7+ YEARS

4-6 PLAYERS

CHOKING HAZARD
SMALL PARTS
NOT SUITABLE FOR CHILDREN UNDER THE AGE OF 5!



THE STORY

Hungry?

You and your friends are now cats on a daring mission to steal your favorite food from a restaurant dinner table.
It's so delicious!
But beware!* The humans have their eye on one of the dishes! That one it's off-limits, *the forbidden dish!

Think carefully about your strategy to outmaneuver your competitors and navigate unpredictable events. *Stay vigilant, every move can spell disaster!*

Ready your paws and prepare for a delightful battle, but remember: some treats are too tempting to touch!

COMPONENTS

The 'DISH DICE'



Roll it to decide the 'Forbidden Dish'

The 'DISHES'





The "KITTY CARD"

Cool abilities for players to disrupt, defend, or enhance actions during gameplay.

The "EVENTS"

Can help or destroy the player's strategies, introducing elements of risk and reward into each turn. *Some can be extremely satisfying.*





The 'WISH CARDS'

A player's kitty and what he wants to steal. Collect matching dishes to earn tokens.

The 'TOKENS'



Track your progress in the game. Get one for each different type of dish you've successfully got at the end of each round.



And of course,

The "BOX"

The dots on the "table cloth" mark the place for the dishes.



and

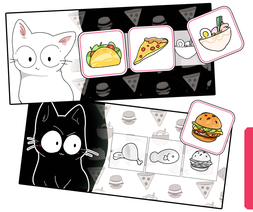


The "PAW"

Players use the "PAW" to hit the game box, aiming to tip over dishes to complete their Dish Card. (Don't hit the dish with it!)

GAME OBJECTIVE

Your ultimate goal is to collect tokens by knocking over all the dishes listed on your 'Wish Card'.



GAME MODES



" FREE-FOR-ALL"

Win the game by completing your Wish Card with tokens by yourself.

" PLAYING IN TEAMS"

Win the game by completing your Wish Card, or by working with teammates to complete one Wish Card together.

Tiebreaker Rule:

When multiple players win at the same time:

Roll the dice to select a Forbidden dish.

The first player to knock down the Forbidden Dish wins.

GAME SETUP

1. **Empty** the game box.
2. **Close** the box so the tablecloth side is up, showing the dots. Place it in the center of your real table.
3. **Shuffle** the 'Kitty Card' and 'Event Card' decks separately. Place one deck on each side of the game box, far enough away to not interfere with players during gameplay.
4. **Deal** the 'Wish Cards':

Playing Free-for-All:

Distribute Wish Cards in any order suitable for your friends.

Playing in Teams:

For an even number of players, deal Wish Cards in alternating colors (white, black, white, black, etc.) until each player has one. Ensure teammates do not sit next to each other to avoid any advantage.

HOW TO PLAY?

Draw 'Kitty cards' until you have three.

Place the dishes on the marked dots on the game box. Arrange the dishes in alternating colors in the same row.

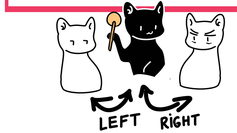
Roll the 'Dish Dice' to determine the 'Forbidden Dish'.

Decide the starting player: The person with the most cats will hold the Paw and become the Current Player.

Learn about Active Players:

Every turn the Current Player and his lef/right players are ACTIVE.

Players may also become active if certain Kitty Cards (e.g., 'Get Over Here') are used on them.



Each game is divided into multiple turns, each with the following phases:

Event Phase:

The Current Player draws and reveals an Event Card to determine this turn's effect.

Kitty Phase:

Active Players can play Kitty Cards at any time, in no specific order.

Players must wait for each Kitty card's effect to end before playing another, except for abilities affecting the Hitting Phase, which can be played right away and resolved during that phase.

Each time you use a Kitty card, place it in the discard pile. The discard pile should be placed somewhere in the center of the play area.

End of Kitty Phase:
The Kitty Phase ends when all Active Players decide to stop using Kitty Cards.

Hitting Phase:

The Current Player hits the table once with the Paw, aiming to knock off dishes that match their Wish Card. Only hit the game box, not the dishes!
Players may also hit the table more than once if certain Cards (e.g. 'Comeback'') are affecting the turn.

End of Hitting Phase: When all the hitting has been done, begin the next phase.

End of turn Phase:

If the Forbidden Dish is *not* the last one standing or has not fallen:

The Current Player may discard any number of cards and draw one less card than the number discarded.

The "Paw" is passed to the left, and the next player becomes the Current Player.
A new turn begins!

If the Forbidden Dish *is* the last one standing or has fallen:

Players who did not knock down the Forbidden Dish gain 1 token for each dish they knocked down that matches their Wish Card. *If* a player already has a token for that dish, they can't gain another.

Place the dishes back on the game box. If a player has fewer than three Kitty cards, they draw until they have three.

Reroll the Dish Dice to determine the new Forbidden Dish.

Losing Tokens:

If a player knocks down the Forbidden Dish, they lose 1 token.
In teams, if the player has no tokens, a teammate must lose one instead.

Win the game by collecting all three tokens, either by yourself or as part of a team.



PIXEL ILLUMINATION

www.pixelillumination.com

@pixel_illumination

Created by Sebastian Oaches and Silviu Marinescu
Illustrated by Sebastian Oaches
Game adviser - Liviu Rosianu