16	<	15		6		<	5
17		14		7			4
18		13		8			3
19		12		9			2
20		11	<	10			1
							0

*You can't have more than 20 funds

The Flow of Turns

① Obtaining Room Tiles (Required)

A room tile is acquired and placed on a square of your choice on the hotel board of the same color as the room tile.

② Moving the Dog Run (Required)

Check the footprint icon (-) of the hotel where the room tile is placed, and advance the dog frame in the dog run according to the direction of travel by the number written on the icon.
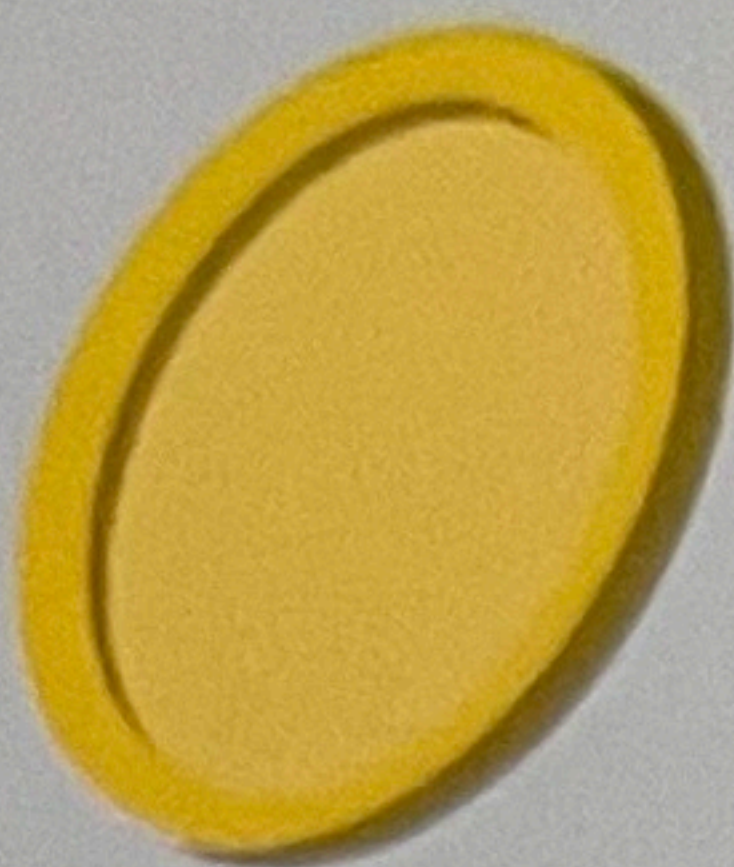
③ Additional Actions (Optional)

If an icon is drawn on the square where the dog run dog frame stopped, the effect is handled.

④ Hotel Reservation/Accomodation (Optional)

Reservation: Place a dog meeple from your hand into the Reserve square.
Accommodation: Place a dog meeple from the Reserve square on an empty room tile in the hotel.

Additional Action Icons

The number depicted on the funds icon is used to move the owner's frame on the funds track sheet.
The owner's frame on the funds track sheet is moved by the amount of the number depicted in the funds icon.

One cookie token is acquired. Cookie tokens are not replenished at this time.

Reserve

In addition to the "Hotel Reservation" that is usually made on your turn, you place one of your own dog frames in the Reserve square of the hotel of your choice.
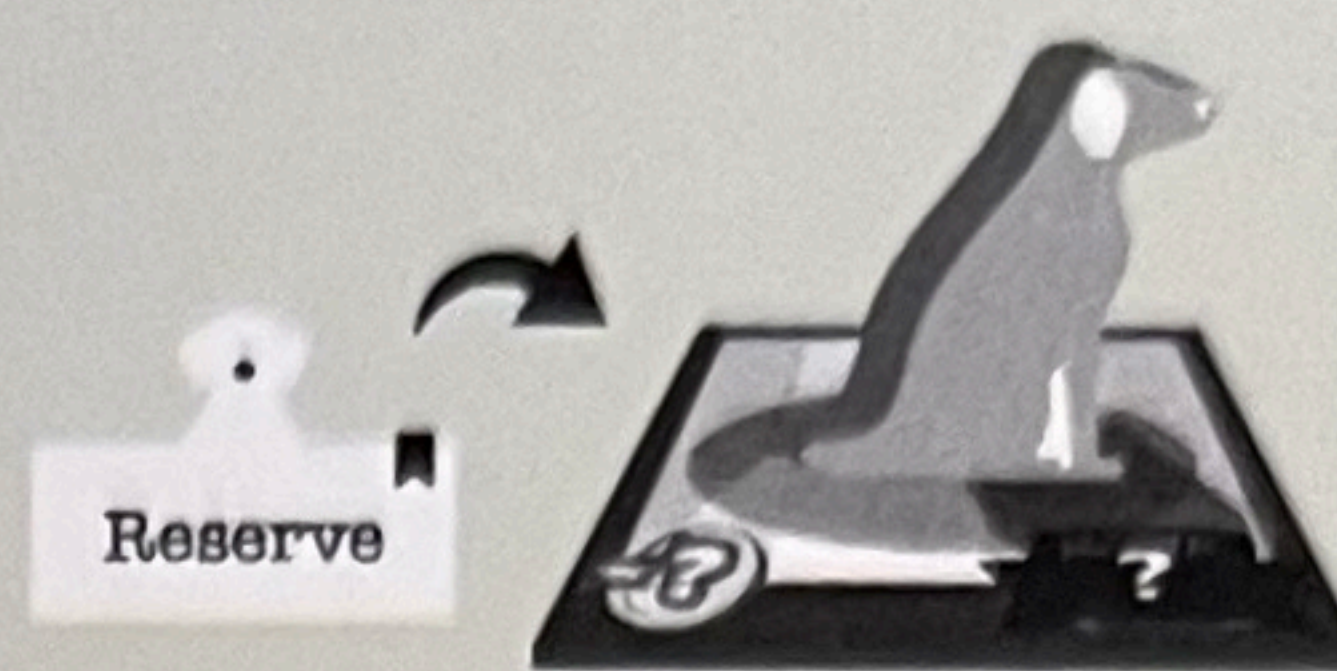
In addition to the "hotel stay" performed on a normal turn, a dog frame placed in the Reserve square is placed on an empty room tile in that hotel.

