

Scoring Sheet

Scoring Conditions	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
5 pts for each Cat in House						
3 pts for each Cat on Porch						
5 pts for 5+ black Cats						
5 pts for 5+ gray Cats						
5 pts for 5+ orange Cats						
5 pts for 5+ white Cats						
5 pts for 1 of each color						
3 pts for most black Cats (tie = 3 pts each)						
3 pts for most gray Cats (tie = 3 pts each)						
3 pts for most orange Cats (tie = 3 pts each)						
3 pts for most white Cats (tie = 3 pts each)						
10 pts for 1 color in House						
2 pts for Best in Show						
Total						

Players have permission to make copies of this Scoring Sheet to record scores and determine a winner.



Number of Players: 3–6
Ages: 10+
Playtime: 30 minutes

introduction

Your neighborhood has a cat problem! The problem is that all those cats don't belong to YOU! Everyone in the neighborhood wants to claim those adorable kitties for themselves. Outwit your fellow feline fiends as you lure cats onto your property, move cats into your house, and steal cats from your neighbors. All's fair in love and cat collecting!

OBJECTIVE

Here, Kitty, Kitty! is a competitive card game in which players collect Cats for points. Move as many Cats onto your property as possible, and score the most points for Cats in your House and on your Porch. The player with the most points is the craziest Cat collector of them all!

COMPONENTS

- 1 rulebook 
- 6 Property cards 
- 6 reference cards 
- 51 game cards 
- 40 Cats (10 each of 4 colors) 

Game Setup

1. Each player chooses a Property card and sets it in front of him/her.
2. All 40 Cats are placed in the center of the table, to represent the Neighborhood colony of Cats.
3. Remove all Instant cards (which have red borders) from the deck and shuffle the remaining cards. (For 6-player games, also remove these cards: Cat in Heat, Cat's Pajamas, Fireworks, Hairball, One Cool Cat, and Tuna.) 
4. Deal 3 cards to each player. (Deal 2 for 6-player games.)
5. Shuffle the Instant cards back into the deck.
6. Place the deck in the center of the table, next to the Neighborhood Cats. You will create a discard pile face up next to the deck as cards are played. 

Order of Play

The player who owns the most cats (in real life) plays first. If there is a tie, the owner of the oldest cat goes first. If there's still a tie, perform a tie-breaker of your choice.

- 1. Perform 2 actions.** Actions are **moving 1 Cat, playing 1 card, or discarding 1 to 3 cards**. The same action may be performed twice. (See details on pp. 3–5.)
- 2. Draw up to a full hand.** (That's 3 cards for 3–5 players and 2 cards for 6 players.) Draw cards one at a time, in case an Instant card is drawn and must be played. (Details on p. 4.)

The turn passes to the player to the left. When the last card is drawn, each player gets one last turn of two actions.

Modifications At-a-Glance

# of Players	Hand Size	Cards Removed	# of Actions
2*	2	Alarm System, Cat Burglar (3), Can Opener, Cat Fight, Catnap, Catnip!, Foster Kittens (1), Hairball, Stray Dog	2
3–5	3	none	2
6	2	Cat in Heat, Cat's Pajamas, Fireworks, Hairball, One Cool Cat, Tuna	2

*This game is not recommended for 2 players because it creates a more random experience. However, if you do play with 2 players, we recommend using these modifications.

Ending the Game

When the last card is drawn, the final round is triggered. Each player (including the player who drew the final card) plays one more turn. Then, tally up your score!

Scoring

Check the following scoring conditions to calculate your score. It may be helpful to use the Scoring Sheet on the back of these rules, scoring each condition for each player in order.

- Cat in House = 5 points each
- Cat on Porch = 3 points each
- Cat in Yard = 0 points
- 5 or more Cats of the same color on your property = 5 points (*Note: This is not 5 points for each set of 5 Cats of the same color.*)
- 1 Cat of each color on your property = 5 points (*Note: This is not 5 points for each set of 1 Cat of every color.*)
- Most Cats of a single color on your property = 3 points (*Note: Determine the player with the most Cats for each of the 4 colors. In case of ties, each player tying gets 3 points.*)
- All Cats in House are a single color = 10 points

In the event of a tie, the player who has the highest number of Cats on their property wins. In the event of a second tie, the player who has the most Cats of a single color wins.

