

6 tree figures (green)

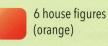




6 resident figures (blue)







THE AIM OF THE GAME:

The aim of the game is to be the first to place all six playing figures with depicted items.

BEFORE STARTING THE FIRST GAME:

Place all 24 figures into the figure holders.

GAME SETUP:

The pavement tile cards are shuffled and placed on the table in a stack facing down. The top card is flipped over and placed in the center of the table to start the game.

Each player chooses a color and is dealt all 6 figures of that color.

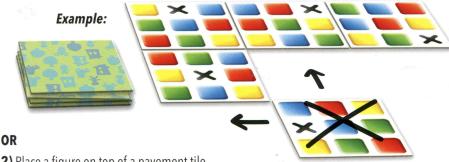




The player who last saw a cat in the city starts the game. **HOW TO PLAY:** After that the players take turns clockwise.

THE ACTIVE PLAYER MAY TAKE ONE OF THESE ACTIONS:

1) Take one card from the stack of pavement tiles and place it next to the previously placed pavement tile card. The pavement tiles make up the game board. Each pavement tile card must be placed so that at least one edge of the card borders with a previously placed card. The cards cannot be placed diagonally.



2) Place a figure on top of a pavement tile.

Please note: The first and last item depicted on the figure must be placed on a pavement tile of the same color.

Example: The first and the last orange house must be placed on orange pavement tiles. The figures can only be placed either horizontally or vertically.



THE GAME ENDS WHEN:

- 1. At least one of the players successfully places all his/her figures on the game board. The player to do so the first wins the game.
- or 2. When the last pavement tile card is placed on the table, each player may place one last figure on the board. Then all players count how many items they have left on the figures elements they have not placed on the game board. The player who has the smallest number of elements (cars, residents, houses or trees) wins the game.



EASIER GAME VERSION:

The smallest players can also place their figures on tiles marked with a cros sign.