

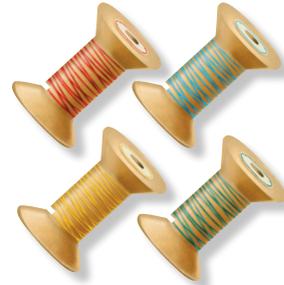
Kociaki Łobuziaki

CONTENTS

4 Player Boards



4 Spools

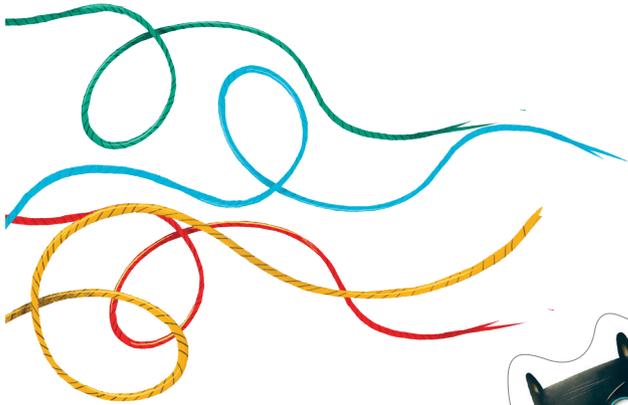


50 Toy Chips

(5 in each of 10 colors, with the following values in each color: 2, 2, 3, 3, 4)



4 Strings



20 Furniture Tiles (5 in each of 4 colors)



1 Starting Player Marker



GOAL OF THE GAME

Each player has a room full of Toys. Cats run around all these rooms. The more Toys attract the cat, the more points the player will get.

During the game you play the Tiles representing different pieces of furniture. Cats run towards these played Tiles and you get points for each Toy that your cat runs through. You have to cleverly lead the way of the running cat!

GAME SETUP



! Before the first game you have to tie a knot on each end of all Strings.

- A** Each player takes **one Player Board** and puts it in front of them.
- B** Randomly choose **1 Furniture Tile** in any color and place it face-up in the middle of the table (with the piece of furniture visible).
- C** Divide remaining **Furniture Tiles** according to their colors. Each group of Tiles should be thoroughly mixed and placed aside in a face-down pile.
- D** Each player draws the appropriate number of Tiles, based on the number of players. Each player should keep their Tiles in secret from their opponents.
2 players – 1 Tile from each pile + 3 additional Tiles from 3 different stacks of their choice.
3 players – 1 Tile from each pile + 1 additional Tile from any stack of their choice.
4 players – 1 Tile from each pile.
 Remaining Furniture Tiles (●) have to be put back to the box – these will not be used.

- E** Each player chooses a **String** and winds it on the **Spool** of the same color.
- F** Each player places **one end of their String** on their Player Board in either slot next to the piece of furniture visible in the middle of the table (placed there in **B**).
Knots should be placed on the bottom side of the Player Boards.
- G** Divide **Toy Chips** according to their illustrations and place them in 10 face-down piles in the middle of the table (with numbers facing down). Next, adjust the number of Chips accordingly to the number of players:
2 players – randomly remove 2 Chips from each pile and put them back to the box.
3 players – randomly remove 1 Chip from each pile and put it back to the box.
4 players – do not remove any Chip. All Toy Chips are being used.



Place all remaining Toy Chips in face-up piles with their **values ascending** (the smallest value on the top).

- H** Player who has recently pet a cat is the starting player - they get the **Starting Player Marker** and place it in front of themselves.

3 Player Setup:

The diagram illustrates the 3-player setup. It shows three player boards arranged around a central table. Each player board has a slot for a furniture tile (labeled B) and a slot for a string (labeled F). The central table has 10 face-down toy chips (labeled G) and a furniture tile (labeled B) placed in the middle. A string spool (labeled E) is placed on the table, with a string (labeled F) attached to it. The starting player marker (labeled H) is placed in front of the player who has recently pet a cat. The furniture tiles are arranged in a grid on the table, and the toy chips are arranged in a grid. The player boards are arranged in a grid, and the string spools are placed on the table.