Play Details

The Play Area

- The play area consists of all the Properties in play and the colony of Cats in the center, which is referred to as the Neighborhood.
- Your Property consists of three zones: the Yard, the Porch, and the House.
- You have two neighbors—the players immediately to your left and to your right.



Hand Limit

Start with a hand limit of 3 cards for 3–5 players and 2 cards for 6 players. You may exceed the hand limit when allowed by effects from played cards. However, when drawing up at the end of your turn, you may not exceed the hand limit.

Actions

You have 2 actions on your turn. Actions consist of **moving 1 Cat, playing 1 card, or discarding 1 to 3 cards**. You decide which actions to perform and in what order. You may choose to perform the same action twice on any given turn.

Moving Cats

- Cats can be moved one space for one action
- from the Neighborhood to the Yard (or vice versa),
- from the Yard to the Porch (or vice versa), or
- from the Porch to the House (or vice versa).



Once a Cat has been moved onto your Property, that Cat can be moved only by you or as directed by played cards.

Playing cards

To gain a card's effect, you must follow the directions on the card and discard it. There are three main types—Instant, Standard, and Defensive.

- **Instant:** These cards must be played instantly when drawn. They indicate a condition that affects all players at the time the card is drawn. The player who draws an Instant card draws a new card after the Instant card has been resolved.



- **Standard:** These cards generally require using an action on your turn to gain the card's effect. These cards offer a benefit to you or a detriment to another player.



- **Defensive:** These cards offer protection against certain Standard or Instant cards. They include text about when to play them.



When a card directs a player to give up Cats, the player who is giving up the Cats chooses which Cats unless the card directs otherwise. The exception to this rule is the Cat Burglar card, which allows a player to steal a Cat of their choice from any other player.

If a card directs a player to take Cats from the neighborhood and there are not enough Neighborhood Cats to do so, the player may take Cats from any other player's Yard to complete the card's directions.



Some Standard and Defensive cards have lasting effects. To show the lasting effect, the card, when played, is tucked under the side of your Property card with the card title and art visible. If the lasting effect is resolved, as in the case of the Foster Kittens cards, the card is removed from the play area and is discarded.



Discarding cards

For 1 action, you may discard as many cards from your hand as you choose. However, you will not draw up to a full hand until you have completed your actions.

Drawing Up

After you perform your 2 actions, draw back up to a full hand of 3 cards (or 2 cards in a 6-player game). When drawing cards, draw a single card from the top of the deck. If that card is an Instant card, follow the directions on the card immediately upon drawing. Then draw a second single card from the deck to replace the Instant card. If you do not draw another Instant, add the drawn card to your hand.

Additional Card Details

All cards: The numbers of Cats or movement mentioned on cards refer to maximums allowed. You may move fewer Cats or fewer spaces than permitted by the cards.

Cat Fight: If the chosen player has only 1 cat in their Yard, they choose which neighbor's Yard to move the Cat to.

Cat Fight, Catting Around, Fraidy Cats, Open Window, and Stray Dog: The player who has these cards played on them decides which Cat(s) to move.

Catlike Reflexes: This card may be used to affect a Cat within any player's property, not just the property of the person who plays the card. The property owner decides which Cat to move.

Catnap, One Cool Cat, and Tuna: These cards can be used to block cards being played on other players (as well as to defend yourself). In addition, Catnap can be used to block a player from moving a cat for an action.

Copy Cat: This card can be played out of turn at no action cost. It cannot be used to copy any card that has a lasting effect (Foster Kittens, Special Needs Kitty, Pet Insurance, or Alarm System) or any Instant card.



Famous Internet Cat: This card allows you to draw 2 new cards on your turn and exceed the hand limit. If you draw any Instants, you must resolve them and continue drawing until you have 2 new cards in hand.

Keeping Up With the Joneses: If players tie for the lowest number of Cats in the House, each player who ties gets one Cat.

Land on Your Feet: This card can be played after ANY player's Draw Up phase, including your own.

Raining Cats & Dogs: Any player who has an odd number of Cats moves the "extra" Cat onto the Porch.

The Cat Came Back: This card cannot be used to resurrect any Instant card.

The Cat's Pajamas: When the Cat selection is limited in the Neighborhood, the player who draws this card chooses a Cat first. Then, the player to the left chooses next until all players have chosen a Cat.



Credits

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