Kitty Paw 子猫の争奪

6+ | 1-4 | 15-30

Kitty Paw Rulebook

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

Game components

Kitty tile x28 (4 each in 7 kitty types): showing "cat back" on one side and "cat belly" on the other.

Japanese Bobtail

Exotic Shorthair | Russian Blue | American Domestic | Domestic Shorthair | Bombay | Persian

Cat Box card x8: showing cardboard box on one side, and a kitty or a Chihuahua on the other.

Box card x4: showing empty box in different orientations on either side.

Kitty card x48

Level I x24: showing 5-7 kitties, non-overlapping Kitty tile, -1 VP on the backside.

Level II x16: showing 4-7 kitties and cardboard box, non-overlapping Kitty tiles, -2 VP on the backside. They are divided into 2 sets of 8 cards each with different card back colors.

Level III x8: showing 6-7 kitties and cardboard box, overlapping Kitty tiles, -3 VP on the backside.

Goal of the game

Kitty Paw is a dexterity and reaction game. Players try to be the first to complete the kitty combinations shown on the Kitty cards to score victory points (VP). The player with the most VP in the end wins the game.

Game preparation

1. For each player in the game, place one set of 7 different Kitty tiles in the center of the table. Mix them thoroughly.
2. Shuffle and place the 8 Cat Box cards with the "box" side up next to the Kitty tiles.
3. Each player takes one Box card and place it in front of themselves.
4. 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, and III on the bottom. Turn over the top 4 cards and place them in a row beside the draw pile.

Game round

The game 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 the cards. Since this is a reaction game, all players will act simultaneously.

1. Players stack one of their palms in the center of the table and shout out "Kitty Paw!" to start the game.
2. Each player grabs 1 Kitty card they want from the row and places it in front of themselves.
   - Then players grab Kitty tiles from the center of the table and arrange them to match the patterns shown on their own Kitty card.
   - Players should grab 1 Kitty tile at a time instead of grabbing a bunch of tiles in their hands.
   - If there is a Cat Box icon on their Kitty card (Levels II and III), players must also find the appropriate Cat Box card to match the patterns.
3. If any player thinks that she has completed the pattern, she shouts out loud "Meow!" and performs the "Lucky Cat" gesture (see illustration).

   All the other players must stop their current actions immediately and follow the "Lucky Cat" gesture and touch the first "Meow" player's "lucky palm" (like doing a high five).

   The last player to perform the gesture must turn over their Kitty card to show the VP penalty.
4. All players check to see if the first "Meow" player's pattern is correctly created where the relative positions and orientations of Kitty tiles and the Cat Box card must be matched. If the pattern is correct, the "Meow" player places the Kitty card aside as her score. If the pattern is incorrect, she must turn over the Kitty card to show the VP penalty.

New round

1. All players return all the Kitty tiles back to the center of the table.
2. All Cat Box cards are shuffled the placed with "box" side up next to the Kitty tiles.
3. All un-scored Kitty cards are removed from the game.
4. Turn over 4 new Kitty cards to start a new round.

Game End

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

Variant

Players can shuffle ALL Kitty cards together to form a draw pile. This will add some variety and surprise to the game.

draw pile

Kitty card

Kitty tile

Cat Box card

Box card

Meow!

Meow!

Meow!

-2VP

Remove

+7VP

Kitty Paw