

DOG-GONNIT

INSTRUCTIONS • 2-4 PLAYERS

COMPONENTS

• Game Board • 48 Happening Cards (4 decks)
• 4 Dog Pawns • Die • \$20 Tokens • 20 Pet Care Business Tiles • 24 Dog Tiles • 24 Hearts

OBJECTIVE

Having a dog is full of fun and adventure! Many things will happen along the way, so be ready. You can own a pet care business and, if you like, adopt more dogs. Be the first player to collect six hearts by showing how well you care for dogs! But be careful. If a player runs out of \$20 tokens before collecting six hearts, the player is out of the game.

SETUP

Punch out all the game pieces, place the dog pawns on stands, and assemble game board.

Place the game board in the center of the playing area, and ensure the pet care business tiles, dog tiles, and hearts are within reach of all players.

In a **2-player game**, each player starts with thirty \$20 tokens. In a **3-4 player game**, each player starts with twenty \$20 tokens. The remaining \$20 tokens are set aside to form the bank.

Place one \$20 token from the bank in the jackpot located at the center of the game board.

Sort the happening cards by color into 4 decks. Shuffle each deck, and place them alongside the game board.

Each player picks a dog pawn and places it on the start space.

The youngest player goes first, and play continues clockwise.

The starting player selects a pet care business tile, pays the bank the cost to buy the business (see costs chart), and places the tile in front of them. In playing order, each player selects a **different** pet care business and then does the same as above.

In a **2-player game**, players take turns selecting two pet care business tiles each.

VETERINARIAN

- Cost to Buy: \$80
- Operating Expenses: \$80

DOG FOOD COMPANY

- Cost to Buy: \$80
- Operating Expenses: \$80

TRAINER

- Cost to Buy: \$20
- Operating Expenses: None

GROOMER

- Cost to Buy: \$40
- Operating Expenses: \$20

BOARDING + PET STORE

- Cost to Buy: \$60
- Operating Expenses: \$40

HOW TO PLAY

Players roll the die and move their dog pawn the corresponding number of spaces clockwise on the game board.

On their first turn, players automatically pass the Hungry Hound sign and so must pay \$20 for dog food to the owner of the dog food company (or the bank if no player owns it). Each time players pass the Hungry Hound sign, they must again pay \$20 for dog food for **each** dog they own.

Players may land on any of the following spaces and continue as instructed below:

Good Dog / Bad Dog, Sick as a Dog, Dog Park, or Uh-Oh: Draw a happening card from the matching deck of cards and follow the instructions.

If the card says to collect money, take it from the bank. If the card says to pay a pet care business, pay the player that owns that business (or the bank if no player owns it).

If the card says to pay a pet care business but you own that business, you do not have to pay.

Discard used happening cards on the

bottom of the deck you pulled from.

Buy a Business: You may choose to buy an additional pet care business that you don't already own.

If players choose to buy a business, they pay the bank and select the pet care business tile, placing it in front of them.

After the start of the game, more than one player may own the same business in a 3-4 player game.

If more than one player owns the same business, a player needing those goods or services may request a price estimate from each business owner. Each business owner writes down the amount they would charge on a piece of paper, gives it to the player, and may choose to explain why their price is best. The player then chooses which business to pay. All prices must work using \$20 tokens (\$20, \$40, \$60, etc.).

In a **2-player game**, you cannot buy the same business as your opponent! Once all businesses have been purchased in a 2-player game, you can no longer buy additional tiles.

Pay Business Expenses: You must pay operating expenses to the bank for all pet care businesses you own.

Dog Pound: Pay the \$60 fine. This money is placed in the jackpot on the game board.

Rescue Dog: You may choose to adopt one or two dogs by picking a dog tile and donating \$20 for each adopted dog to the jackpot on the game board. You collect one heart for each adopted dog. You may choose not to rescue any dogs on this turn.

Jackpot: Collect all \$20 tokens that are in the jackpot on the game board. After collecting all the \$20 tokens, place one \$20 token from the bank back into the jackpot.

WINNING

The first player to collect six hearts wins the game! If a player runs out of \$20 tokens before collecting six hearts, the player is out of the game.