


A note on the spite token pool
You may run out of spite tokens during the game, especially while playing the New Tricks variants. Murder attempts do not earn spite tokens while the spite token pool is empty. Should tokens be returned to the pool (by Doctor Lucky meeting up with his token-laden pup), future murder attempts will once again earn spite tokens.

 A little note about fair play
We've been asked this question a few times since the release of Kill Doctor Lucky: does anyone have to prevent a murder attempt? If the player to the right of the would-be murderer (that is, the last player with the opportunity to foil the murder attempt) can prevent the murder of Doctor Lucky, he must do so. He can do this with spite tokens, failure cards, or both. If that player says he can't prevent the murder, other players may look at his hand and play his failure cards or spite tokens for him. (We call this the "don't be a jerk" rule.) This rule does not apply to attempts on the dog.

when the dog enters, the Doctor removes all of the tokens before the player can get to the dog.

In this variant, the dog cannot be killed.

Variant Three: Old Dog, New Tricks

Use both sets of the dog rules at the same time. The dog prevents the Doctor from being killed if he can see his master, and he can be killed as noted in Old Dog. The dog also gets a spite token every time someone tries to kill Doctor Lucky, and any player or the Doctor can remove them as noted in New Tricks. The dog's spite tokens do not add to either the murder value or the failure value of murder attempts against the dog. If your murder attempt successfully kills the dog, you get all of his spite tokens without discarding cards for them.

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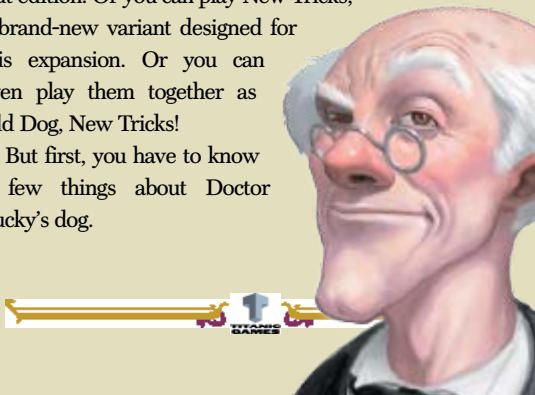
No actual dogs were harmed in the making of this game.
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Kill Doctor Lucky... and His Little Dog Too! is an expansion for Titanic Games' Kill Doctor Lucky board game. You need that game to play this expansion.

This box contains one dog pawn and this rule sheet. You can use it to play not one but three variants on the classic Kill Doctor Lucky. You can play Old Dog, which is a version of a fan-submitted variant released in Cheapass Games' 2002 Director's Cut edition. Or you can play New Tricks, a brand-new variant designed for this expansion. Or you can even play them together as Old Dog, New Tricks!

But first, you have to know a few things about Doctor Lucky's dog.





Use these movement rules for all the variants in this box.

Moving the Dog

Shamrock, Doctor Lucky's faithful terrier, starts every game in the same room as Doctor Lucky, and then does his best to follow him around the house. Shamrock moves immediately after the Doctor takes his normal move. The dog can't be moved using move cards or room cards.

Shamrock always moves exactly one step towards Doctor Lucky, by the shortest route (counting the number of rooms between Shamrock and the Doctor). If there are two equally short paths to the Doctor, the player whose turn it just was decides which way the dog goes.

Whereas Doctor Lucky can sometimes leap to the other side of the house, the little dog's stubby legs only move him one room at a time. This means that he often ends up in hallways and stairways as well as named rooms.

If Shamrock is already in the room with Doctor Lucky, he doesn't move.

Variant One: Old Dog

In this classic variant, the dog is Doctor Lucky's watchful guardian. When the dog can see someone in the room with the Doctor, he barks up a storm to prevent any foul play—you can't kill the Doctor if the dog can see you. Sight lines work exactly as in the regular game.

However, you can try to kill the dog as long as no other player can see you. Despite his pooch's faithfulness, the Doctor is somewhat oblivious, so you can even try to kill the dog if only the Doctor can see you. Murder attempts on the dog work exactly like murder attempts on the Doctor, except that you don't get a spite token for attempting to kill the dog. Trying to kill the dog counts as your murder attempt for the turn; you can't attempt to kill the dog and the Doctor on the same turn.

If and when the dog is killed, tip him on his side and leave him there. Have a moment of silence for Shamrock whenever anyone enters the room.

Variant Two: New Tricks

In this new variant, the dog can't stop anyone from killing Doctor Lucky, but he does get angrier and angrier every time someone tries. Thankfully, a little skritch behind his ears will calm him down.

Every time someone tries to kill Doctor Lucky, no matter where the dog is, he knows it. Give the dog a spite token at the same time the would-be murderer gets one. Place the dog's spite tokens in a little dog pile just off the board. If there is only one spite token left in the pool, the foiled player gets it, not the dog.

If the dog ends his move in your space and the Doctor isn't also there, you can collect the dog's spite tokens. You must discard one card from your hand for every spite token you collect from the dog pile. You can choose to only collect some of the tokens, or to not collect tokens at all. Put any dog pile tokens you collect with any other spite tokens you have. (Note that the dog must move into your space, not vice versa, for you to collect his tokens.)

If more than one player is in the room that the dog moves into, the first opportunity to collect the tokens goes to the player who will go next. If there are any tokens left after that, the next player in line has the opportunity to get the tokens, and so on.

If the dog ends his move in the Doctor's space, the Doctor calms him down. When this happens, put the dog's tokens back in the spite token pool. If a player and the Doctor are in the same room