

Yummy Kitty



Let me tell you a story! "There was a little village by the coast whose locals were fishermen. They once found a litter of newborn kittens on an abandoned boat and decided to adopt them. They fed them leftover fish from their catch. Eventually, the cats became expert mouse hunters, which helped keep the village's warehouses free of pests. The fishermen cared for them lovingly and entertained them with yarn balls made from the strings of their fishing nets. The relationship became so close that adopting a litter of newborn kittens became a tradition."

Will you be able to lure as many cats as possible to your feeder?

Yummy Kitty is a game for 2 to 5 players with 15 minutes of playing time. Each player must lure the other players' cats with juicy food, and what could be better than fish to do so? But be careful! Once in your feeder, the cats may be lured by the mice that are running around. Give them yarn balls to play with so they don't want to go after something yummier and more eye-catching, like mice.

CONTENTS



63 Cats / Food cards



11 Dog / Food cards



1 "Feline protection" card



5 Summary cards

SETUP

- Deal one Summary card to each player and set aside the rest (if any) in the box. Place the "Feline protection" card in the middle of the table.
- Draw the 11 Dog cards (see Dog Variant).
- Shuffle the deck and deal 4 cards to each player. The remaining cards make up the draw deck. Place it in the middle of the table with the food side facing up.
- Pick up the cards with the food side facing you. You can never see the cat side of your cards. You can only see the cats the other players have.
- On the count of three, the first player to say "meow" starts the game.



FOOD SIDE



When you want to lure a cat, spend as much food as the value indicated on the cat side you want to take. Without food, there are no cats; without cats, there are no points and without points, there is no victory.

CAT SIDE

This side is the one you will see from the other players. It shows the cats you must lure to your feeder. The amount of food needed to attract them is shown in the upper left corner. The value does NOT indicate the points this cat awards.



FEEDER

This is the table area in front of you. Here you collect all the cats you manage to lure. At the end of the game, they will give you your score. Cats of the same breed will be piled up to form a colony. Cats of different breeds cannot be in the same colony, except for the Turkish Angora. Cats are always stacked in order of arrival.

PLAYER'S TURN

- Look at the cards in your hand and then decide among these three options:
 - Storing food: take two cards from the draw deck, or three if you have no cards in your hand. If at the end of this action the top card on the deck is a mouse, the cat with the lowest value from each feeder will be lured and discarded.
 - Placing a yarn ball on a colony in your feeder: during your turn, you can keep a particular colony in your feeder entertained and prevent them from leaving when they see a mouse. Just lay the yarn card on top of that colony.
 - Luring a cat: spend the required amount of food—or more (extra food paid is not returned to the player)—to lure a cat from another player's hand or the first cat from the discard deck. Only one cat can be lured per turn. The used Food cards must be shown and stacked in the middle of the table, with the cat side face-up. These cards are the discard deck.

The cards of lured cats will be placed on top of each other by type to make up the different colonies in the area in front of each player (feeder).

- After completing one of these options, it is the turn of the next player to the left.

"FELINE PROTECTION" CARD



When a cat is taken from a player's hand, this player lays the "Feline protection" card in front of their feeder. As long as they have this card, no other player can take a cat from their hand.

! In a two-player game, do not use this card.

END OF THE GAME

The game is over when there are no more cards left in the draw deck. Players continue playing until none of them can perform any action during their turn. Then points are counted.

The player with the highest score wins the game. In case of a tie, the player who has lured the most cats to their feeder wins. If there is still a tie, the player with the widest variety of breeds wins.

COLONY SCORES



Orange Tabby (17). The more cats of this breed you lure, the higher your score will be. 1=-1, 2=2, 3= 3, 4=7, 5=11. Your colony can have more than 5 cats, but they do not score points.



Calico (13). At the end of the game, the player with the largest Calico colony earns 7 points; the second 5 points, and the rest 0 points. In case of a tie for first place, each player earns 5 points. In case of a tie for second place, each player scores 0 points.



American Shorthair (11). At the end of the game, this cat gives you 2 points. When you lure this cat to your feeder, take a card from the draw deck.



Siamese (11). For each Siamese cat face on the card, you score 1 victory point at the end of the game.



Black Cat (5). You earn 1 point for each mouse you catch. When a mouse shows up, the first player with a Black Cat—beginning with the active player and in clockwise order—catches the mouse. The other players lose their lowest value cat, even if they have a Black Cat.



Turkish Angora (3). This cat is used as a wild card. The card itself does not give victory points. If this card is placed in a colony, it copies exactly the cat card below it and cannot change colonies.



English Shorthair (2). Don't be fooled by such a pitiful face that looks like it has never done any catty mischief. The cat is not easy to lure, but if you succeed in having it in your feeder, you need to attract different breeds so that you score 1 point for each breed at the end of the game.



Lucky Cat (1). If you lure it from another player's hand, the cat will be automatically discarded from the game. Then pick up the first card from the draw deck and keep it in your feeder. Did it bring you luck?

TYPES OF ATTRACTION



Koi Fish. With a value of 1 or 2.



Mouse. A mouse in a player's hand counts as 1 food value. If a mouse shows up after taking cards from the draw deck, the lowest value cat not protected by yarn balls will be lured to the discard deck. In case of a tie for lowest value, the player decides which cat leaves. Remember that the Black Cat protects the lowest value cats and catches the mouse. So, if the player who reveals the mouse has a Black Cat in their feeder, they catch the mouse. If not, the next player in clockwise direction with a Black Cat catches it. The mouse affects all players.

YARN BALLS



Yarn balls on the food side. As an action during your turn, you can decide to place a yarn ball on a colony in your feeder. The yarn ball distracts all cats under its effect, and they will not chase the mouse. Place the yarn ball card on top of a colony.



Cat cards with yarn balls. Some Cat cards have yarn icons in the upper right corner. Such cats distract themselves and everyone under them.

DOG VARIANT

This variant is recommended for games with 4 - 5 players. Add the Dog cards to the deck and shuffle before starting the game.

When a player lures a cat from a player's hand, they also lure **ALL** dogs from that hand.



Dog (11). The dog is not lured by mice and has no food value. At the end of the game, the player with the most dogs subtracts 1 point from the final score. In case of a tie, all tied players subtract 1 point.

! If you want this variant to have a greater impact at the end of the game, each dog a player has will subtract 1 point from the score.

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