



 **THE Cat**
POWER
RULEBOOK



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INTRODUCTION



“Meow—it looks delicious!” Catty Fatty stares at the dried fish hung high above the shelf and begins to drool. Fatty calls his friends and soon all the cats are attracted to the fish, wondering how they can reach the tender, dried morsels just beyond their leap. Then Fatty comes up with an idea, “Let’s stack on each other’s backs to grab the fish!” Can you help Fatty and his friends make a *Cat Tower*?

GOAL OF THE GAME



Be the first player to get rid of all the Cat cards in your hand!

GAME COMPONENTS



1 Die



12 Cat tokens



42 Cat cards



12 Catty Fatty cards

GAME PREPARATION



- Deal 7 Cat cards to each player. Put the remaining Cat cards back in the box, as they will not be used. Set aside the Cat tokens (facedown) and Catty Fatty cards for easy reach.
- Place one Cat card (folded to “stand up”) in the center of the table as the starting foundation of the Cat Tower (skip this step in 6-player games).
- The game starts with the player who owns the most cats.

GAME SEQUENCES



Note: When stacking, players should fold the Cat cards along the scored lines and carefully place them in a vertical orientation on top of the previous Cat card as shown to the right.



GAME SEQUENCES CONTINUED



Starting with the first active player and moving clockwise, each player takes a turn to roll the die and acts according to the image shown on the die result. Repeat this process until the end of the game.



One Cat: Stack one Cat card onto the Cat Tower.



Two Cats: Stack two Cat cards one by one onto the Cat Tower.



Cat Paws: Assign one of your fellow players to stack one Cat card from your hand onto the Cat Tower. Note that any penalty is taken by the player who causes them to fall.



Dried Fish: Stack one Cat card upside-down onto the Cat Tower.



Catty Fatty: Stack one Catty Fatty card onto the Cat Tower. Flip one Cat token and place it on the Catty Fatty card. Then execute the action indicated on the flipped Cat token.

Images on Cat Tokens:



Turn Around: Reverse the playing order.



Skip: The next player must skip one turn.



All Cats are Equal: Collect all Cat cards from all the players and redistribute them evenly. Surplus Cat cards are dealt in playing order starting from the active player.



Cat Paws: The next player must assign one of her fellow player’s to stack one Cat card from her hand onto the Cat Tower. The players turn then ends. **Note:** Any penalty is taken by the player who causes them to fall.



Catty Fatty: The next player stacks one Catty Fatty card onto the Cat Tower. Flip one Cat token and place it on the Catty Fatty card. Then execute the action indicated on the flipped Cat token. The player's turn then ends.



Cat Belly: The next player must stack one Cat card upside-down onto the Cat Tower. The player's turn then ends.



If any cards fall down from the Cat Tower while the Active player is stacking, the player must either:

- A. Take two Cat cards back to her hand as a penalty.
- OR
- B. If the player makes a Cat token fall off the Tower, she must take back an additional Cat card to her hand (3 total).

Keep the Cat Tower the way it is after the active player has taken back her penalty cards. The next player begins her turn normally.



GAME END AND THE WINNING CONDITION

The game ends immediately when one player gets rid of all the Cat cards in their hand. Each player scores one penalty point for each Cat card still in hand. Players can agree on playing a number of games and add up their scores to determine the final winner. The player with the fewest penalty points wins the game.



"RUSH FOR THE FISH" VARIANT

1. Deal 7 Cat cards to each player. Place the die in the center of the table.
2. The youngest player says, "Go!" and all players build up their own Cat Towers simultaneously. Whoever finishes her Cat Tower first must grab the die and place it with the "dried fish" side up onto her Cat Tower without any of the Cat Tower tumbling.
3. If the player can't successfully complete this mission, other players may try to grab the die for their Cat Tower. The first player to finish the Cat Tower with "dried fish" on top is declared the winner.