

Kittin

SIMON MILBURN & CAEZAR AL-JASSAR
2-8 PLAYERS / 5 MINUTES / AGES 6+

Race to stack cats in a fast-paced, frantic cat-stacking competition and become the "Chief Cat Cuddler"!

- 48 kittins
- 20 cards



GETTING READY

Put all the kittins in the middle of the table. Shuffle the cards and make a face-down deck beside the kittins.

The game can be played by up to 4 individual players, or by 4, 6 or 8 players in teams of two. Read the Team Kittin rules to find out how to play in teams.

HOW TO PLAY

Race to stack kittins as fast as possible to match the patterns on the cards. The first player to win three cards wins the game, and is named "Chief Cat Cuddler".

The game is played in rounds. Everyone plays at the same time. Start each round with all the kittins back in the middle of the table.

1 FLIP!

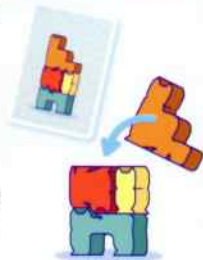
When everyone is ready, the oldest player flips over the top card of the deck, and lays it face up so that everyone can see it.



2 STACK!

Everyone grabs kittins and tries to build a vertical stack that exactly matches the pattern on the card. Don't put your kittins flat on the table. You must balance kittins on top of each other.

You can use both your hands to grab kittins, but don't take more kittins than you need. If your stack falls down, just keep going and build it up again!



3 MEOW!

When you think you have built a stack that exactly matches the card and won't fall down, shout "Meow!". Everyone else must stop stacking.

Everyone checks the arrangement of the kittins in the stack built by the player who shouted "Meow!". Does it match the card exactly? Make sure that every kittin is facing the correct way and has their ears pointing in the correct direction. You can look at the stack from either the front or the back to check for a purr-fect match.



If the player's stack matches the card, they win the card. Keep any cards you win in front of you. If the player's stack is wrong or falls over, they are out of the round. Everyone else immediately starts stacking again until someone else shouts "Meow!".

If two players shout "Meow!" at exactly the same time and have both matched the pattern, the other players decide who built the nearest stack of kittins and name that player the winner of the round.

END OF THE ROUND

Put all the kittins back in the middle of the table ready for another round. The first player to win three cards wins the game, and is named "Chief Cat Cuddler".

TEAM KITTIN

You can play Team Kittin with up to 4 teams of two players. We suggest choosing teams that include two players with a mix of age and ability.

SETUP

Shuffle the cards and deal 4 face-down cards in a ring around the kittins in the middle of the table. If you want a longer game, just deal more cards. Each team chooses one player to be their first “Cat Cuddler”.



HOW TO PLAY

The teams race to build all of the patterns on the cards one after another. The first team to build all of the patterns wins the game, and is named “Chief Cat Cuddlers”.

When everyone is ready, the oldest player flips over one of the cards. All the teams immediately start building a matching stack. Only the

team’s current Cat Cuddler can grab kittins and build the stack, but the other player can help by checking the kittins and giving advice.

Both players in a team must check the pattern. (Remember: You can match the pattern by looking at the front or back of your stack.) When you are sure it’s correct, shout “Meow!” and push all the kittins back into the middle of the table.

The other player in the team becomes the new Cat Cuddler and immediately starts building the next pattern in the sequence.

If the next pattern clockwise is face down, flip it over to reveal it. If another team has already flipped the next card, just start building. Don’t flip another one. And don’t stop when a team shouts “Meow!”.

END OF THE GAME

The first team to build all 4 of the patterns in sequence, one after the other, and then shout “Meow!” wins the game. That team is named “Chief Cat Cuddlers”.

KIDS!

ARE THE ADULTS YOU’RE PLAYING WITH FINDING IT TOO EASY?
MAKE THEM PLAY WITH ONE HAND INSTEAD!

CREDITS

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