

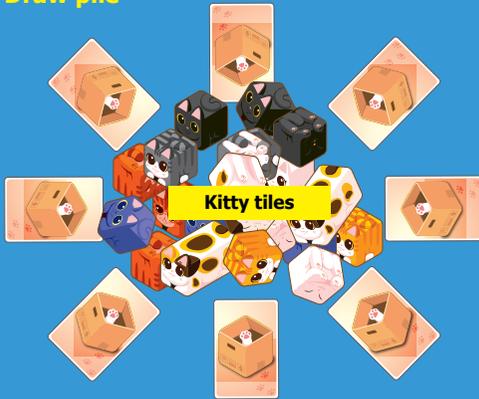
# Kitty Paw

6+ 2-4 15-30  
secondgategames.com/kittypaw



Available Kitty cards

Draw pile



Kitty tiles

Cat Box cards



Box card

## Kitty Paw



What happens when seven cats run into cardboard boxes? Well, a crazy game of hide-and-seek!

### Game Components

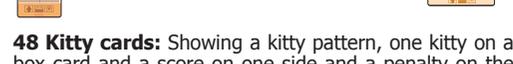
**28 Kitty tiles** (4 each of 7 kitty types): showing "cat back" on one side and "cat belly" on the other.



**8 Hide-and-Seek cards:** showing a cardboard box on one side, and a Hide-and-Seek kitty or Chihuahua symbol on the other.



**4 Box cards:** showing an empty box in different orientation on either side.



**48 Kitty cards:** Showing a kitty pattern, one kitty on a box card and a score on one side and a penalty on the other. There are three levels:

**24 Level I:** non-overlapping kitties and no Hide-and-Seek symbol.

**16 Level II:** non-overlapping kitties including 1 Hide-and-Seek symbol. There are 2 sets of 8 cards with matching colour, you will choose one of them (yellow is slightly harder).

**8 Level III:** overlapping kitties, including 1 Hide-and-Seek symbol.

### Goal of the Game

**Kitty Paw** is a dexterity and reaction game. Players try to be first to complete the kitty combinations shown on their Kitty cards to score Victory Points (VP). The player with the most VP at the end is the winner.

### Game Setup

- For each player in the game, place one set of 7 different Kitty tiles in the center of the table. Mix them thoroughly.
- Shuffle and place the 8 Hide-and-Seek cards with the "box" side up around the Kitty tiles.
- Each player takes one Box card and places it in front of themselves.
- Shuffle the 3 different levels of Kitty cards separately and stack them face down to form a draw pile, with Level I on top, II in the middle (choose a color), and III at the bottom. Turn over the top 4 cards and place them in a row beside the draw pile.

### Game Round

**Kitty Paw** is played for a number of rounds. Each player will get one Kitty card in each round and try to be the first to create the patterns shown on that card. Since this is a reaction and speed game, all players will act simultaneously.



1. Players place a fist (paw) in the center of the table, touching the other players' fists, and shout "Kitty Paw!" to start the game.

2. Each player grabs 1 Kitty card of their choice from the row and places it in front of themselves.

- Grab Kitty tiles from the center of the table and arrange them to match the patterns shown on your card.
- You may only grab and place 1 Kitty tile at a time instead of grabbing a bunch of tiles in your hand.
- If there is a Hide-and-Seek symbol on your Kitty card, search for the appropriate Hide-and-Seek card by peeking under them one by one. They are very similar to Kitty tiles, so watch out! Don't forget the kitty on your box card and its correct orientation.

3. When you think you have completed your pattern, shout out loud "Meow!" and raise your fist to perform the "Lucky Cat" gesture (see illustration).

The other players must stop their action immediately and follow the "Lucky Cat" gesture and touch your fist, like doing a fist greeting.

The last player to perform the gesture must turn over their Kitty card to show the VP penalty. It counts as scored card. This rule does not apply in 2 players games.

4. All other players now check to see if your pattern is correctly created, where the relative positions and orientations of Kitty tiles, Hide-and-Seek cards and Box cards must be exactly matched. If the pattern is correct, take your Kitty card as your VP score. If the pattern is incorrect, turn the card to show the VP penalty.

In both cases, the Kitty card counts as scored.

### New Round

- Return all Kitty tiles to the center of the table.
- Shuffle all Hide-and-Seek cards and place them box-side-up around the Kitty tiles.
- All un-scored Kitty cards are removed from the game.
- Turn over 4 new Kitty cards to start a new round.

### Game End

- The game ends when any player has scored 5 Kitty cards, or when the draw pile is empty after a round.
- Add up your the VP numbers on your scored Kitty cards (4,5,6,7 or -1,-2,-3). The player with the highest VP score wins the game.
- If there is a tie, the tied players play an extra round to determine the winner. (Shuffle and use the removed Kitty cards).

### Variant

Shuffle **ALL** Kitty cards together to form a draw pile. This will add interesting variety and surprise to the game.