



THE RACE TO RESCUE DOG

AGES 5 & UP / 2 TO 4 PLAYERS



WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.

CONTENTS

- 1 Gameboard • 6 Character Pawns • 1 Emperor Bog - Dr. Damage Pawn
- 5 Pawn Stands • 1 Black Emperor Bog - Dr. Damage Die • 1 Blue Movement Die
- 15 "Butt-Ugly Martians" Cards • 15 "Stoat Muldoon" Cards • Label Sheet

Stoat Muldoon, famous alien hunter, has captured Dog and is holding him captive deep within his secret silo. Without Dog, the Butt-Ugly Martians cannot send their scheduled battle report to the evil Emperor Bog and his ghoulish henchman, Dr. Damage. If the transmission isn't made in time, Emperor Bog will send his entire Martian army to destroy Earth. You are Earth's only chance!

OBJECT

Be the first player to rescue Dog before Emperor Bog and Dr. Damage reach Earth. If you succeed you win the game and save the planet from total destruction!

ASSEMBLY

- Remove the pawn stands and dice from the plastic bags and discard the bags.
- Carefully punch out all of the pawns from the cardboard buildup.
- Following the instructions on the label sheet, apply the labels to the dice.

SETUP

- Place the gameboard on a level surface.
- Now you have a choice. Who do you want to be? At most, only 4 of the character pawns can be used at one time. Each player must choose one character pawn. Insert the pawn into a pawn stand and place it on the Start space. Place the extra character pawns back into the box. Maybe you'll be one of these characters next time.
- Insert the Emperor Bog - Dr. Damage pawn into a pawn stand and place it on the Emperor Bog - Dr. Damage Start space corresponding to the number of players in your game.
- Shuffle the deck of Butt-Ugly Martians cards and place them in a draw pile near the Butt-Ugly Martians as shown in Figure 1.
- Shuffle the deck of Stoa Muldoon cards and place them in a draw pile near Stoa Muldoon as shown in Figure 2.
- Now, race to rescue Dog and save Earth!



Figure 1



Figure 2

GAMEPLAY

The youngest player goes first. Play then passes to the left.

On your turn

Roll the blue die and move that number of spaces. See *Moving* on page 3. What happens next depends upon what space you land. See *Spaces* on page 3.

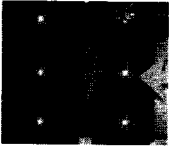
Moving

You must follow the paths in the direction of the arrows (unless a card says otherwise). You can move through a space occupied by another player and more than one character pawn can occupy the same space.

Spaces



Butt-Ugly Martians space: Draw a Butt-Ugly Martians card, immediately do what it says, then discard the card faceup next to its draw pile. Keep going! Continue drawing cards and moving.



Stoat Muldoon space: Draw a Stoat Muldoon card, immediately do what it says, then discard the card faceup next to its draw pile. Keep going! Continue drawing cards and moving.



Emperor Bog – Dr. Damage space: Roll the black Emperor Bog – Dr. Damage die:

If you roll Emperor Bog - Dr. Damage, move the Emperor Bog - Dr. Damage pawn forward one space towards Earth. This ends your turn.

If you roll a number, choose another player's pawn and move it the number of spaces indicated. You must move this player along a path in the direction of the arrows.

- If you move a player so that he/she lands on a Stoat Muldoon space, the moved player must draw a Stoat Muldoon card, immediately do what it says, and discard the card. That ends that player's movement and your turn. Play then passes to the player on your left.
- If you move a player so that he/she lands on any space other than a Stoat Muldoon space, the moved player takes no action. This ends your turn. Play then passes to the player on your left.



Room space: Room spaces include the Examination Room, Storage Area, Garage, Equipment Room, Control Room and Laboratory. Land in one of these rooms

and your turn ends.

The Arrows and Numbers

Stoat Muldoon's silo is a maze of different paths. The green arrows show you the shortest, but more risky, paths to Dog. The red arrows indicate longer paths. The numbers on the spaces tell you how many more spaces you need to move in order to reach Dog.

Game Cards

If you run out of cards in either draw pile, shuffle the corresponding discards, and create a new draw pile.



THE MARTIANS SAVE EARTH

The first player to reach Dog wins the game and saves Earth. You do not need to reach Dog by exact count.

EMPEROR BOG DESTROYS EARTH

If Emperor Bog and Dr. Damage reach Earth before any player rescues Dog, the Emperor wins and Earth is destroyed. That's gotta hurt!

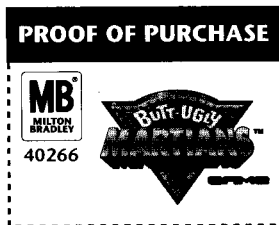
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