

Strays: A Board Game Adventure

Navigate the Neighborhood as Stray Dogs to Claim Victory

Objective

In Strays, players take on the role of stray dogs exploring the neighborhood to claim as many houses as possible. Your goal is to collect the highest number of points by securing houses across the map. Houses located in alleyways are worth double points!

Game Components

- Game Board: Depicts the neighborhood with streets, alleyways, hydrant spots, and fetch spots.
- House Tokens: 12 ~ Red Houses (1 point each), 6 ~ Blue Houses (3 points each), 6 ~ Yellow Houses (3 points each).
- Dog Pawns: One for each player.
- Deck of Fetch Cards: Special cards granting bonuses, challenges, or events.
- Die: One standard six-sided die.

Setup

- 1) Place the House Tokens: Distribute all house tokens on their color-coordinated spaces across the board. Some tokens should be placed within alleyways (for double points).
- 2) Place Dog Pawns: Each player chooses a dog pawn and places it on their assigned Start space.
- 3) Prepare the Fetch Deck: Shuffle the deck of Fetch Cards and place it face down beside the board.

Game Play

- 1) Roll the Die: The player rolls the die to determine how many spaces to move.
- 2) Move Your Dog: Move your dog pawn up to the number of spaces rolled. You may move horizontally or vertically, but not diagonally.
- 3) Land on a Space: House Spot — Collect the token and record its point value. Alleyway House Spot — Collect the token and earn double points for it. Hydrant Spot — Spin the spinner to trigger a Hot Spot Action. Fetch Spot — Draw a Fetch Card and immediately resolve its effect.
- 4) Collecting houses: Players can only have 4 houses at a time and the game ends once each player has 4 houses. Players may trade their house tokens out for greater value pieces, but must put the piece they are trading out back on the board. Players must land on house tokens by exact count.

Fetch Cards

- Bonus Move: Move again or gain extra spaces.
- Point Modifier: Gain or lose points.
- Challenge Card: Complete a task or face a penalty.
- Trade Card: Swap one of your collected house tokens with another player.

End of Turn

After resolving all movement and card actions, your turn ends. Play continues clockwise, starting with

Louie takes the first turn.

End of Game

The game ends once every player has claimed 4 house tokens. All players total their points from the

houses they collected. The player with the highest total score wins! In the case of a tie, the player

with the most alleyway houses wins.

Strategy Tips

- Go for the Alleys: Alley houses earn double points — they're high risk, high reward.
- Watch the Fetch Deck: Weigh your odds — Fetch Cards can turn the game quickly!
- Plan Around Hydrants: Use Hot Spot actions to gain an edge or block opponents' paths.

May the best dog win — and rule the neighborhood!