HoUSE Of CATs

William Attia & Kristian A. Østby

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OVERVIEW

Each turn, one player rolls the dice and all players use the results to fill in spaces on their individual playing sheet. Keep taking turns until one player has filled every space on their sheet.

Try to group equal numbers together. You score points if a group has a size equal to the number that forms the group (i.e. groups of two 2's, three 3's, four 4's or five 5's). Cats and mice score depending on the level you are playing. The player that scores the most points wins the game!

First game

For your first game we recommend playing **Level 1** and using ability tiles **A**, **B**, **C**, and **D**.

2 ⟵ 🎓↻

3 ⟵ 🐭#

4 ⟵ #↗

5 ⟵ **3**

Draw the first ability in box 2, the second in box 3, etc.

Levels 2-3

Roll dice for starting symbols in ✳ spaces

✳		✳
	✳	

Give each player a **pencil** and a **playing sheet** of the same **level**.

Shuffle the **ability tiles** face down, then reveal four random tiles face up in a row in the middle of the table. Return the remaining tiles to the box.

Draw the symbol of each ability in spaces 2-5 on your player sheet (in the order the tiles were revealed).

> Don't worry about drawing well.
> These symbols simply serve as a reminder of which ability is tied to which number. Leave the ability tiles on the table so you can refer to them during the game as needed.

Additional setup for Levels 2-3

If your playing sheets are from levels 2-3, complete the following additional setup:

One player rolls <u>three</u> dice. Next, every player must write the result of each die in a single ✳ space of their choice on their playing sheet.

Playing the game

Each turn, any player rolls the four dice (it doesn't matter which player). All players must simultaneously choose the results from 3 of the dice to draw in spaces on their playing sheet, adhering to the following rules:

- All spaces you draw in must be empty and adjacent to each other but do not need to be adjacent to previously filled spaces.

- If you choose to draw in an area with fewer than 3 empty spaces, fill in as many spaces as you can (additional die results are forfeited).

- Draw cat and mouse die results on your sheet using the same rules as numbers (except for cats on Level 1, see page 6).

The scoring of cats and mice depends on the level you are playing (see pages 6–9).

When all players are done writing the turn's die results on their playing sheet, check to see if anyone has filled every space on their playing sheet. If so, the game ends and points are tallied (see page 5). If not, start the next turn by rolling the four dice again.
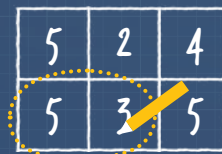
Dice rolled

4 5 🐭 3

William draws **Mouse**, **3** and **4**.
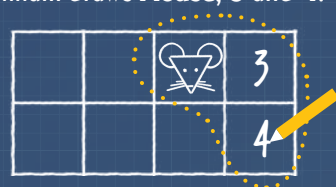
Kristian starts drawing in an area of only two spaces, and draws only the **5** and **3**.

If your artistic skills are limited, we suggest using these simplified shapes:

Cat   Mouse

Fun biology fact!
Did you know that cats consist of a circle + 2 triangles, while mice consist of a triangle + 2 circles?

Completing Rooms

Examples of rooms

2	2

Two 2's

3	3	3

Three 3's

	4	4
4	4	

Four 4's

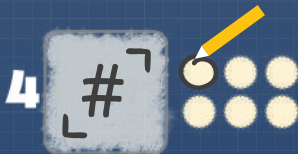| 5	5
5	5	5

Five 5's

	2	4
2	5	4
	4	4

William completes a room of 4's, so he draws walls around it. Note that the two 2's are not adjacent and do not form a room.

Having completed a room of 4's, William also draws a circle in ability box 4

At any time when you form a group of adjacent equal numbers, and the size of the group is the same as the number, you complete a **room**.

When you complete a room, draw walls around the numbers in the group.

Each space can only be part of one room.

Next, draw a circle in the ability box for the corresponding number to indicate the ability is now available for you to use (see next page).

Special situation:

If you form a group that is <u>larger</u> than its number, you must immediately decide which spaces are used to form the room and draw walls around them. The additional spaces can be used to form other rooms later.

3	3	3	
3			

| 3	3	3	
3			

3	3	3
3	3	3

Using Abilities

Each room you complete gives you an opportunity to use its corresponding ability once. Abilities with a ⚡ must be used immediately. All other abilities can be saved and used at any time, even in the middle of the turn you obtained the ability. When you use an ability, cross off a circle in its ability box.

There is no limit to the number of abilities you may use on your turn, and you may combine ability effects, if possible.

All abilities are described on page 8.
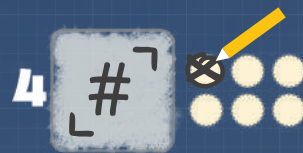
William decides to use ability 4, and crosses off a circle in the corresponding ability box. To use the ability again, he must first complete another room of size 4.
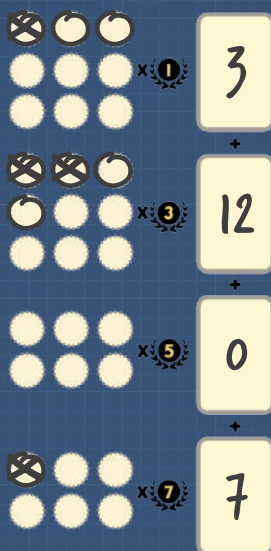
Note:
Abilities are gained immediately when rooms are completed, even in the middle of a turn.

Example: If the first number you write on your turn completes a room, you may immediately use its ability on one of the remaining two dice results.

