

THE END OF THE GAME

The game ends when all of the titles on the board have been claimed and have at least one marker. The team whose marker is on top owns that title. The team with the most titles wins! Chase the mailman or eat some tuna—whatever it takes to celebrate.

If there's a tie, the sudden death round begins. The first team to gain the upper hand from this point on wins!



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WHAT'S DIFFERENT ABOUT MONOPOLY CATS VS. DOGS?

Choose your team!

Pick which pet you want to be your champion! Then divide into two teams, and battle it out for the most coveted title of all—the best pet! Your team will share money and an overwhelming love for your fuzzy best friends.

Claim titles for your pet!

In Cats Vs. Dogs, instead of buying property, you claim titles for your favorite pet because your cat absolutely has the Best Pout, and you refuse to let Team Dog say anything about it! Each title card has a cat side and a dog side. When your team claims a title, place the card in front of you with your pet facing up. Your team should try to collect as many titles as possible. Your pet's honor is at stake!

Mark your territory!

You know how your puppy marks his territory on every fire hydrant he comes across? When you claim a title, place one of your team's markers on that space. Careful, if the other team lands on that space, they can pay to place their marker on top of yours. The team that places the third marker locks in their claim to that title.

Get ahead with Chance cards!

There are two types of Chance cards: Cat and Dog. When you land on a Chance space, you'll pick your team's card. Chance cards remind you of the silly things pets do to make you love them. Like when your doggy or kitty brings you a "present" that you quickly have to dispose of.

Zoom ahead!

Like when your pet chases invisible creatures through the living room, landing on the Zoom Ahead space lets you jump ahead to the next unclaimed title.

SET IT UP!

1. Choose someone to be the Banker. The Banker's in charge of the Bank's money.
2. Divide into two even teams: Team Cat and Team Dog. If you have an uneven number of players, that's okay. Just try to make the teams as equal as possible!



4. Shuffle the Cat Chance cards, and place them facedown here.

5. Shuffle the Dog Chance cards, and place them facedown here.

3. Banker, give each team:

5 x \$100



3 x \$500



(Total = \$2000)
Teams share their money and must decide as a group how to use it.
Keep the rest of the money in the box as the Bank.

6. Place the team markers and title cards where all players can reach them.

7. Each player chooses a token and places it on GO.

8. Put the dice by the gameboard.

PLAY!

How to win

Move around the board claiming titles like Fashionista, Bright Eyes, and Comic Relief for your team. Once all titles have been claimed, the team with more can say they have the best furry friends. That team wins!

Who goes first?

The first player to show a picture of their pet goes first. Turns alternate between members of both teams.

For example, if a member of Team Dog goes first, then a member of Team Cat should go next. Continue alternating between teams until the last player takes their turn, then start over again.

On your turn

1. Roll both dice.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.
4. Your turn ends. Pass the dice to the next player on the opposing team.

Start playing!

That's all you need to know, so get going. Look up the spaces as you land on them.

THE BOARD SPACES

TITLES

Unclaimed Titles

When you land on an unclaimed title, you may claim it or leave it.

Want to claim it?

Pay the price shown on the board, and place one of your team's markers on that space. Then take the title card for that space.

Don't want to claim it?

Do nothing. Your turn is over.

Collect color sets!



When you own both titles in a color set, you can charge more money as tribute!

Claimed Titles

When you land on a title that is owned by the other team, you have two options:

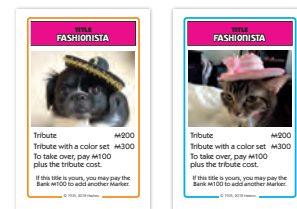
- Pay that team the tribute shown on the title card. Your turn is then over.

or

- If the title is not locked in, you may pay that team the tribute *plus* \$100 to claim the title for your team. Place one of your markers on top of theirs, and take the title card for that space. Your turn is then over.

If you land on a title already owned by your team, you don't need to pay tribute, but you may pay \$100 to the Bank to place another one of your team's markers on top of the previous marker.

Each space can have only 3 markers, regardless of which team the markers belong to. Once the third marker is placed, the stack is locked and belongs to the team whose marker is on top. The title card goes to that team.



Title Cards

Only pay tribute if the title belongs to the opposing team!



You may pay tribute plus \$100 to the opposing team to claim a title they own. Then place your marker on top of theirs. Remember, you can't do this to a locked stack!

You may pay \$100 to the Bank to add another marker to a title your team owns.

ACTION SPACES



GO

When you pass or land on the GO space, collect \$200 from the Bank.



Chance

When you land on a Chance space, draw the top card from your team's deck. Immediately do what the card says, and return it to the bottom of the deck when done. Some cards say you may keep them until you're ready to use them. In that case, wait until you're ready to pounce. Once you've used the card, place it at the bottom of the appropriate deck.



Free Parking

Nothing happens. Stretch out, relax, maybe do some self-grooming.



Zoom Ahead

If you land on this space, advance to the next unclaimed title on the board. If you pass GO, collect \$200.



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.



Go to Jail

Move your token to the Jail space immediately! Do not collect \$200 for passing GO. Your turn is then over.

How do I get out of Jail?

You have 3 options:

1. **Pay \$200** at the start of your next turn; then, roll and move as normal.
2. **Use a Get Out of Jail Free card** at the start of your next turn if you have one. Put the card at the bottom of the appropriate deck; then, roll and move.
3. **Roll doubles** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay \$200, and use your last roll to move.

HELP! I CAN'T PAY!

Do you owe the other team?

Keep the cash you have. The other team chooses **any** one of your team's markers to remove from the board, including those in locked stacks. The team you owe then replaces your marker with one of their own and takes the title card for that space.

If you have no cash or markers on the board, do nothing. You've got it bad enough already!