A board, 6 tokens, Dog Houses, Big Bones, Good Dog and Bad Dog cards, deeds, play money and dice.

**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 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”.
- 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.

**GOOD DOG AND BAD DOG**
- When landing on an owned 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.
- 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.

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

**DOG HOUSES and DOG BONES**
- Dog Houses may be sold back to the bank at half the price paid for them.
- Dog Houses and Big Bones may be sold back to the bank at half the price paid for them.

**PROPERTY**
- Property may not be sold if Dog Houses and Big Bones occupy that property.

**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.

**GO TO JAIL**
- If a player sells Dog Houses back to the bank, this must be done evenly.

**RENT**
- 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 price paid for them.

**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: Late For The Sky Production Co. / 3000 Robertson Avenue, Cincinnati, Ohio 45209 / (513) 531-4400