

CATS AND DOGS

Parker Brothers Inc. 1929

To begin the game, each player selects a Cat or Dog as his playing or moving piece. The Cat on the spinning indicator is then spun by a snap of the fingers by all players in turn and the one scoring the highest number on the Dial to which the Tail of the Cat points Starts the Game. The others then follow in turn in accordance with the value of their spin (In case of a tie, that is, any two or more players scoring the same Number, those players spin again). Should the Tail of the Cat rest upon a dividing line, so that the value of the spin is not determined, spin again.

Having now determined the order of play, the player who is the start the game, sets his Playing Piece on the space marked "Start" the spins the Cat and advances his piece as many spaces forward along the track as the count registered by the Tail of the Cat indicates. The turn then passes to the next player who spins and moves likewise, until all have spun and moved, when the First Player Spins and moves again and so on until the end of the game.

The first player succeeding in reaching the Center Space "Finish Here", but by Exact Count, wins the game.

In case, however the spin should take a player beyond the "finish Here" space, he must move backward the number of spaces as indicated by that spin. For example, a player whose piece is resting in the Fourth space from Home and spins a 5 or 6 which play would carry him beyond the Home Space, must go back the number of spaces of that spin from the space on which he was resting.

If in taking this backward move, he should land on a space already occupied by another players' piece, this player shall immediately advance his piece to the space the first player has just vacated, and the first players piece is set on the space just occupied by the second player.

No Two Pieces can occupy the Same Space at the same time and any player whose piece would be taken on to a space occupied by an opposing player loses the turn except as specified in the preceding paragraph respecting the finish of the game.

Should any players piece (whether a Cat or Dog) land by Exact Count on to any of the spaces on which a picture of a Cat or Dog is shown, that piece is immediately lifted and placed on the space on which a picture of a Cat or Dog is shown, a Bone or Bowl of Milk is illustrated by Following the Arrow as shown connecting these two spaces and on his next spin and play proceeds from there.. It will be noted in some instances that this Extra move is of advantage to the player while in others to his disadvantage.

When any piece lands in the regular course of the play by Exact Count on any space on which a Bone or Bowl of Milk is shown, that the space is used as a regular moving space.