

DOG-OPOLY

THE GAME CONSISTS OF...	A board, 6 tokens, Dog Houses, Big Bones, Good Dog and Bad Dog cards, deeds, play money and dice.
TO BEGIN...	Select a banker. The Banker's personal account is to be kept separate from the bank. Each player selects a token. Good Dog and Bad Dog cards are placed face down on the board. The bank gives each player \$1,630.00 as follows: 2-\$500's, 3-\$100's, 3-\$50's, 5-\$20's, 5-\$10's, 5-\$5's, 5-\$1's.
THE BANK...	Holds money, deeds, Dog Houses and Big Bones until purchased. The bank pays a player \$200 when the player lands on or passes "GO FETCH". All money owed to a player due to Good Dog or Bad Dog cards and mortgages is paid by the bank.
ALL TOKENS...	Begin in the center of the board. Each player rolls the dice and the player with the highest roll advances to "GO FETCH" counting this space as "one", and advances the number of spaces indicated on the dice. A player is subject to the consequences of the space upon which the token lands. The play then passes to the left. A player who rolls doubles moves the sum of the dice and is subject to the possibilities of the space upon which the token lands. The player then rolls again and moves again. A player who rolls doubles three times in succession goes to "KENNEL" immediately and does not pass "GO FETCH".
GOOD DOG AND BAD DOG...	When landing on any of these spaces a card is drawn and the instructions are followed. The card is then placed on the bottom of the deck.
PURCHASING DOGS...	When landing on an unowned dog, a player has the option to purchase that dog. If purchased, the player receives a deed for that dog. If a player chooses not to buy the dog, any player may bid any price to buy the dog. The highest bidder receives the deed for the dog.
RENT...	When landing on owned dogs, the owner is paid the rent required. No rent is collected when dogs are mortgaged. If all deeds of a color group are owned by the same player the owner may charge twice the rent for undeveloped properties. All rents must be requested before the next roll of the dice.
THE PARK...	All money required to be paid other than rent and purchase price of dogs is placed in the center of the board. A player landing on THE PARK collects all the money in the center of the board at that time.
KENNEL...	If a player is sent to "KENNEL", the player goes directly to "KENNEL" and does not collect \$200. A player's turn ends <u>immediately</u> upon being sent to "KENNEL". If a player is not sent to "KENNEL" but lands on the space during play, the player is "JUST SNIFFING" and moves ahead as usual on the next turn. If a player is sent to "KENNEL", the player may leave by rolling doubles in any of the next three rolls. If successful, the player moves forward but does not roll again. If a player does not roll doubles within three rolls, the player places \$100 in the center of the board and moves forward the number of spaces on the third roll. While in "KENNEL", a player may buy or sell dogs, buy or sell Dog Houses or Big Bones, and collect rent.

DOG HOUSES...

Dog Houses are indicated with the brown buildings. When a player owns all properties of a color group, Dog Houses may be purchased for those properties. The first Dog House may be placed on any of the properties. Development of property must be done equally. No more than one Dog House may be placed on any property until one Dog House has been placed on each property in that group.

The price for a Dog House is shown on the deed for the dog.

Double rent continues to be paid on undeveloped property in a complete color group.

If a player sells Dog Houses back to the bank, this must be done evenly.

BIG BONES...

Big Bones are indicated with the bone pieces. When a player has four Dog Houses on each property in a color group, Dog Houses may be returned to the bank and a Big Bone may be purchased. Only one Big Bone may be placed on each property.

DOG HOUSE SHORTAGES...

When the bank has no Dog Houses to sell, a player must wait until Dog Houses are returned.

SELLING PROPERTY...

Players may sell property to another player as a private transaction at any agreed price. Dog Houses and Big Bones may not be sold. Property may not be sold if Dog Houses and Big Bones occupy that property.

Dog Houses and Big Bones may be sold back to the bank at half the price paid for them.

MORTGAGES...

All undeveloped property may be mortgaged to the bank. All Dog Houses and Big Bones must first be sold at half price. Mortgage value is printed on the back of each deed. When mortgaged, the property deed is placed face down.

No rent is collected on mortgaged property.

To lift a mortgage, the owner must pay the bank the amount of the mortgage plus 10%.

BANKRUPTCY...

The condition of owing more than one can pay. All assets are paid to the creditor and the bankrupt player immediately retires from the game. If Dog Houses and Big Bones are owned, they must be sold back to the bank at half price. The cash is then given to the creditor. Mortgaged property turned over to the creditor cannot be released to the creditor until the amount of the mortgage, plus 10% interest is paid by the creditor to the bank.

If the bank is the creditor and receives the assets, the bank immediately sells all property taken (except Dog Houses and Big Bones) at auction. A bankrupt player immediately retires from the game. **THE LAST PLAYER LEFT IN THE GAME WINS!**

A player may not loan money. Only the bank may loan money by mortgage.

A SHORT VERSION OF THE GAME,,,

Before starting the game, deeds are shuffled and four deeds are dealt to each player. Players immediately pay the bank the price of property dealt to them. Play then proceeds as in the regular game.

THE TIME OF PLAY IS ONE HOUR.

At the end of one hour, players value their property including: cash, property at the price printed on the board, mortgaged property at one half the price printed on the board, and Dog Houses and Big Bones valued at purchase price.

THE RICHEST PLAYER WINS!

If your game is not properly completed please call us. We will be happy to correct any problem. Please direct all questions or comments to:

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