



The nefarious Snidely Whiplash has robbed the Bank of Canada! The only one who can save the day is the brave mountie Dudley Do-right.

In this game, Snidely begins hiding out in **Happy Valley-Goose Bay** (who would look for him there?) and Dudley begins in **Edmonton**. The players take turns, beginning with Dudley. Each player, on their turn, must move from their current city, along a dotted line, to an adjacent city.

Dudley Do-right has to catch Snidely **before his 15th turn** (or else we will run out of money and everyone will have to live in the woods). Which player has the winning strategy?