

A GAME OF CAT & MOUTH

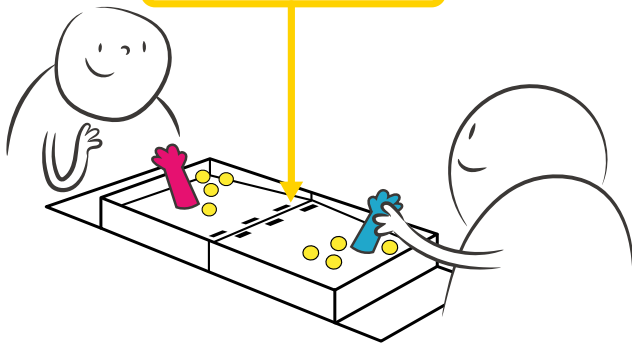
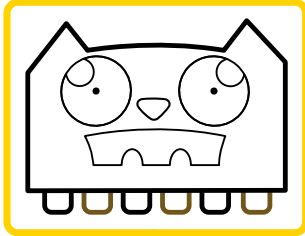
INSTRUCTIONS

GOAL

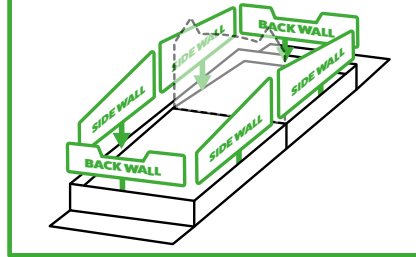
To have all the balls of any single color on your opponent's side of the board at the same time.

SETUP

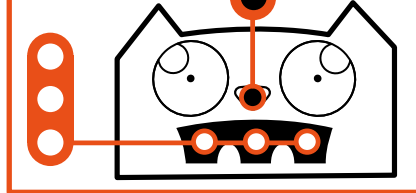
- 1** Set up the Cat Head by slotting the legs into the board.



- 2** Insert all 6 walls around the board.



- 3** Insert the Black Nose Ball and the 3 White Teeth Balls into the Cat Head.

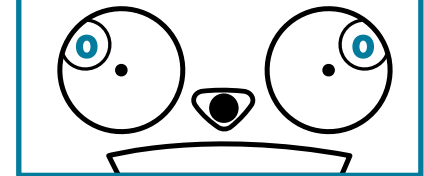


- 4** Put 4 Yellow Balls on each side of the board.

All the leftover balls included are spares!

- 5** Attach a Paw Flicker to the  on each side.

- 6** Set both Point Counters to 0.



GAMEPLAY

Quickly pick up any balls on your side and flick them. Flick a ball by inserting it into your Paw Flicker, pull back, and release. You can flick any yellow or white ball back to the other side. Flick as fast as you can. There are no turns.

To start the game, count down from 3 and begin!

OUT OF BOUNDS

If a ball flies off the board, shout "PAWS!" and both players stop flicking while the ball is retrieved. Return the ball to the side it exited, count down from 3, and resume play.

3 WAYS TO WIN

The game is played in rounds. You win a round and score a point if ANY ONE of these things happen:

- ★ You hit the Black Nose Ball onto the other player's side of the board.
- ★ All 3 White Teeth Balls are on the other player's side of the board at the same time.
- ★ All 8 Yellow Balls are on the other player's side of the board at the same time.

If you win a round, stop flicking, add 1 to your Point Counter, reset all the balls, and start the next round. First to 5 points wins!

TOURNAMENTS: To play with more than 2 players, visit www.catandmouth.game and we'll set up a tournament for you!

HOW TO PACK IT UP

