


HISSY FIT!

A COOPERATIVE CARD GAME OF COORDINATED CAT COAXING

It's time to take your cat to the vet. But your feline doesn't know what's good for it, and is going to fight you the whole way! This will require some careful coaxing...





Hissy Fit is a cooperative game for 1-4 players, where all players work toward the same goal, and they win or lose together. If playing solo, sections of this rulebook with a  icon can be ignored.

GAME CONTENTS

- 27 Cat Cards
- 23 Human Cards*
- 3 Hissy Fit Cards*
- 2 Cat Tracker cards
- 1 Cat meeple
- 1 red Scratch cube
- 10 clear Calm cubes
- 3 Hiss tokens
- 3 Player aid cards
- 4 Sticker sheets

* Additional cards will be available through expansions.

SETUP

- 1 Set up the Cat Tracker.** Choose one of the four Cat Trackers for the difficulty you prefer. Place the Cat meeple on "Start" and the red Scratch cube nearby. (For your first game, use Kitten Mode.)
- 2 Shuffle the Hissy Fit Cards,** and place 3 of them blue side up to the right of the Cat Tracker.
- 3 Shuffle the Cat Cards.** Place the Cat deck face-down above the Cat Tracker. Draw the top card and place it face-up to the right of the deck. If it has any Instant Effects ( or ) , resolve them. (See "Cat Card Effects.")
- 4 Shuffle the Human Cards.** Deal cards to each player:
1 player: 5 cards 2 players: 3 cards each
3 players: 2 cards each 4 players: 1 card each
Place the rest of the Human deck face-down above the Cat deck. Draw the top 3 cards. Place them in a row to the right of the deck.
- 5 Place the Hiss tokens and Calm cubes nearby.**
 **Choose the first player** (e.g., the player who most recently took their cat to the vet).
 While learning, play your hand of cards face up on the table. Later, try keeping your cards private so everyone has information to contribute to play discussions.

HOW TO PLAY

ON YOUR TURN... do the following:

- 1. Things Get Worse**
Draw 1 Cat Card and place it face-up in the Cat row. (This means the game will start with 2 Cat Cards in the Cat row.) Resolve that card's Instant Effect, if any. (See "Cat Card Effects.")
- 2. The Struggle Continues**
Resolve the Continuing Effects of all Cat Cards in the Cat row.
- 3. Take Action!**
You get 2 actions each turn. You may use the same action twice, or different actions in any order:
 - **Take 1 Human Card** from the top of the deck, or one of the face-up cards. If you take any face-up cards, replace them with new ones from the top of the deck when your turn is over. There is no limit to how many Human Cards you may have in your hand.
 - **Play 1 Human Card** (or a combo) from your hand to the Human Card discard pile. Resolve its effects. (See "Human Cards.")
 - **OR,** you may use BOTH of your actions to draw 3 new Human Cards into your hand.
 Then play passes to the next player to your left.

GAME END

- WIN IF** the Cat meeple reaches the cat carrier space.
- LOSE IF** the third Hissy Fit Card is flipped, or if you reach the last space on the Scratch Track.

PLAYING COMBOS

When you play a Human Card, you and **ONE** other player may play any number of additional cards from your hands for free, as long as **ALL** the played cards share **THE SAME** combo icon. **Playing combos is a key strategy to winning Hissy Fit.**




For example, these three cards could be played for 1 action.



CAT ATTITUDES (CATTITUDES!)

There are 3 Cattitudes:



The number of Cattitude icons indicates how much you will need to calm the cat. For instance, to calm 3 Angry icons (  ) you'll need to apply 3 Calm cubes. Once you have calmed all of the Cattitude shown on a Cat Card, discard that card.

