

GAME VARIATION

Mastered the game?

Challenge yourself with this game variation. The set up and rules of play stay the same except for this change:

Instead of moving a cat up to the number indicated on the die, players must move a cat the exact number indicated on the die.



CATCH!

THE STRATEGIC GAME
OF CATS-and-MOUSE

Ages 6+
2-4 players
15 minutes



INSTRUCTIONS



A mischievous little mouse has stolen the cats' bowl of treats and is making a run for the fence. If he can make it through the garden and to the fence before the cats surround him, he'll get to keep the treats all for himself. Can you help the cats surround the scuttling little mouse before he gets away? If you can, you all win!

Catch! is a cooperative game. Work as a team to win together!

OBJECT

Surround the mouse on all sides with four cats before the mouse gets to the fence.

SET UP

- Lay out the board.
- Place one cat in each of the four corners of the board.
- Place the mouse in the center space of the board.
- Place the dice nearby.



Includes: 1 game board • 4 wooden cat movers • 1 wooden mouse mover • 2 dice

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a piece?

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Illustrations © 2017 Rob McClurkan.
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HOW TO PLAY

Each turn consists of 3 steps.

1 Roll both dice.



Mouse die



Cat die

2 Move the mouse.

Always move the mouse, according to the die, before you move the cats.



Color

Move the mouse one space toward the fence of that color. To move the mouse off of the start space, you must roll a color.



Two flowers

Move the mouse in the same way as you would for one flower, two times.

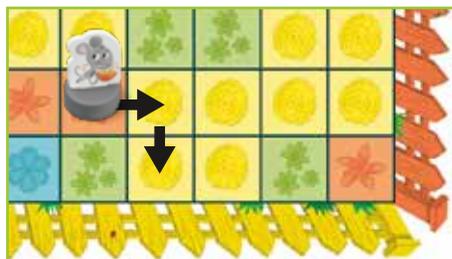


One flower

Move the mouse one space toward the fence of the color of the space that the mouse is currently on.



Example: At the start of the turn, the mouse is on a blue space so you will move the mouse one space toward the blue fence.



Example: At the start of the turn, the mouse is on an orange space so move the mouse one space toward the orange fence. The mouse is now on a yellow flower so move the mouse one space toward the yellow fence.



Example: The die indicates the mouse moves one space toward the green fence. A cat is blocking the mouse on that side so the mouse remains on the space and does not move.

The mouse does NOT move in two circumstances:

1. Roll flowers on start

If the mouse is on the start space and you roll either one flower or two flowers, it does not move. Move the mouse the first time you roll a color.

2. Blocked by a cat

If a cat is blocking a mouse and the die indicates the mouse moves in the direction of the cat, the mouse does not move. The mouse cannot jump over a cat.

3 Move the cats.

Cats move forward, backward, or sideways, but never diagonally, according to the number on the die. If you roll a 1, 2, or 3, move ANY cat the number of spaces UP TO the number on the die. You must always move a cat at least one space. You may not split a roll between cats. For example, if you roll a 3 you may not move one cat two spaces and another cat one space. Cats cannot share a space or jump over the mouse or other cats.



All Play One

If you roll an All Play 1, move ALL cats one space in any direction— forward, backward, or sideways. On this roll, all cats must always move one space.

A cat can change direction within a move.



Example: The die indicates a cat moves three spaces.

GAME END

If all four cats surround the mouse on four sides, you all win! If the mouse reaches the fence, you all lose.

If the mouse is on the last row of the garden, he has not won yet! He must move onto the fence in order to win, either through the roll of the die indicating the color of that fence or a flower moving him forward to the fence.

Players Win!



Players Lose!



Flip for more fun!