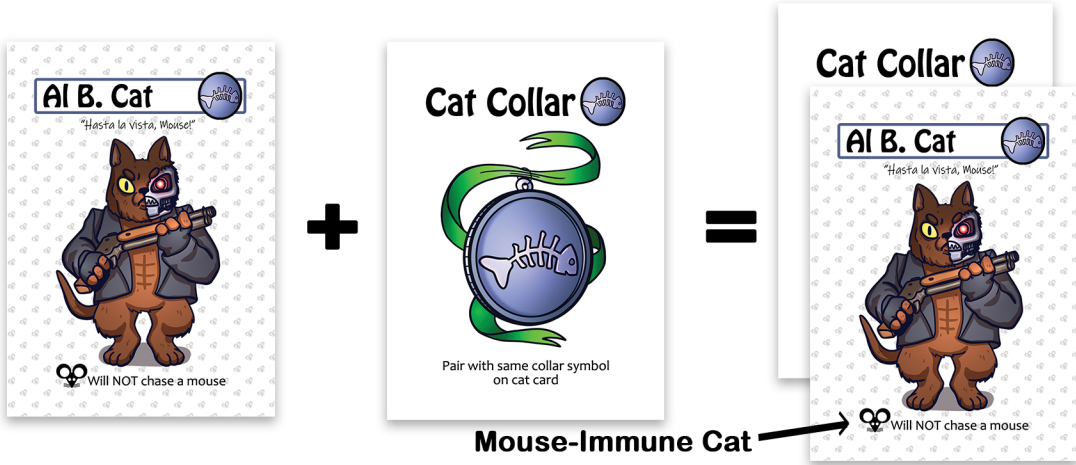


***Kitty/Collar combos are NEVER separated from each other once placed in yard**



2 Players = 9 Cats, 3 Players = 6 Cats, 4-5 Players = 5 Cats

CALLOUT SYMBOL

Oopsy Poopsy!
Use to force a player to scoop their litterbox, thus losing a turn

Lose a Turn

Ball of Yarn
Keeps one feline entertained and in your yard the entire game because it is tangled up in utter bliss.

Never Lose Kitty

Lures A Kitty Into A Yard

Fishy



HERE, KITTY KITTY!
Use to lure another player's cat into your yard

Mouse!



GET THE MOUSY!
May cause your kitty to become lost chasing the mouse

Causes Kitty to Become LOST Chasing A Mouse

STAY!



KITTY, STAY!
Use immediately to counter a "Mouse!" or "Fishy" card

Counters Both Fishy & Mouse! Cards If used immediately

TRAP!



Traps mouse so your lost kitty will stop chasing and return to your yard

Catches Mouse So YOUR Lost Kitty Returns

KCU
(Kitty Containment Unit)



Use to find and carry another player's lost kitty into your yard

Finds Another Player's Lost Kitty (No Counter)

2 MAX IN ANY YARD LOST KITTY

Mouse!
May cause your kitty to become lost chasing the mouse

Purrfect Collar

Calico Jack

