



Take Your Dog on
Life's Journey

For
Two to Five Players

Your favorite pet dog can happily retire at the “Pooch Palace” in this special dogs edition of the famous Game of Life. It all centers around the Wheel of Fate. Your dog starts out with a car (what dog wouldn't love to drive?) and 25 dog bones. As your pet travels, it will meet with success, failure and perhaps even need to run from a skunk! Your luck and choices may give you more than one chance to make good. You may even be able to over take the dog in the lead. Fate plays a large part, but your decisions are also very important. For example, at the first fork in the road, you must decide whether your dog will become a “house pet” or go to Puppy Obedience School. Your choice will determine how much you earn whenever you land on (or pass) “Reward” (which is often). Along the way, your dog will get married and have puppies! Near the end, you'll have a chance to spin and win a lot of bones or get sent to the farm with a chance to try again. Whichever dog has the most bones when all have reached the Pooch Palace WINS the game!

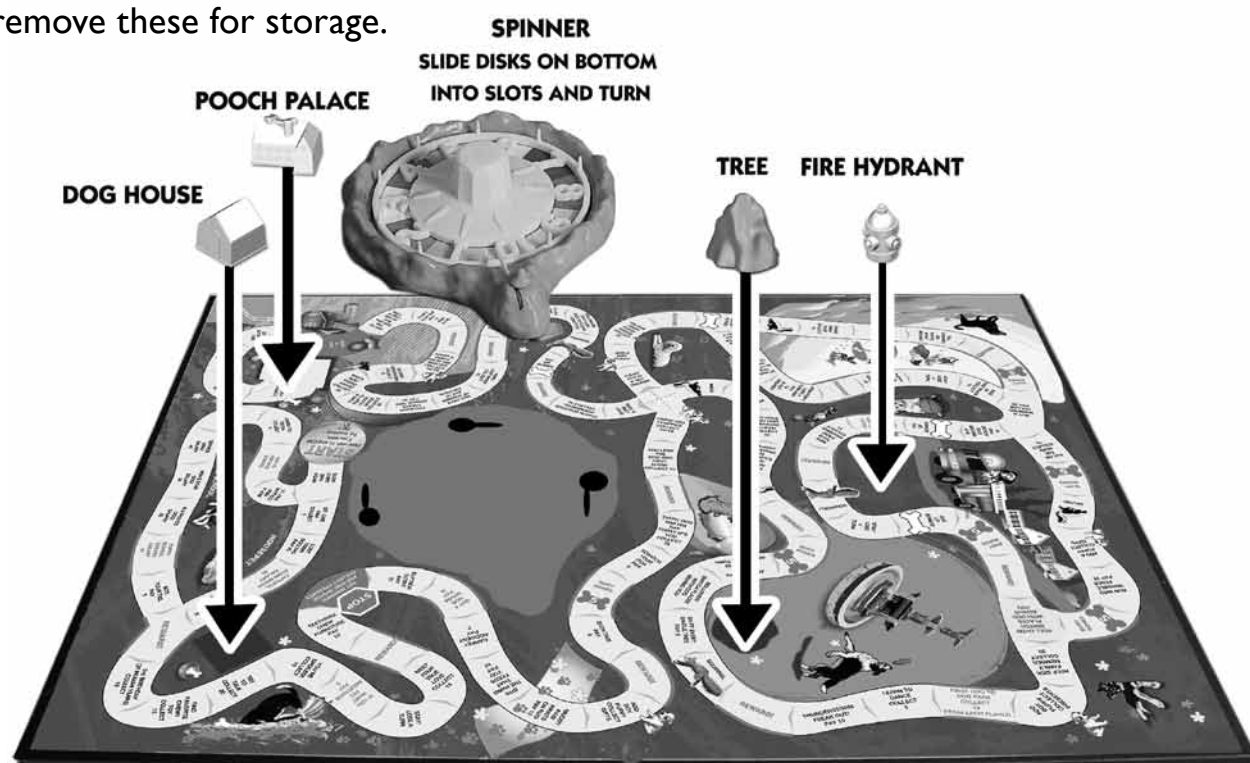
The best part is you can customize a piece with a picture of your own dog! You'll find how to do so at the end of the rules under PLAY WITH YOUR OWN PET DOG!

