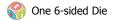


"Meow! It looks so delicious!" Fatty Catty stares, drooling at the dried fish hung high on the shelf. It's not just Fatty Catty, but all of the cats are attracted to it, wondering how to reach the yummy fish far beyond their leap. Maybe if they stand on each other's backs they can grab the fish. Let's help them make a Cat Tower!

Goal of the game

The winner is the first to get rid of all their Cat Cards by stacking them into the Cat Tower.

Components



15 Cat Tokens



42 Cat Cards (7 types of cats with 2 fold lines)



Setup



- 1. Before starting the game, please fold all of the Cat cards along the fold lines.
- 2. Deal 7 Cat cards to each player.
- 3. Place the face-down Cat tokens and the Fatty Catty cards in reach of all players.
- 4. Place one Cat card into the center of the table as shown, creating the base of the Cat Tower. (skip this step in 6-player games).
- 5. The youngest player takes the first turn, then the game proceeds in clockwise order.

Phases of Plav

On a player's turn, they first roll the die and then perform the action as shown on the die face.



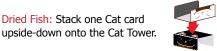


One Cat: Stack one Cat card onto the Cat Tower.

Dried Fish: Stack one Cat card



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





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



Cat Paws: The active player chooses another player and gives them one of their Cat cards to place on the Cat Tower. When placing, if the Cat Tower falls down, the assigned player should retake 2 Cat cards into their hand.

Notes on Stacking

- When stacking Cat cards, players should place them so they alternate facing as shown.
- Before stacking a Cat card, make certain it is creased well.
- Before stacking a Cat card, please say "Meow" first.

Different Types of Cat Tokens





Turn Around: Reverse the playing order.

Skip: Skip the next player in order.

Fatty Catty: The next player stacks one Fatty Catty card onto the Cat Tower. Flip over one Cat token and place it on the Fatty Catty card. Execute the action indicated on the flipped Cat token. Then, their turn ends.

All Cats are Equal: Collect all Cat cards from all players and re-distribute them evenly. Any leftover Cat cards are dealt in playing order starting from the active player.

Cat Belly: The next player must stack one Cat card upright onto the Cat Tower. Then, their turn ends.

Cat Paws: Choose a Cat card from your hand and give it to the next player. They must add this card to the Cat Tower. Then, their turn ends. Any penalty is taken by the player who causes them to fall.

If any cards fall from the Cat Tower while the active player is stacking a card, the player must take fallen Cat cards back into their hand:

- 1. If the card they are trying to stack onto the Cat Tower falls down, they must take two Cat cards into their hand.
- 2. If any Cat tokens fall, they must take one additional Cat card into their hand. Any remaining Cat cards are discarded.

Keep the Cat Tower the way it is after the active player has taken their penalty cards. The next player begins their turn as usual.

Game End

The game ends immediately when one player gets rid of all Cat cards in hand. They win! Players can agree on playing any number of games and who won the most rounds is the winner.

Rush for the Fish Variant

- 1. Deal 7 Cat cards to each player. Place the die in the center of the table.
- The youngest player says "Meow!" and all players 2. build their own Cat Towers simultaneously. Whoever finishes their Cat Tower may grab the die and place it with the Dried Fish side on top of their Cat Tower.
- The first player to finish the Cat Tower with the 3. Dried Fish die on top is declared the winner.

游戲設計/美術:陳佑昇 Designer/Artist: Aza Chen

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