GAMEPLAY

The game lasts **12 rounds**. Each round is divided into two parts:

- A) Setting up the path of the run.**
- B) Cats running and scoring points.**

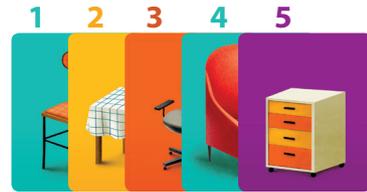
A) Setting up the path of the run

The player with the **Starting Player Marker** decides to which piece of furniture the cats in rooms of **all the players** run this round. In order to do so, **they choose one Furniture Tile** (from the ones they have in their hand) and play it face-up **in the middle on the table**, placing it on the last Tile played there. The Tiles should slightly overlap each other, not cover.

Example: The player chose the **yellow** Tile with a table and placed it in the middle of the table (putting it on the **turquoise** Tile with a chair that was already lying there). This means that this round in cats in all rooms run towards the **yellow** wall and head to the table showed on the Tile.



! The chosen Tile has to have a **different color** than the last Tile played on the table. Please remember that played Tiles should **only slightly overlap each other**. This way, you will be able to tell how many rounds have been played. The game is over after 12th round.



B) Cats running and scoring points

The player with the **Starting Player Marker** acts first. When they finish, the player on their left acts and so on, clockwise around the table.

The acting player stretches the String across their Player Board **towards the piece of furniture matching the one visible on the played Tile**. Furniture layout on each Player Board is different, so cats will run differently in each room.

! There are 2 slots on both sides of each piece of furniture. The acting player has to slip their String using both these slots. The String has to get in through one slot and get out through the other one. The acting player has to decide which slot will be used as an entrance and which as an exit for the String. Please make sure that the String on the Player Board is never loose.



Example: The played Tile displays a table on **yellow** background. The acting player slips their String through the slots on either side of the table next to the **yellow** wall. He makes sure that the String is not loose.

Once the cat runs (after the String has been attached), **the acting player scores**.

! The player scores, if their cat ran over one or more Toys lying on the floor (if the String touches the drawing of the Toy). In such case, the player takes the matching Toy Chip from the top of the pile (the one with the lowest value). If the pile is empty, the player does not take any Chip (they do not score any points).

Example: When the cat runs over the Toy the player gets the matching Toy Chip (they take it from the top of the pile).

Players whose cats run over this Toy later in the game, can get the Chips with more points! Remember, that the Chips are sorted in the piles in ascending order.



- ! During the game players can score the same Toy multiple times (if their cat runs over the same Toy more than once).

Players place acquired Chips in front of themselves face-down (with values not visible). The acting player does not get any Chips if their cat did not run over any Toy.

The player's turn ends. The player on their left is now the acting player and they:

- **attach their String over the piece of furniture** displayed on the visible Tile,
- **check if they scored any points** - if yes, they get the matching Toy Chips.

- ! Once all the players have acted, the round is over. The Starting Player Marker is passed along to the next player on the left. They will start the next round of the game:

- they will decide the direction of the cat's run,
- attach the string to the piece of furniture,
- check, whether they scored any points.

END OF THE GAME

After the **12th round** the game ends (during the game 12 Furniture Tiles will be placed on the table).



After the last round each player **sums up the values** of collected Toy Chips.

The player who gathered the Toys of the highest total value is the winner. In case of a tie, the winner is the player who has more String left on their Spool.

- ! If a player **does not have enough String** to reach the slot on the Board during the last round, **they do not get any points for that round!**

VARIANT FOR EXPERIENCED PLAYERS

The gameplay is the same as in the regular version, however, you count the points in a different way:

- **players sum up the values** of collected Toy Chips (exactly the same as in the regular version),
- additionally, players get **1 bonus point for each type** of Toy they have collected.

However, if, player managed to get **all the types of Toys** (10 different types), they are awarded with **15 bonus points!**

Check out our other games!

gry.nk.com.pl • [f/NaszaKsiegarnia](https://www.facebook.com/NaszaKsiegarnia)



Wydawnictwo NASZA KSIĘGARNIA
Ul. Sarabandy 24c, 02-868 Warszawa
www.nk.com.pl
© 2018 Wydawnictwo NASZA KSIĘGARNIA
© 2018 Jeffrey D. Allers

Board Game Manager: Jarosław Basałyga
Production Coordination: Krystyna Michalak
Editing: Michał Szewczyk
Marketing: Aleksandra Skłodowska
Proofreading: Arek Maj (POL), Krzysztof Michalak (ENG)
English translation: Michał Zwierzyński
Layout: Cezary Szulc