Reserve

OPEN!

By placing the three cookie tokens back in the box, you can place the café tile next to the hotel board on the café square of the hotel of your choice. At this time, you can place a dog on a Café tile directly on the Café tile.

At the end of the game, the player gains 3 VP for each dog frame on the Café tile.
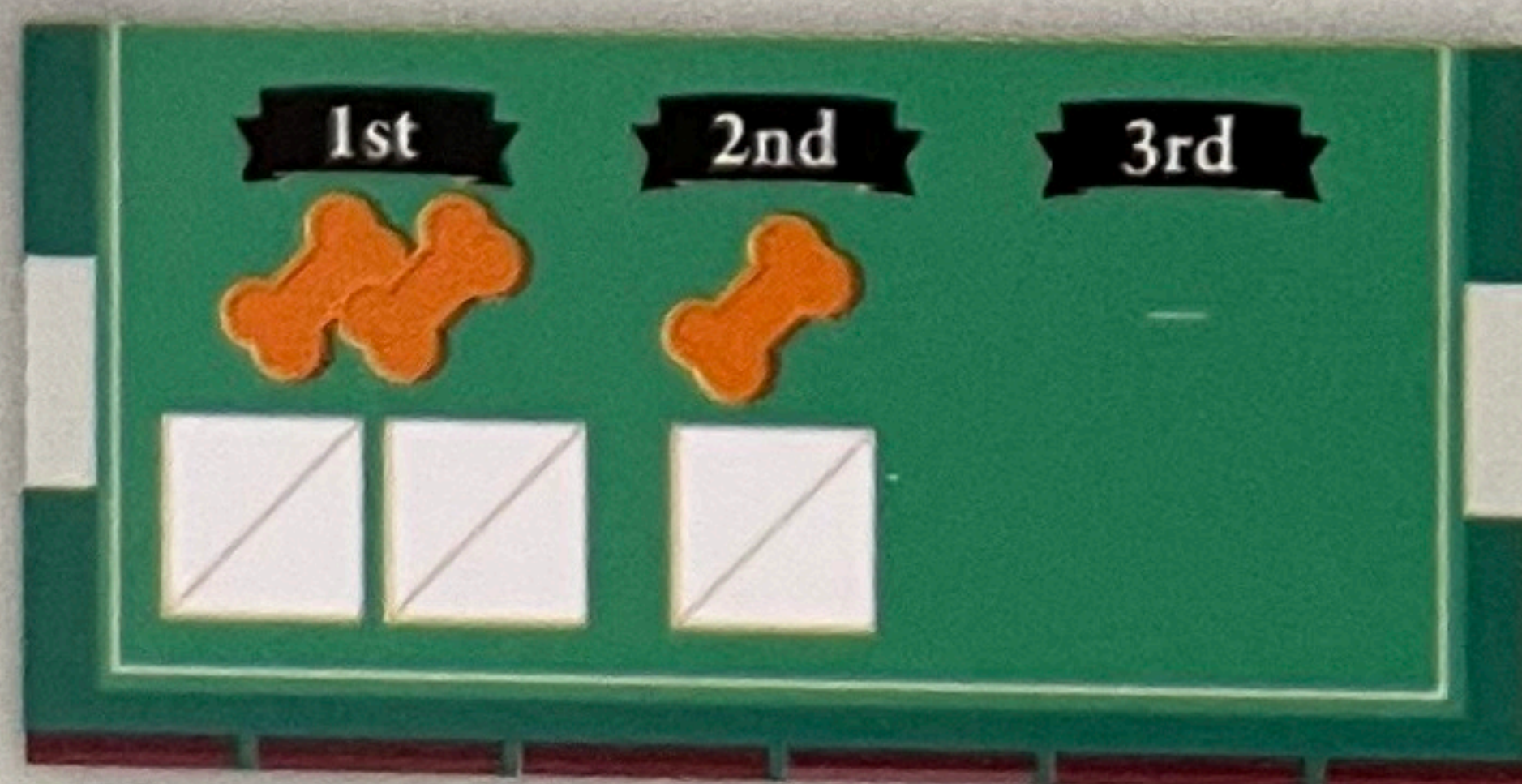
Free Actions (Anytime During Turn)

① By returning one cookie token to the box at any time during your respective turn, funds 3.
You may do this as many times as you wish on your turn.

② You can move a dog frame already on a room tile in a hotel to another room tile in the same hotel by returning one cookie token to the box at any time during each of your turns.

Passing Bonus

In the Cookie Token Passage Bonus square, the dog frames earn cookie tokens in the order in which they stop (pass). In this Passing Bonus when all the cookie tokens are gone, the square is refilled with cookie tokens.

In the Victory Point Passage Bonus square, the dog frames stop (pass through) the corresponding face value victory point (VP) tile in the order in which the dog frames stopped (passed). This is handled only once during the game.