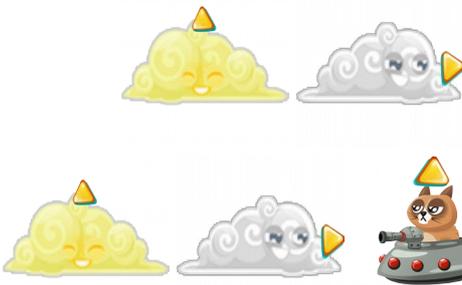


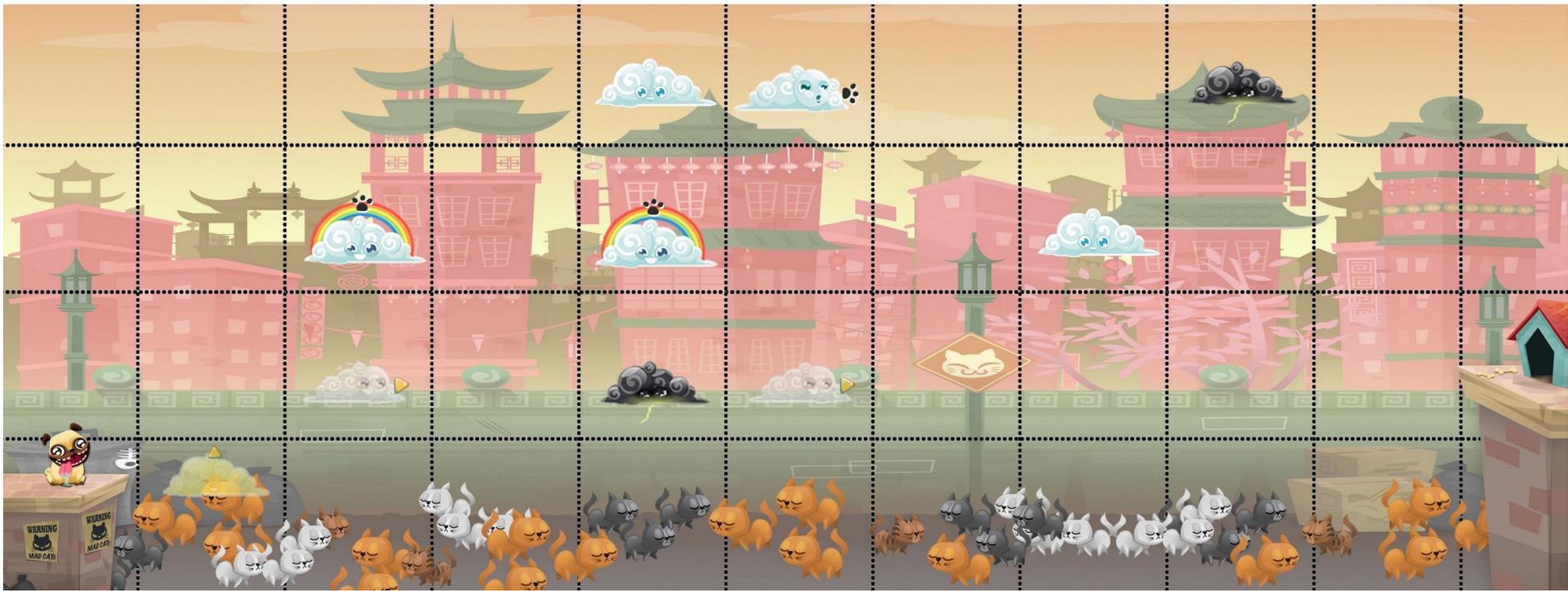
END OF LEVEL	1	2	3



END OF GAME	1	2	3
	x4	x3	x2

- x1: -1 pt
- x2: -3 pts
- x3: -6 pts





Rules

Goal : After playing 4 levels, be the player with the most points. Get points in collecting bones and coins.

Set up : Each player takes a colored set of cards. Players choose randomly a level and play.

Simultaneous play : Players have to arrange their cards in order their dog to go in a safe way to its house. As soon as they finished, they put a hand on the Paw-Star tile. When all players have done, score coins : the faster player get 3 coins, the second player 2 coins and the third one 1 coin (see end of level chart).

Afterwards, players take their dog pawn and verify if their dog is safe, round by round.

The dog moves in a precise order. Firstly following paw on clouds if any, finally following paws on the played card. If at any time, a dog should cross a room with a cloud, it stops on it. When a dog stops its movement on an empty room, the dog goes on the bottom room, etc.

If a dog encounters a cat (flying one or on the floor) or a storm cloud, then the player scores a penalty.

After the dogs moved, players move gold clouds, then silver clouds and finally flying cats. If a such token can't be moved, then players flip the token and it can move backwards. Dogs on moving clouds stay and move on it.

Repeat these rounds until all players go to penalty or go to the dog house. First players go to the dog house (ie who play less cards) score 3 bones, second ones 2 bones and if any ones later 1 bone (see end of level chart).

End of the game :

When 4 levels are over, proceed to the final score using the end of game chart. Players multiply their bones by a modifier got with their rank in coins. Then players scores their penalties. Whoever has the best final score is a good dog !