Place
token

OR



Paws slide
right



Flip if
minimum
walk
length
reached.

OR



House
slide left



**Late
Penalty**
Remove
if late