3 size two rooms
3x1 = 3 points

4 size three rooms
4x3 = 12 points

0 size four rooms
0x5 = 0 points

1 size five rooms
1x7 = 7 points

Once any player fills every space on their sheet, the game ends. Each player counts their points as follows:

- **Completed rooms**
  For each completed room, score the points shown to the right of its ability box. You score points whether the circles have been crossed off or not.

- **Cats and mice**
  Cats and mice score depending on the level you are playing (see pages 6–7).

- **Empty spaces**
  Lose 1 point for each empty space on your sheet (does not apply to level 4).

The player with the most points wins. In case of a tie, the tied player who has filled the most

spaces on their sheet wins. If the tie persists, the tied players share the victory.

Level 1

Cats

On Level 1, cats are not drawn on your sheet. Instead, for each cat you choose, cross off the leftmost cat in the **cat bar** on the bottom of your sheet. This means you will draw one less symbol on your sheet when you choose a cat.

When you cross off a cat that has a number, you must immediately write that number in an empty space anywhere on your sheet.

The «#» indicates you choose the number (2-5) to write.

At the end of the game, score 1 point for each crossed off cat on your cat bar.

Mice

Mice eats cheese, so each time you draw a mouse, cross off the cheese shown at the end of the mouse's row and column.

At the end of the game, score 1 point for each crossed-off cheese.
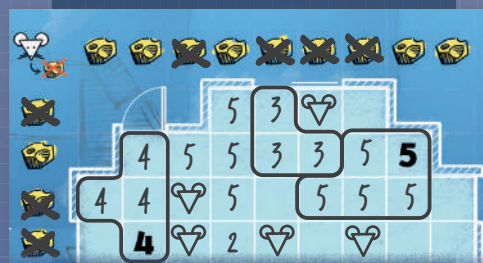
Dice rolled

William chooses **Mouse**, **Cat** and **4**.

He draws a mouse and a 4 and crosses off the next cat on his cat bar. Since this cat has a number, William must immediately draw a 2 in an empty space on his sheet.

William has crossed off 7 cheese, for a total of 7 points.

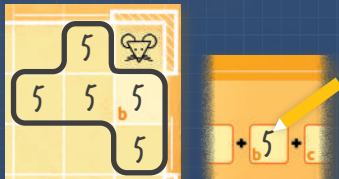He also scores 6 points for having crossed off 6 cats.

Kristian scores 2 points for the mice in the column with a cat. The column with a single mouse (and no cats) does not score.

A bonus box with a completed group of 5's is worth 5 bonus points

Cats and mice

For each row and column, score 1 point for each mouse if there is also at least 1 cat in that row/column.

Bonus boxes

For each bonus box (a, b, c, d, e), score points equal to the number in the bonus box if it is part of a completed room.

As a reminder, when you complete a room that includes a bonus box, immediately write the number in the corresponding scoring box.

Bonus boxes with Cats and mice do not score bonus points.

Level 3

Cats and mice

For each of the four colored areas:

- · Score 1 point for each mouse if there are 1 or 2 cats in the area.

- · Score 3 points for each mouse if there are 3 or more cats in the area.

- · Score no points for mice if there are no cats in the area.

Bonus boxes

Bonus boxes are scored as described for level 2 (see page 7).

William has 3 cats in his red area, and therefore scores 6 points for his two mice there.
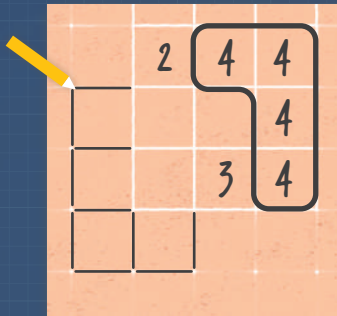
He scores nothing for the mice in the blue area, since there are no cats there.

Kristian completes a room of size 4 and immediately expands his playing area 4 spaces.

Note:
The expansion occurs immediately when rooms are completed, even in the middle of a turn. Example: You write two numbers to complete a room, and expand the playing area before you write the third symbol in the new area.

Completing rooms

When the game begins, the playing area is limited to the 15 spaces on the playing sheet.

Whenever you complete a room, expand the playing area with a number of spaces equal to the size of the completed room. The new spaces can be added anywhere and in any shape, but they must be adjacent to each other.

If you cannot expand the full number of spaces, expand as many spaces you can (additional spaces are forfeited).

Cats and mice

You score points both for crossed-off cheese (as in level 1) and for mice in the same row/column as a cat (as in level 2 — see page 6–7).

End of the Game

The game only ends when **all** players have filled every available space in their playing area. Players who finish early must wait until the other players conclude to tally their points.

Abilities

There is no limit to the number of abilities you may use on your turn, and you may combine ability effects, if possible. Abilities are gained immediately when rooms are completed, and may be used on the very same turn or saved for later.

Draw the result from one die in a space that is not adjacent to the others.

Increase or decrease the value of a number die result by 1.

Draw a number (2, 3, 4 or 5) instead of drawing a mouse.

Draw a 3 in any empty space on your sheet.

Use one extra or one less die this turn. Example: use all 4 dice or use only 2.

Draw a 2 instead of a 5, or a 5 instead of a 2.

Cross off one number on your sheet that is not part of a completed room, then draw it in any empty space on your sheet.

Draw a cat or a mouse instead of a number.

When choosing two equal dice results, draw them both in the same space. This space counts as two of the drawn symbol (for completing rooms or scoring mice/cats).

This turn, spaces you draw in may be diagonally adjacent.

Must be used immediately:

Draw any symbol (number, cat or mouse) in an empty space on your sheet.

Draw 1 mouse in an empty space or 2 mice in any adjacent empty spaces on your sheet.

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