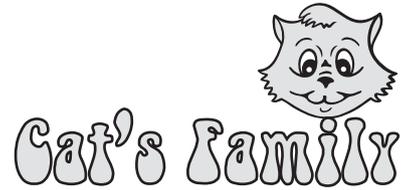


# The main rule of Addi Cat's

www.catsfamily.eu



For 6 year olds and up. From 3 to 6 players. Variation for 2 players.  
Time a game lasts : about 20 minutes.

**Aim of the game :** to give all your cards to your opponents by hitting on the mouse card at the center of the table as soon as two players have a common result.

**One deck holds :** 100 Addition cards, 19 Sum cards, 19 Correction cards and 19 Action cards.

**Principle of the game :** The card with the mouse in front of the piece of cheese is placed in the center of the table.

The cards are dealt evenly between the players, forming a stack face down in front of each player. Then **each their turn** the players take the card on top of their stack and put it face up in front of them (the card must be turned facing outward, toward the other players, not inward) and then they compare their result with the other players' results.

- **If there is an equality** (ex :  $5+9$  and  $7+7$ ,  $7+7$  and  $14$ ), the players concerned must hit the mouse card as fast as possible. The fastest gives all his upturned cards to the other player, who puts those cards and his own upturned cards, face down at the bottom of his downward stack. And the fastest plays again.

- **If the sums are different**, the next player turns out his card, which brings us again to a comparison between the cards. Only the last card counts.

**The sin of greed :** if a player hits the Mouse when he shouldn't have (like he doesn't have the same sum as another player or he got it wrong in regard to a Action card), he commits the sin of Greed. To atone for this sin, **he takes ALL the upturned cards on the table and puts them under his downward stack**. The next player in line pulls out another card.

**End of the game :** to win you must give all your cards away. **If the last card is an Action card**, the player can hit the mouse as soon as 2 other players have an identical result. If he wins, he divides his stack up between the 2 losers.

**The game ends** when there is a winner or as soon as 2 players have won (for games with 4 players and more).

**Note :** - When playing with children, it is advised to start playing without special cards to give them time to understand the principles of the game. You can then add Action cards one by one, each time explaining their effects.

- Variation for 2 players : it is possible to play with 2 players if at least one of the players plays for 2 (he then has 2 independent stacks of cards).

## **The different cards :**

There are 4 types of cards : the Addition cards, the Sum cards, the Correction cards and the Action cards.

The Addition cards : 100 cards : you have to calculate the addition and find the sum (result of the addition) . Example :  $5 + 9$ .

$$\underline{5 + 9}$$

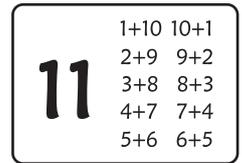
**The Sum cards :** 19 cards : a number, the sum, is written at the center of the card. Each number has 1 to 10 corresponding additions. Example : 14.



**The Correction cards :** 19 cards : not used in the game itself.

You have the number with its several related additions.

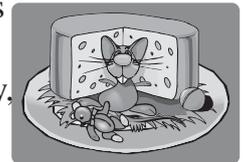
Ex :  $11 = 1+10 = 2+9 = 3+8...$



**The Action cards :** 19 cards

Apart from the «mouse» card, there are 6 different Action cards and the properties of these cards are applied immediately.

- **the «Mouse» card :** green card with the mouse in front of the piece of cheese. It is placed in the center of the table. The players hit on it when they have common sums or for certain Action cards. The first to hit the card wins. In case of an equality, the one who hits the head of the mouse wins.



For security reasons, in order to avoid injuries, people playing should not be wearing rings on the hand they use to hit the card.

- **the «Chase» card :** with the 3 cats and the Mouse on the apple.

As soon as this card appears on the table, all cats hit the central Mouse.

The last one puts his own upturned stack under his downward stack.

The fastest starts playing again.



- **the «U-turn» card :** with the cat who hits himself against the wall.

When this card appears, the game starts turning the other way (from clockwise to anticlockwise, or the other way around...)



- **the «Clock» card :** with the 4 cats and the clock.

All players count up to 3 and pull out a card from their stack at the same time.

They then compare their new cards...



- **the «Sumo» card :** with the 2 cats and the 2 cheeses. With this card, the highest addition or sum pits against the lowest one. Then it's all down to speed between those two. As usual, the fastest player gives his upturned stack to his sorry opponent, who puts this stack and his own upturned stack under his downward stack. As soon as a new card appears, the «Sumo» card has no effect anymore.

If 3 players are concerned by the battle, the winner makes the 2 others loose and divides his cards between both of them.



- **the «Trap» card :** with the mouse trap.

With this one, all players go for the central Mouse. The player who pulled this card had better be the first to hit the mouse, or else the other players give him the top card from their downward stack, which he then dutifully puts under his own.



- **the «Gift» card :** with the cat and the fish bones.

The player with this card gives one card from his downward stack to each player.

Those cards are to be added to the bottom of each downward stack.



In the game there are 4 «Chase» cards, 4 «U-turn» cards, 4 «Clock» cards, 4 «Sumo» cards, 1 «Trap» card and 1 «Gift» card.

Play with other rules on our website [www.catsfamily.eu](http://www.catsfamily.eu)