

Parker Brothers Trademark for its Dogcatcher Game Equipment

FOR 2 to 4 PLAYERS AGES 4 to 10

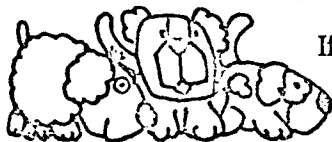
Object The object of the game is to be the player having one or more of his dogs remaining on the playing board after all opponents' dogs are captured and in the dog catcher's truck.

Equipment Playing board with spinner, dog catcher's truck, and twelve dogs — three each of four colors.

Preparation Each player chooses three dogs of one color and places one on each of three sidewalk "Dog Start" positions on the playing board. The truck is placed on the outer track in the position labeled "Truck Start."



Play One player is chosen to go first. He spins the dial to determine the move of one of his dogs and the move of the dog catcher's truck. The inner dial indicates the number of spaces that one of a player's dogs must move on the inner track. The outer dial indicates the number of spaces the truck must move on the "Street" track. A dog may be moved in either direction, but the truck must move in the direction of the arrow on the space which it occupies at the start of a turn. A player may move either his dog or the truck first on his turn. A player should plan his move so that his dog does not end up on a space with the truck. Thus, on every turn a player moves one of his dogs and the truck. After the first player has completed his move, other players follow in turn.



Capturing Whenever the truck moves onto a "Road"

space adjacent to a sidewalk space, it captures all of the dogs on that space including those of the player whose turn it is.

Safe in the Dog House Dogs that are on the space marked "Safe in the Dog House" may not be captured. However, a player who has a dog on this space must move it out on his next turn. He must do this even though he may lose another dog somewhere else on the board. If a player has more than one dog on this space, he may only move one of them out on his turn, but must move the second one out on his next turn.



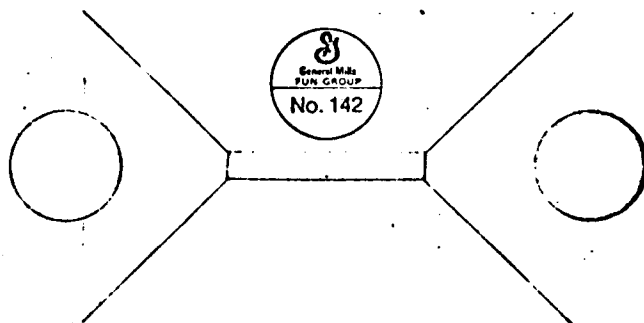
Dog-Gone Space If the truck lands on the "Dog-Gone" space, and if the player moving the truck has one or more of his dogs already in the truck, one of his dogs may be removed from the truck and be placed on the "Safe in the Dog House" space. All other dogs on the space adjacent to the "Dog-Gone" space are captured in the usual manner. If one of the dogs just captured is the only one in the truck belonging to that player, it is immediately released to the "Safe in the Dog House" space.

Any number of dogs may occupy the same sidewalk space at the same time.

If all the dogs of one player are captured, the player still may spin the dial in turn and move the truck in the hope of capturing the dogs of other players and/or releasing his own, so long as the dogs of at least two players are still on the playing board.

Winning the Game Play continues until only one player's dog (dogs) is left on the board. The player whose dog (dogs) remains, wins the game.

We will be glad to answer inquiries concerning this game. Parker Brothers, P.O. Box 900, Salem, Mass. 01970.



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