

HAPPY CATS

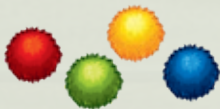


An exciting collecting game

by Wolfgang Dirscherl • for 2 to 4 players • aged 7 or over

Cats love colourful fluffy balls – so this is paradise for them. But make no mistake: none of them want to share. Each cat tries to grab as many of the fluffy balls as possible. You will need all your wits about you to come out on top.

GAME CONTENTS



48 fluffy balls, 12 each in yellow, red, green and blue



52 cards:
4 cat cards, 40 number cards (numbers 1 – 40) and 8 colour cards



5 question mark tiles



1 die



1 tile with a mouse



1 cloth bag

1 game manual

AIM OF THE GAME

The aim of the game is to collect as many fluffy balls as possible and end up with the most points – with some skilful card play.

GAME PREPARATION

- Before the first game, carefully press the tiles out of the perforated sheet.
- Each player then chooses a cat card. If there are fewer than four players, return the unused cat cards to the box.
- Shuffle the 40 number cards well. Each player is dealt 5 cards and holds them together with their cat card. Place the remaining number cards face down in a pile in the middle of the table.
- Shuffle the colour cards as well. Each player is dealt a card that they can look at, but must keep hidden from the other players throughout the game, by placing it face down in front of them. At the end of the game, the players get double points for each fluffy ball they have collected that is in the colour of that card. The remaining colour cards are returned to the box unseen.

- The five question mark tiles are shuffled well and placed in a pile in the middle of the table face down.
- All fluffy balls are placed in the cloth and the bag is shaken. The bag is placed in the middle of the table, as is the tile with the mouse and the dice.

GAME RULES

The youngest player starts. Players then take turns clockwise.

The player whose turn it is rolls the die. The die determines the player's actions as follows:

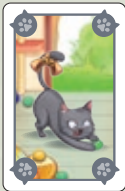
2, 3, 4 OR 5



The player draws that number of fluffy balls from the bag and places them in the middle of the table. These balls are then played for in this round.

Each player chooses a card from their hand and places it face down in front of them. Once everyone has a card in front of them, the cards are turned over at the same time and compared:

The cat card



The player who has played their cat card does not win any fluffy balls in this round. Instead, the player can immediately draw two number cards from the draw pile, select one of them, and place it in their hand along with the cat card they played. The card not selected is placed on the discard pile.

A number card



The fluffy balls are now distributed: the player who has played the card with the highest value is the first to take balls from the middle of the table. They can take as many balls as there are on their card, and place the balls in front of them. After that, the player who played the card with the second-highest value can take the corresponding number of fluffy balls, and so on.

Important! *If there are not enough fluffy balls left in the middle of the table or all balls have already been taken, players who have played lower number cards will go empty-handed or will only get some of their possible total.*

If not all fluffy balls are distributed in a given round, the remaining balls are returned to the cloth bag.

THE MYSTERIOUS BASKET



There is always a big fight for the basket, for only one player can get hold of the fluffy balls in this round.

Each player selects one card from their hand without first taking balls out of the cloth bag. The player who plays the highest-value card in this round can take as many fluffy balls from the bag as are shown on their card. All other players who have also played a number card get nothing.

Note: Of course, a player can also play their cat card, draw two number cards from the draw pile, select one and place it in their hand along with the cat card they played.

THE QUESTION MARK



Take as many tiles as there are players from the stack of tiles and turn over face up. In turn, starting with the player who rolled the die, each player can now choose one of those tiles.

The tiles have the following symbols:



Fluffy balls:

The player can take a fluffy ball from the cloth bag and place it in front of them.



Card:

The player can draw ONE number card from the pile and add it to their hand.



Key:

The player receives the tile with the mouse and places it in front of them.

But be warned: another player can steal the mouse away again! This happens if the question mark tile with the key is uncovered again in a later round and another player takes the tile. The mouse then changes hands immediately.

Once each player has taken a tile and performed the action, all five question mark tiles are mixed again and placed back in the middle of the table face-down in a pile.

After each round, all number cards played are placed face-up on a discard pile. If the draw pile has been used up, the cards from the discard pile are shuffled and placed in the middle of the table.

A new round then begins and it is the turn of the next player (moving clockwise) to roll the die. If there are not enough fluffy balls left in the cloth bag after a roll of the die, only the remaining balls from the bag are placed in the middle of the table and then distributed according to the value of the cards.

THE END OF THE GAME

The game ends when the last fluffy ball is taken. Each player then calculates the total value of the balls they have collected.

- The hidden cards drawn at the beginning of the game are revealed. A player receives two points for each ball in that colour.
- All other balls are worth one point each.
- The player with the mouse in front of them at the end of the game gets an extra three points.

The player with the highest total score wins. In the event of a tie, there are several winners.



For the sake of readability, the masculine form is used throughout. It refers equally to all genders.

If you have any questions or suggestions about „Happy Cats“, please contact us at:

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Warning! Not suitable for children under 36 months. Contains small parts. Danger of suffocation. Please keep address for further reference.

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