

"Meow~ It looks so delicious!" Catty Fatty stares at the dried fish hung high on the shelf drooling. All cats are attracted wondering how they can reach the yummy fish beyond their leap. They come up with the idea of stacking on each other's back so as to grab the fish. Let's help them make a cat tower!

Goal of the game

To be the first to get rid of all Cat Cards in hand.

Game components

One 6-sided dice

15 Cat Tokens

8 Catty Fatty Cards

This rule sheet

28 Cat Cards

Game preparation

- Deal 7 Cat Cards to each player. Put the remaining Cat Cards back to the box. Set aside the Cat Tokens (facedown) and Catty Fatty Cards for easy reach.
- Place one Cat Card (folded to "stand up") in the center of the table as the starting foundation of the cat tower (skip this step in 6-player games).
- The game starts with the youngest player.

Game sequences

Note: when stacking, players should fold the Cat Cards along the dotted lines and place them in a vertical orientation on top of the previous Cat Card as shown below.



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In clockwise order, each player takes a turn (active player) to roll the die and acts according to the image shown on the die result. Repeat this process until the end of the game.



One cat: Stack one Cat Card onto the cat tower.



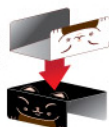
Two cats: Stack two Cat Cards one by one onto the cat tower.



Cat paws: Assign one of your fellow players to stack one Cat Card from your hand onto the cat tower.



Dried Fish: Stack one Cat Card upside-down onto the cat tower.



Catty Fatty: Stack one Catty Fatty Card onto the cat tower. Flip one Cat Token and place it on the Catty Fatty Card. Then execute the action indicated on the flipped Cat Token.

Images on Cat Tokens:



Turn around: Reverse the playing order.



Skip: The next player must skip one turn.



All cats are equal: Collect all Cat Cards from all players and re-distribute them evenly. Surplus Cat Cards are dealt in playing order starting from the active player.



Cat paws: The next player must assign one of her fellow players to stack one Cat Card from her hand onto the cat tower. And her turn ends.

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Catty Fatty: The next player stacks one Catty Fatty Card onto the cat tower. Flip one Cat Token and place it on the Catty Fatty Card. Then execute the action indicated on the flipped Cat Token. And her turn ends.



Cat belly: The next player must stack one Cat Card upside-down onto the cat tower. And her turn ends.



If any cards fall down from the cat tower while the active player is stacking a card:

- If the card she is trying to stack onto the cat tower falls down, She must take back two Cat Cards to hand as a penalty.
- If any Cat Tokens fall down, she must take back one additional Cat Card to hand.
- Keep the cat tower the way it is after the active player has taken back her penalty cards. The next player begins her turn normally.

Game end and the winning condition

The game ends immediately when one player gets rid of all Cat Cards in hand. Each player scores one penalty point for each Cat Card still in hand. Players can agree on playing a number of games and add up their scores to determine the final winner. The player with the fewest penalty points wins the game.



"Rush for the fish" variant

- Deal 7 Cat Cards to each player. Place the die in the center of the table.
- The youngest player announces the start signal and all players build up their own cat towers simultaneously. Whoever finishes her cat tower may grab the die and place it with the "dried fish" side up onto her cat tower.
- If the player can't successfully complete this mission, other players may try to grab the die for their cat tower. The first player to finish the cat tower with dried fish on top is declared the winner.



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