HOW TO PLAY VIDEO

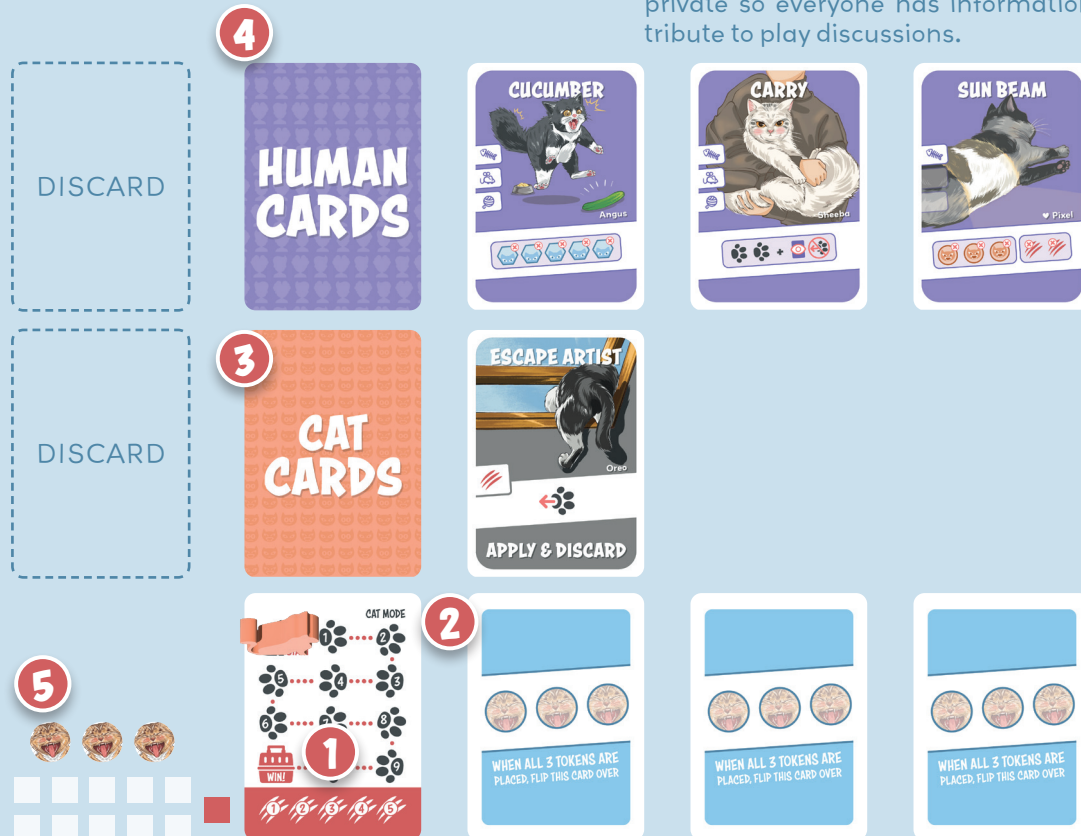
Learn better by watching? Check out the **How To Play video:**

<https://www.stoneagedistractions.com/how-to-play-hissy-fit>



CREDITS

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 Special Thanks to our families and the many playtesters who made this game possible!
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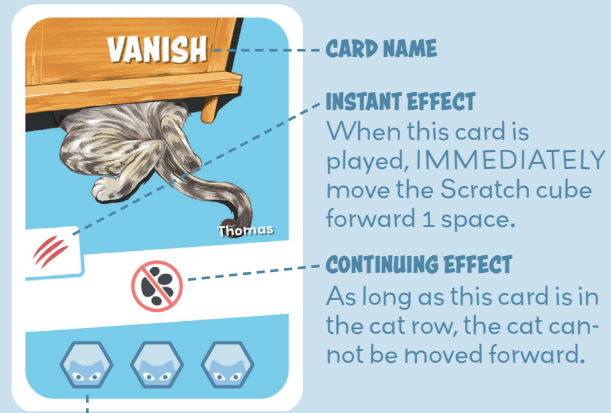


CARD ANATOMY

CAT CARDS

"Hissss....."

Cat Cards show the type and strength of the cat's Cattitude, as well as obstacles you must overcome.



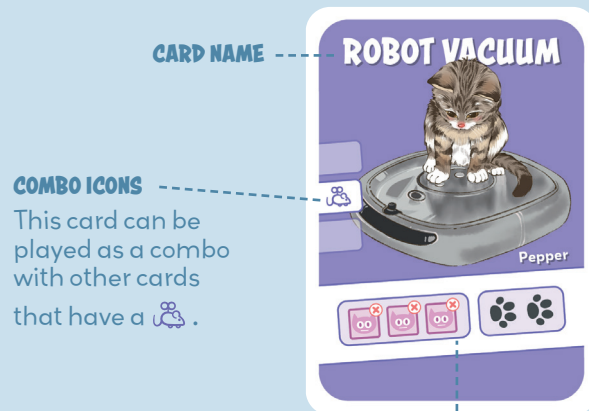
CATTITUDE ICONS

This shows the cat is Sneaky x3. To calm (discard) this card, you must play 3 Calm cubes onto it.

