

**NOT** serious

# KING CAT

# THE RULES

**2-8** PLAYERS

**15** MINUTES

AGES **7+**

**IN THE BOX**

**105** x 

**1** x  



## 20s SETUP



Place the Cat on the starting tile of the board.



Give each player 4 cards.

Place the remaining cards face down near the board.



Starting with the last person who saw a cat, each player picks a team, with both teams being even.

# HOW TO PLAY

## ➔ ON YOUR TURN



Start your turn by rolling the Cat die. Refer to the Cat card for Cat die actions.



Play Movement cards all at once. Refer to Combining Movement Cards rules.



Draw 1 card to end your turn. If empty handed, draw 3. Then a player on the opposing team plays.

## ➔ ON ANYONE'S TURN



Each player can play one and **ONLY** one Super card at any time during anyone's turn.

## COMBINING MOVEMENT CARDS

You can play up to 3 of your team symbols, for 1 move per symbol. In addition, you can play as many opposite team cards as you want, for 1 move per card.

### EXAMPLE

Tim from the  team plays the following cards.

He then moves the Cat of 6 tiles.



$$3 + 1 + 1 + 1$$

# HOW TO WIN

The game ends when the Cat reaches one end of the board, or when there are no cards left to play. The closest team to the Cat wins.

## THE DRAWING DECK IS EMPTY

Draw cards from the other players' hands  
(but only 1 when empty handed).

## 3, 5, 7 PLAYERS

One player must choose to get one of the following tokens:

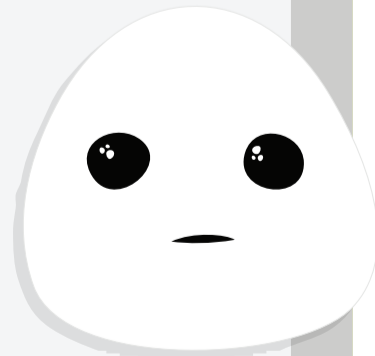
### **MUMUCHBIGGER** also known as the SuperPlayer!

- ➔ Play up to 6 of his/her team symbols
- ➔ Play up to 2 Super cards per turn
- ➔ Draw twice at the end of his/her turn
- ➔ **MUST BE ON THE SMALLEST TEAM**



### **NONOTIMPRESSED** You're on your own against everybody else.

- ➔ Win if the Cat ends the game in the middle area
- ➔ Play both teams' cards, for 1 move per card
- ➔ Steal one card from every player each time the Cat ends his movement on the starting tile
- ➔ **PLAY LAST**



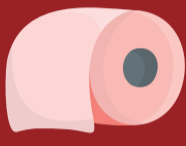
# SUPER CARDS



**DRAW 2 CARDS IMMEDIATELY**



**STEAL A RANDOM CARD FROM SOMEONE**



**DISCARD ONE RANDOM CARD**

Grab a card in someone's hand and put it in the discard pile.



**CANCEL THE LAST CAT MOVEMENT**



**IGNORE THE DIE RESULT**

Cannot be played under "No Super cards" effect.



**RESET-ISH**

Shuffle the discard pile into the main deck.  
Discard this card.



**CANCEL THE LAST SUPER CARD PLAYED**

Also cancels another Cancel card.



**PUT/MOVE THE SLOW TOKEN** 

The Slow token counts as an extra tile. Place it on the board between 2 tiles. If already on the board, move it anywhere. It cannot be moved if the Cat is on it.