EQUIPMENT AND ASSEMBLY

Equipment:

Gameboard, Plastic gameboard pieces (fire hydrant, doghouse, tree and Pooch Palace), Bone pad with Pet insurance certificates, Plastic cars, Cardboard dog pieces, Plastic puppy pegs and rules.

Insert the green Wheel of Fate's base into the board. It will stay permanently. Place the white spinner on the green base and insert the 4 plastic pieces into the board where indicated. You can easily remove these for storage.



TO START

Choose a Banker. Banker separates the bones by value and neatly arranges them in stacks. Keep the Pet Insurance certificates separate. The banker gives each player 25 bones (a 20 and a 5). Unless stated otherwise, all bones are COLLECTED and PAID to the Bank. The banker gives out cars and each player chooses a dog token for his car, as well as a colored peg.

BLUE PEGS for male players and boy puppies.

PINK PEGS for female players and girl puppies.



Insert your colored peg and cardboard dog token in your car and then place your car on START.

PLAYING THE GAME

Spin the Wheel. High number will play first; others take turns going clockwise. Each player now decides to buy PET INSURANCE (cost: 5) or not. Take an insurance certificate if you purchase one. The first player then spins the Wheel. Your spin determines the number of spaces you move. If the space is occupied, you move your car forward to the next open space (exception: Best in Show space). Most spaces have black printing; if you land on such a space, pay or collect as indicated. Some spaces are RED and one space is BLUE.

RED SPACES

The reward or penalty takes place whether you LAND ON or PASS a red space. One exception is the Puppy School Degree space in Puppy Obedience School. If you already have a higher reward (Service Dog or Movie Star) you keep that reward until the end of game.

BLUE SPACE

When you LAND ON or PASS the BLUE Pet Insurance space, you may decide to buy Pet insurance if you didn't do so at the beginning of the game (this is your last chance).

REWARD

At the start of a game, before you spin the wheel, decide if you wish to take the shorter “HOUSE PET” path at a reward of 35, or whether you wish to take the “PUPPY OBEDIENCE SCHOOL” route, the first turn to the right, and follow the longer way around. If you take this route, your salary will be designated by the space you land on:

FARM DOG: 30, SERVICE DOG: 45, MOVIE STAR: 50, POLICE DOG: 35
This profession will be yours throughout the game. Each time you LAND ON or PASS a red REWARD space you always collect this amount from the bank. If, however, you do not land on one of the profession spaces,



you will automatically collect the “PUPPY SCHOOL DEGREE” (printed in red) reward of 35 each time you land on or pass a Reward space. Collect your reward immediately. You cannot collect after next player spins the dial.

Once you have landed on a profession, you immediately move your car to the first Reward space and collect your reward.

BURY BONES

Whenever you LAND ON or PASS a RED Bury Bones space, place a “5” bone under the edge of the board next to the “Bury Bones” area. The bones are won by the next player who lands on a DIG UP BONES space. (In some games, no player lands on a Dig Up Bones space and the buried bones are not won.)



GETTING MARRIED

You must stop in the red space by the doghouse and GET MARRIED.

1. ADD SPOUSE. Place a pink or blue peg next to the driver in your car.

2. COLLECT PRESENTS—you spin the wheel again. The amount you collect from each opponent depends upon the number spun.
For 1, 2, 3 – You collect 10 from each player.
For 4, 5, 6 – You collect 5 from each player.
For 7, 8, 9, 10 – Sorry, you collect nothing!

3. HONEYMOON – Spin the wheel once more and advance that number of spaces.

ADD A BOY OR GIRL PUPPY

When you LAND ON one of these spaces you:

1. Insert a Blue (Boy) or Pink (Girl) Puppy Peg in the “back seats” of your car.

2. If you get more than four puppies, just crowd them like in real life!

3. Each time you add a puppy you collect 5 from each opponent. If you add Twins, collect 10 from each.



MOVING BACK

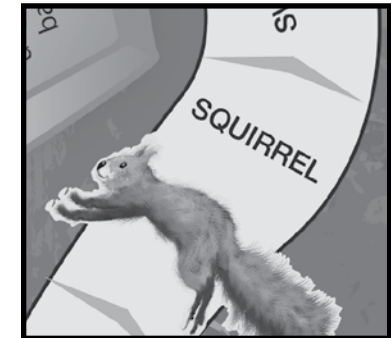
When you are sent back, you count spaces ALONG THE SHORTEST ROUTE.