HUMAN CARDS

"Here, kitty kitty..."

Use Human Cards to counteract the Cat Cards in play, and get your Cat closer to the carrier!



COMBO ICONS

This card can be played as a combo with other cards that have a .

CARD EFFECTS

Choose to EITHER calm 3 Stubborn icons (by playing 3 Calm cubes) OR move the Cat 2 steps closer to the carrier.

EMPTY DECKS

If you need to draw a Human Card but the deck is empty, shuffle the discard pile to form a new deck. The Cat Deck will never run out before the players lose from too many Hissy Fits.

CAT CARD EFFECTS

Effects within the white bar of a Cat Card are **Continuing Effects**. These effects happen EVERY turn until you discard the Cat Card.

- The Cat may NOT be moved forward on the Cat Tracker.
- Discard 1 Human Card of your choice from your hand, if you have any.
- The Cat moves backward 1 space (if possible) on the Cat Tracker.
- No combos allowed.
- Remove 2 Calm cubes from the Cat Cards in play (if there are any). The current player chooses which cubes to remove.
- Scratch!** Move the red Scratch cube ahead (right) 1 space.

Effects within a colored square are **Instant Effects**. These are one-time effects that happen immediately when the card is played.

- Hiss! (Instant)** IMMEDIATELY add 1 Hiss token to the left-most empty Hiss spot on the Hissy Fit Cards.
- Scratch! (Instant)** IMMEDIATELY move the red Scratch cube ahead (right) 1 space.

APPLY & DISCARD

If you draw a Cat Card with this text, it does not stay in the Cat row. Instead, apply its effect(s) immediately, and then discard the card.

HISSY FIT!

If you place a third Hiss token on a Hissy Fit Card, your cat has a Hissy Fit. Return all 3 tokens to the supply, and flip the Hissy Fit Card to the orange side. Then follow the instructions on the card. **Note: If you trigger the third Hissy Fit, you lose the game.**



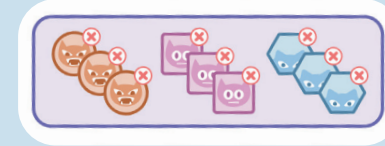
HUMAN CARD EFFECTS

When you play a Human Card, resolve its effect and place it on the Human Card discard pile.

If a card has sets of icons in separate boxes, you must choose one box to activate.



If sets of icons are together in a box, you may activate all of those effects.



Calm: Use this number of clear Calm cubes to cancel out matching Cattitude icons on the Cat Cards in play. You may split these between multiple cards. Note: you cannot store Calm cubes for future turns.

Move Cat: Move the Cat forward on the Cat Tracker 1 space per icon. Note: If there is a in the Cat row, the icon has no effect.

Remove a Scratch: Move the red cube on the Scratch Tracker to the left 1 space for each .

Draw 1 Human Card: Immediately draw one Human Card per icon from the deck, or the face-up cards.

While Visible on Discard Pile: As long as this card is on top of the discard pile, it will prevent a certain type of Cat effect (Scratches, backward movement, or both).

Combo icons. Cards with these icons can be combined with other cards with the same icon. (See "Playing Combos.")

EXAMPLE TURN

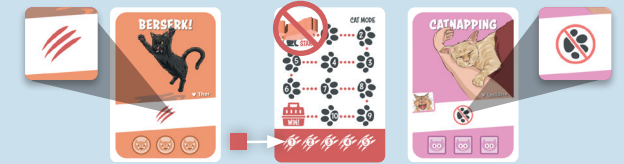
1. Things Get Worse:

- A) Stefan draws 1 Cat Card ("Catnapping") and adds it to the Cat Row.
- B) It has an instant Hiss effect, so Stefan adds 1 Hiss token to the leftmost Hiss spot on the Hissy Fit Row.



2. The Struggle Continues:

- A) "Berserk!" gives players 1 Scratch.
- B) "Catnapping" is preventing the players from moving the cat forward.



3. Actions:

- A) For his first action, Stefan plays the "Bird!" card from his hand to remove 1 Scratch.
- B) His partner, Thyen, turns this into a combo by playing "Catnip" from her hand. ("Bird" and "Catnip" both have a). This allows the players to calm 3 of each Cattitude, which means they can calm both of the active Cat cards, and then discard them.



- C) For his second action, Stefan plays "Robot Vacuum" and chooses to move the cat forward 2 spaces.

