



# OOPSY POOPSY!™

## LITTERBOX EDITION

A KITTY-HERDING, FISHY-CRAVING, LITTER-SCOOPING CARD GAME



### THE OBJECTIVE

Be the first player to collect x#\* of cats in your yard to win!

\*2 player game: First player to get 9 cats in their yard

\*3 player game: First player to get 6 cats in their yard

\*4 or 5 player game: First player to get 5 cats in their yard

### THE SETUP

Find 2-5 players who enjoy laughing out loud, shuffle the deck well, and deal 5 cards to each player

### THE GAMEPLAY

1. Each player's yard is the area in front of them.

2. Going clockwise, play ONE action from your hand and then replenish at the end of your turn.

3. Players take turns hoping to collect a matching cat and collar so they can place them in their yard on their next turn.

4. Playing 1 Action typically = 1 Card; however, placing a cat/collar combo in the yard also = 1 Action--it's the only action that's two cards.

5. Players can choose instead to use their turn to sabotage anyone who gets in their way.

6. If there's an "Oopsy Poopsy!" card in your yard, the ONLY option for your turn is to discard it and miss a turn scooping the litterbox.

7. Some cards contain the CALLOUT symbol: ☹️ which means there's a callout when using the card. Callouts take the fun-factor up a notch!

8. When a player tries to sabotage you with a Fishy or Mouse card, you have the option to immediately counter their action with a Stay card.

9. A failed sabotage results in both the Stay card along with the Fishy or Mouse card being discarded.

10. A typical turn will involve trying to decide whether to place a cat and collar in the yard, sabotage another player (ideally player in the lead), or simply discard an unwanted card in hopes of drawing a better one.

11. It may take a few turns before a cat/collar combo is placed in a yard. Once this happens, the game will ramp up quickly.

12. The first player who manages to collect the required number of cats in their yard wins the game!

### THE CARDS

#### CAT CARDS AND COLLAR CARDS

- Cat cards have a symbol in upper right corner that will match one of three collar card symbols: (Cat Head, Fish Skeleton, or Cat Paw)
- Some cats are immune to either the Fishy or Mouse sabotage card.
- These immune cats have extra text, a patterned background, and special symbols located near the bottom of the card: 🐟 🐾
- The rare "Purrfect Collar" card contains all three symbols so it can be paired with any cat card.
- Cats can ONLY be placed in a yard when paired with its matching collar.
- \*\*This is the only action in the game that consists of two cards\*\*
- Once a cat and collar are paired and placed in a yard, they stay together the entire game, but they may end up in another player's yard.

#### STAY CARD – CALLOUT: "KITTY STAY!" ☹️

- Optional and used when a Fishy or Mouse card is played against you.
- Since it's a counter, it's never played during your own turn and thus never counts as an action when played.

#### MOUSE CARD – CALLOUT: "GET THE MOUSY!" 🐭

- Use on another player's cat in a yard (ideally against player in the lead).
- Mouse card is placed sideways at top of cat/collar combo forming a "T"
- This action causes opponent's cat to become lost chasing a mouse, thus creating a "Lost Kitty."
- A max of two Lost Kitties can be in a player's yard at any time.
- A Lost Kitty still belongs to its owner but does not count as one of the required cats needed to win the game until it is found.
- The Stay card must be played right away to prevent the action.
- Remember some special cats are immune to the Mouse card.
- A TRAP! card can ONLY be played as an action during your turn.



### THE CARDS (Cont'd)

#### TRAP! CARD

- Used only during your turn and only on YOUR Lost Kitty.
- It traps the mouse your kitty was lost chasing and having nothing more to chase it returns to your yard.
- Mouse card is removed from your kitty and placed in the discard pile along with the TRAP! card.
- Your kitty once again counts as a cat in your yard.

#### KCU (KITTY CONTAINMENT UNIT) CARD

- Can ONLY be used on ANOTHER player's LOST KITTY.
- The other player's Lost Kitty becomes YOUR found Kitty and is placed in YOUR yard (along with its matching collar of course).
- The Mouse & KCU cards are then placed in the discard pile.
- A Stay card CANNOT be used to prevent this action because you can't say "Stay!" to a Lost Kitty.

#### FISHY CARD – CALLOUT: "HERE KITTY KITTY!" 🐟

- Used on a cat in ANOTHER player's yard.
- Cat is selected by the player using the Fishy card.
- This card lures the chosen player's cat into your yard.
- If the other player uses a Stay card, it must be played right away to prevent the action.
- Remember, some special cats are immune to the Fishy card.

#### OOPSY POOPSY CARD – CALLOUT: "OOPSY POOPSY!" (proper form involves pinching one's nose during the callout) ☹️

- A player tosses it in ANOTHER player's YARD during their turn to cause the receiving player to lose a turn scooping their litterbox.
- It CANNOT be played in an empty yard (Recipient must have at least ONE cat in their yard).
- Recipient MUST use their next turn to discard the Oopsy Poopsy card, thus losing their turn.
- Only ONE Oopsy Poopsy card can be in a player's yard at a time.

#### BALL OF YARN CARD

- Placed on one of YOUR cats that's **already** in your yard.
- Selected cat will not chase a mouse or be lured by a fishy for the remainder of the game because it has lost all sense of time while being tangled up in utter bliss.
- Playing the Ball of Yarn card is its own action, so it CANNOT be played during the same time a cat/collar combo is placed in your yard.



Have a question or still not sure of a rule, feel free to contact support at [Jeff@OopsyPoopsy.com](mailto:Jeff@OopsyPoopsy.com) or visit the FAQs section on our website at [www.OopsyPoopsy.com/faqs](http://www.OopsyPoopsy.com/faqs)

*"I hope you enjoy playing my game!" - Chloe*

