



RULES

LUCKY KITTTM KITTY



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**A basket full of balls of wool?
It's the perfect place for kittens to play!**

Use your paw to pull on the most enticing thread and be the first to complete their collection... but don't get knotted up, or else your plans for victory will unravel!

GOAL OF THE GAME

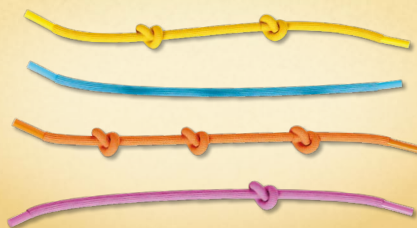
Be the first kitten to collect all their threads.

COMPONENTS

**1 BASKET
GAME BOARD**



24 THREADS
in 4 colours



24 THREAD CARDS
in 4 colours



Each coloured set of 6 threads
contains the following:

1 thread with 0 knots	2 threads with 1 knot
2 threads with 2 knots	1 thread with 3 knots

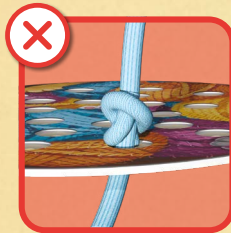
SETUP

🐱 Twist the 2 paws outward and remove the basket game board.



🐱 Take the threads and cards out of the box.

🐱 Push the end of each thread through a hole in the back of the board so only the tip sticks out the front. It doesn't matter which colour goes where.



🐱 Then place the game board back in the box front side up, and twist the 2 paws to fix it in place.



🐱 Shuffle the 24 thread cards face down and deal them equally between the players. Players form their own face-down decks without looking at their cards.

🐱 The player who has most recently seen a cat is the game's 'starting kitten'.

Example setup for a 3-player game

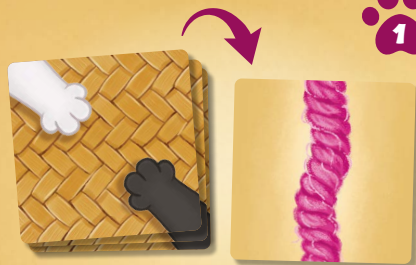


HOW TO PLAY

Take the 2 actions below in order:



1 DRAW A CARD



Turn over the top card of your deck. The thread cards you place in front of you show you the colours of thread that you're allowed to pull out of the basket.

Then, perform the second action
PULL A THREAD.

On future turns, make sure you separate your cards into their different colours.



When you draw a card and its thread is the same colour as a card you already have, place it next to that card so that the thread is continued.



If your deck is empty, skip straight to **PULL A THREAD.**



2 PULL A THREAD

Pick a colour from the cards in front of you and gently pull any thread of that colour still in the basket:



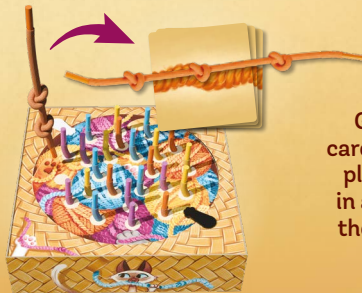
If a knot appears: **STOP!**



Immediately let go of the thread.
Your turn is over.



If you pull the thread out completely:
GOOD KITTY, you keep it!





Gather all your cards of that colour, place them aside in a pile, and place the thread on top.





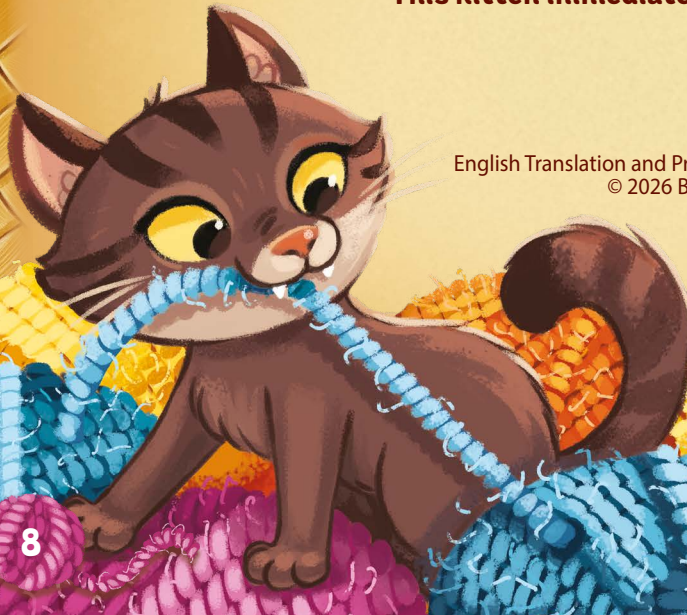
Oops! Made a mistake!

-  If you pull too hard on a thread so that more than one knot comes out, you've made a mistake. Your turn ends immediately!
-  If you pull a whole thread out when you make a mistake, place the thread onto the game board. It's now there for another player to collect! The lucky kitten keen to collect this thread can take it on their turn instead of their **PULL A THREAD** action.

When you've finished your turn,
play passes to the kitten on your left.

END OF THE GAME

The game ends as soon as a player has collected
the threads matching all of the cards in their deck.
This kitten immediately wins the game!



English Translation and Proofreading: Alexander Caves and Roland Hall for The Geeky Pen
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