

CAN'T CATCH HARRY

GAME INSTRUCTIONS



COMPONENTS

58 CARD DECK

- 4 Baby James
- 4 James
- 4 Fox
- 4 Evil Bird
- 4 Furry
- 4 Harry
- 4 Twin
- 4 Hunters
- 4 Mom
- 4 Mr. Poe
- 4 Sandwich Artist
- 4 Devil
- 4 Teacher
- 4 Lamp
- 2 Everyone

FIGURINES

- 1 Harry
- 2 Chubs
- 2 Cray Cray
- 1 Lamp

EXTRAS

- 1 Play Mat
- 1 Instruction Sheet
- 1 Heck of a Good Time



SETUP

1. For 2 players, place the Lamp and Harry figurines on the game mat. For every additional player you will need to add an additional figurine to the game mat.



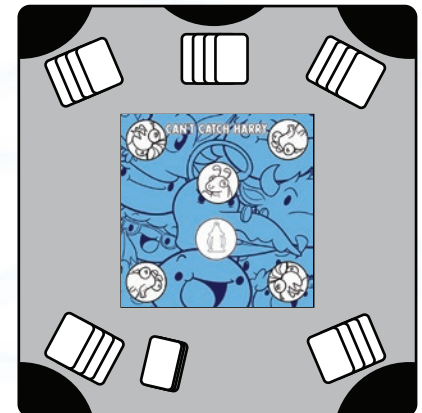
LAMP



HARRY

2. Deal everyone a hand of 4 cards.
3. Place the rest of the cards, face down in a deck next to the youngest player.

Make sure everyone can reach, move around, shove, kick, or jump to get to the moths.

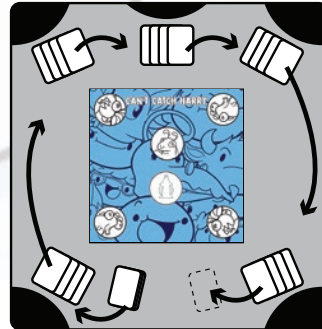


TWO DECK VARIANT:

Split the deck in two even halves. Place one next to the youngest player, and one next to the player directly across from them.

HOW TO PLAY

TRY TO GET FOUR OF A KIND!



Keep drawing! Keep passing!
The game is meant to be fast
and frantic, so keep those
cards moving!

IT'S ON NOW

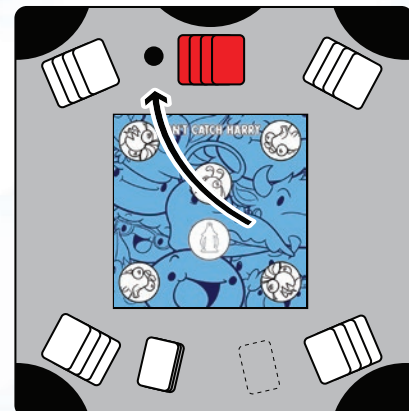
FOLLOW THESE RULES:

The youngest player draws a card, then passes a card to the left. The next player then passes any card to the left, and so on and so on, until one player has 4 of a kind in their hand. When you reach the last player, he'll create a discard pile with the cards he doesn't need (do not pass it back to the youngest to draw the cards). If you run out of cards before it ends, use that discard pile you created as your deck to draw more cards.

You can't hold more than five cards at a time. Once you have five, make sure to pass/discard the card you don't need to complete your set of 4. Once you have 4 of kind, it's time to...

CATCH HARRY!

Once one player grabs a moth, **EVERYONE NEEDS TO GRAB A MOTH** (even if you don't have 4 of a kind). Be quick, or else you'll be left with the -1 point Lamp.



SCORING

After everyone has a moth, tally up the scores.

-1 POINT



1 POINT



2 POINTS



3 POINTS



3 POINTS



Different moths and different cards are worth different points.

YES!! If you have 4 Harry cards at the end of the round, you'll score an extra 3 points in addition to the points of the moth you grabbed.

DEVIL CARDS

Each Devil Card in your hand is worth -1 point. **UNLESS...**



...You have 4 Devil Cards your score along with everyone else's score is reset to zero.

EVERYONE CARDS

Everyone Cards can be used to complete any set.



LAMP CARDS

Don't get zapped!
Lamp cards are always worth -1 point, even if you get 4 of them and grab a moth.



When you grab 4 Devil Cards it acts just like if you had 4 of any other card, everyone grabs for a moth. At the end of this turn you will have zero points just like everyone else plus however many points the moth figurine you grabbed is worth.

For example if you laid down 4 Devil Cards and grabbed the Harry the Moth figurine you would have 3 points at the end of your turn.

WINNING

If someone has exactly 11 points,
CONGRATULATIONS, YOU'VE WON!

If someone has gone over 11 points, that player doesn't score any points this round (If you were at 10 points but grabbed the 2 point moth your score for this round would remain at 10 points).

If no one has reached 11 points exactly, then pass the deck to the left and play another round!

HOUSE RULES

Add your own House Rules for even more fun!

CREDITS

DESIGNER: JAMES RALLISON

DEVELOPMENT: OPTIMIZE PLAY

PRODUCTION: SHARI SPIRO / BREAKING GAMES

ARTWORK/GRAPHIC DESIGN: JAMES RALLISON

**A SPECIAL SHOUT OUT TO THE 4,777 KICKSTARTER
BACKERS THAT HELPED BRING THIS GAME TO MARKET.**

The Odd 1s Out

