# Cat's Party

3 - 6 | 10 min | 7y+
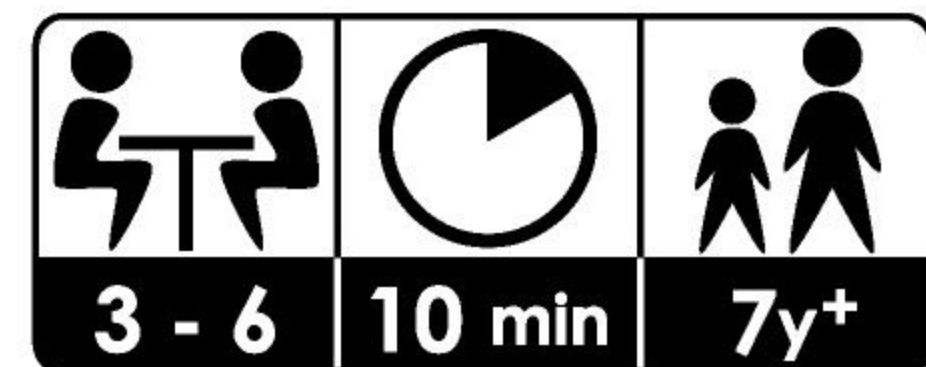
YGG-001J

It's a fun party night in the cat world tonight. Get ready! Every party in the city is inviting cats by preparing their own special ◄═══► fish. You're the host of the party! Which party is going to have the biggest cat crowd? Let the parties begin!!

## Contents

-42 Game cards: 6 colors x 7 each (one set)
  One cat card x 30, Two cats card x 6, Fish card x 6
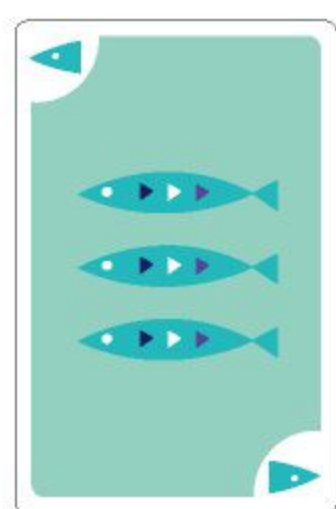-Point card x 2
-Instructions (this sheet)

One cat card    Two cats card    Fish card    Point card

## Objective of the Game

Player with the most cats at their party wins.
Try to collect the cats with the same color to your party, and the party will be more exciting (more points).
Use the fish card effectively to lure other cats to your party from other parties.

## Preparing for the Game

Step1: Separate the game cards (42) by color.
Step2: Use the same number of colors as the number of players.
Example: If 3 players, use 3 sets of colors with 21 cards in total (3 colors x 7). If 5 players, use 5 sets of colors for 35 (5 colors x 7).
Step3: Shuffle the cards and deal all the cards to the players.
Each player should have 7 cards.

## Counting Points

-Your points will depend on how many cats you have in your party.
-Divide your cat cards into colors, and count the cats in each color.
-The "one cat" card counts as one. The "Two cats" card counts as two.
-Depending on how many cats you have in each color, you get the following points: If 1 cat, 1 point. Tow cats, 3 points. 3 cats, 6 points. 4 cats, 10 points. 5 cats, 15 points. 6 cats, 21 points. 7 cats, 28 points.
-The fish card is zero point.
-The player with the most points win.

### Example

4 red cats: 10 points
3 blue cats: 6 points
1 green cat: 1 point

Total: 17 points (10 + 6 + 1)

## How to Play the Game

1. Each player should look at thier hand (7 cards) carefully, and choose one card to place <u>face down</u> in front of them.
2. Pass the remaining 6 cards to the players sitting next to each player clockwise, <u>face down</u>.
3. Each player looks at their hand (6 cards), and places one more card <u>face down</u>. Each player should have two cards facing down.
4. Each player chooses one card out of the two cards facing down.
5. Flip the chosen card over, and place face-up in front. <u>All players do it at the same time.</u>
6. Look at the cards that are flipped over. If the colors of a fish card and a cat card match, the player with that fish card will collect all cat cards of the same color.
7. Cat cards that don't match any fish card color will belong to each of the players that flipped them over.
8. The cards that are flipped over remain in front of each player face-up, and will not used again.
9. Repeat 2-8 until no one has a card in hand (6 times).
10. When each player flips the last card face-up, go through steps 6-8 for the last time.
11. Each player counts the points from the cards in front of them.

## Optional Game

<u>Set Play</u>
Play 4 rounds and compete with total points. For games 1 and 3, pass the cards around clockwise. For game 2 and 4, pass the cards counterclockwise.

## Tips

<u>Collect the same color cats!</u>
Cats of the same color will have higher points than cats of different colors. Try to collect as many cats from the same color.

<u>Look for the "two cats" card!</u>
The "two cats" card is worth two cats--use it to gain points. Watch out though---the card may get lured away by the fish card.

<u>How to avoid the fish card</u>
If you have the same color fish card and cat card in your hand, that means nobody ca lure away your cat from that color!

<u>Look at the Other Players</u>
What color cats are other players collecting?
Which color fish cards have been used?
Jusge which cards to take and pass based on other player's cards.

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