



Central City Shopping Centre
2089 -10153 King George HWY
Surrey, British Columbia
V3T 2W1

DOG'S LIFE - QUICK NOTES

OBJECT: 2 TO 6 PLAYERS
Be the first to bury four bones in your home base.

SET-UP:

- Take 1 Dog Chart at random; piddle markers, dog figure, and set of 13 cards of that colour.
- Place Hunger Level on 4 and 1 dog piddle in the bladder.
- Take a random home space and place it next to the dog chart. Place dog figure in the space.
- Searched Trash Can, Newspaper marker (mixed, face down), Bone markers are placed next to the board.
- Dog Catcher is placed next to the Pound.

TURN:

1. **MOVE YOUR DOG'S HUNGER MARKER ONE SPACE TO THE LEFT**

- If at 0, dog is starving and exhausted, move dog to the first square of Dog Pound.
- Any Bones or Newspaper is left on that square.
- Player's turn is over.

2. **MAKE ALL YOUR DOG'S BREED ACTION FOR THE TURN**

- MOVE A SPACE (one action per space)
 - a. May move through an occupied space (except piddle marker) but never end its move in an occupied space or on another dog space.
 - b. Dog may never enter the pound or an opponent starting space.
- SEARCH A TRASH CAN (one action space)
 - a. If on a space containing a trash can which has not been searched.
 - b. Draw top card from the player's stack and consult the trash can section of the card.
 - c. If found a bone, may not carry more than two items.
 - d. If found food, move hunger level, depending how many food found but can never go above 4.
 - e. Place a searched trash can marker on that space.
- DROP A BONE OR NEWSPAPER (one action point)
- COLLECT A BONE OR NEWSPAPER (one action point)
- BURY A BONE (one action point per bone)
- BEG FOR FOOD (one action point)
 - a. If a dog is in a restaurant (Red Arrows), draw top card from player's stack and consult the restaurant section of the card.
 - b. A dog may not beg more than once per turn in the same restaurant.
- DRINK FROM A FOUNTAIN (one action point)
 - a. Fill bladder by putting dog piddle marker on the bladder space.
 - b. Each dog only has 8 piddle markers.
- PIDDLE ON A LAMPPOST (one action point)
 - a. If the dog is on a lamppost space may piddle (place a piddle marker on that space).
- TAKE A NEWSPAPER FROM THE KIOSK (one action point)



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- a. May bark in order to ask for a paper to deliver.
- b. Take a newspaper marker at random.
- DELIVER A NEWSPAPER (one action point)
 - a. Return newspaper marker with the rest of the marker and mixed them again.
 - b. Draw top card from the player's stack and consult the newspaper section.
- ATTACK AN OPPOSING DOG (one action point)
 - a. Must be adjacent square; attempt to grab whatever the other dog is carrying.
 - b. Both players turn over top card of their own player's stack and consult the attack section.
 - c. Winner is the one with the most claws.
 - d. If attacker wins, defender drops all objects on that space and goes to the Dog Pound.
 - i. May move onto the space (one action point) and pick up any dropped object (one action point per object).
 - e. If attacker loses, then turn is over.
 - f. If tie, nothing happens.
- SNIFF A LAMPPOST (all the action points)
 - a. If a dog enters a space occupied by another dog's piddle marker then the player loses the rest of the action points.
 - b. On the next turn, the player may piddle on the marker and remove the opponent piddle marker and return it to the player.

3. **MOVE THE DOGCATCHER'S TRUCK**

- A player whose dog is in the pound does not get to move the truck.
- Roll the die and move that many spaces. The truck orientation is important.
 - May not double back; enter buildings or a starting spaces.
 - May move over pieces and dogs.
 - If end movement on a space occupied by a dog, move dog to the first Pound space.
 - If adjacent to a dog (street or building (must be with an arrow)), then the player draw top card from the player's stack and consult the Escape Dog Catcher section.
 - Dog's always safe in their staring space.

IN THE POUND

- Dogs in the pound do not go hungry.
- If dog leaves or escape, move playing piece to the pound building on the board and the hunger level marker to 2. The dog may immediately take a normal turn.
- If not, next turn reveal 2 cards, etc.

TRASH DAY

- When the last searched can is played then all of the markers, except for the last one placed, are removed.