

HERDING CATS

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56 cat cards

Felines are causing havoc! Race against your opponents to round-up four of a kind and win the game.

HOW TO START

Make sure you have an even number of players

This game is played in pairs, working as a team to win. In private, each pair meets to decide on a secret signal. Your signal must be silent and something that cats do. Some examples might include: wiggling your nose, cleaning behind your ear, looking startled, scowling, or licking your paw. The sneakier the better, so your opponents don't catch the scent!

HOW TO PLAY

Sit in a circle facing each other

Once all pairs have picked their secret signal they should return to the group and sit opposite each other in the circle.

Shuffle the cards and the dealer deals out four cards face down to each player. Each player holds a maximum of four cards in his or her hand at a time. Deal four cards to the middle of the table, face up.

Ready, kitty, go!

Shout out, "Ready, kitty, go!" to begin the round. Each player can then discard a card from their hand and grab any card from the middle of the table to replace it.

No taking turns

Rounds are ongoing and players exchange single cards from their hand with cards from the table as quickly as they can. But don't forget, a player cannot have more than four cards in their hand at any one time.

Aim of the game

The goal is for you (or your partner) to get four of the same card (e.g. four Sphynxes or four Persians etc.).

If no one wants to swap out for any of the four cards on the table, the dealer removes those four cards and deals out four new ones so that the game can continue.

Time for the Secret Signal

If you have four-of-a-kind, use your secret signal to alert your partner to shout out "Cool Cats!". If "Cool Cats!" is called on a player by their partner, that player must reveal their hand to prove they have four-of-a-kind.

If your partner yells "Cool Cats!" and you have four-of-a-kind, then your team gets a point and wins the round. If your partner shouts out "Cool Cats!" but you don't have four of a kind, then your opponents' teams win a point.

Don't let the cat out of the bag!

If you suspect an opponent has four-of-a-kind then you can point to them and shout "Cat out of the Bag!". If you got it right, you win the point, but if you got it wrong, your opponent's team wins a point. This means you can bluff your opponents by doing fake signals to try and fool them into shouting "Cat out of the bag!" when you don't have four-of-a-kind. But watch out, your opponents might try and do the same to you!

HOW TO SCORE

The first team to get four points wins.

CAT BREEDS IN HERDING CATS



Himalayan



British Longhair



Tabby



Bengal



Snowshoe



Chartreux



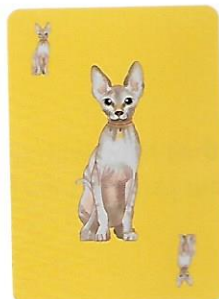
Persian



Tortoiseshell



Peterbald



Sphynx



Tonkinese



Selkirk Rex