- 1. In going backward, you PAY NO ATTENTION TO PENALTIES, EARNINGS OR REWARDS as you pass over them or to the one you land on. If this space is occupied, move back to first open space.
- 2. PENALTIES, EARNINGS AND REWARDS TAKE PLACE WHENEVER YOU MOVE FORWARD – no matter how many times you go over the same stretch of road,

NOTE: IF YOU CANNOT FULLY PAY A PENALTY, JUST PAY ALL THE BONE MONEY YOU HAVE.

SQUIRREL or SKUNK SPACES

- 1. If you land on a SQUIRREL SPACE you give chase and have to run wherever he goes! Spin the wheel. If you spin an EVEN number, move ahead the number of spaces spun and do what the space requires. If you spin an ODD number, move back the number of spaces spun (ignore what the space says to do).
- 2. If you land on a SKUNK SPACE, you run away as fast as you can! Spin the wheel and move BACKWARDS (ignore what the space says to do).



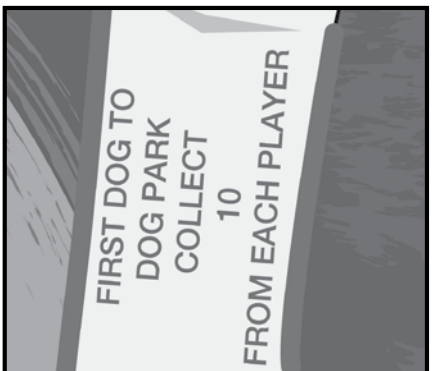
ROLL OVER SPACES

Landing here requires you to exchange places with the dog immediately behind you. If there are none, stay where you are. Ignore the messages on the spaces exchanged and any red spaces passed over.



DOG PARK BONUS

The first player to land on or cross the "FIRST DOG TO DOG PARK" space collects 10 from every other player immediately.



STOP! BEST IN SHOW SPACE

You must STOP on the red BEST IN SHOW SPACE. Any number of players can be on this space. At this time you:

- 1. Receive 20 for each of your puppies.
- 2. You ALSO have to make a big decision. You can spin the wheel without making a bet, or bet 20.

If you bet, give 20 to the banker. In either case, call out a number from 1 to 10, then spin the wheel. If your number comes up, collect 100 from the bank! If you made a bet, collect 40 if the number to either side of your number comes up (you don't do so if you didn't bet). For example, if you bet and then called out "10," you would collect 40 if you spun a "1" or a "9" or 100 if "10" was spun.

3. If you won something, stay put. If you won nothing, move onto the FARM space.

4. If you start your turn on the FARM and you spin a "1," you will again land on BEST IN SHOW and will collect for puppies, decide to bet and spin as before.

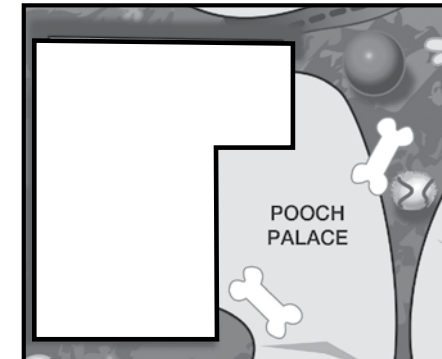


POOCH PALACE

You do not need an exact spin to reach the POOCH PALACE.

- 1. If you are the first player to reach here, your journey ends and you collect a 50 bonus from the bank. You now call out a "lucky number" – like "8" – and give the wheel a spin. If you spin your lucky number, collect 20 from the bank. Hereafter, whenever ANY player spins your lucky number you'll collect 20 from the bank. While you can no longer move when your turn comes around, you do spin in the hopes of spinning your lucky number (and thereby collect 20 again).

- 2. Each player picks a different lucky number when reaching the POOCH PALACE (you can't pick a number already selected). Spin and collect 20 if you spin your lucky number. Collect 20 whenever an opponent spins your lucky number.



WINNING THE GAME

The game ends after the final player reaches the POOCH PALACE and spins for his lucky number. ALL PLAYERS THEN COUNT their bone money. Whoever has the most WINS!



PLAY WITH YOUR OWN PET DOG!

It's even more fun to play the Game of Life Dogs Edition when you're playing with your own dog!

You can customize one of the blank dog pieces included in the game with your dog's picture. To do this, take a photo of your dog's face, then go to our website www.winning-moves.com and follow the easy instructions provided there.



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