

# CAT TOWER

2~4 players / 15 minutes

'You need high-level calculations and sophisticated hands to be the best cat tower architect...'  
You are the elite architects who dream of a cat tower professional architect.  
Who is the true cat tower expert today? Let's test your skills and luck here!

## <Components>

5 6-sided dice / 4 pens / cat tower sheets / 1 Rulebook (ENG, KOR, JPN)

## <Game Preparation>

Give each player a sheet and a pen.

Prepare so that the number of dices is one more than the number of players, and place them in the center of the table.

The player who most recently saw the cat becomes the first player in the first round.

## <Round progress>

1. The first player throws all the dice in the center of the table.

2. From the first player in clockwise order, each player picks one dice and brings it to his front.

3. After every player picks a dice, there will be one dice left in the center of the table. All players are now mark on their sheets in accordance with the following rules:

1) Players must use two numbers. One is the number of a dice he chooses, and the other is the number of a dice remaining in the center of the table.

2) Select the same number of item using one of these two numbers, and select the same number of hex using one of the other numbers, and mark the corresponding item in the corresponding hex. (Fig.1) (You can draw a picture of an item or write an item name.)

(Example) If the imported dice are 6, and the remaining dice are 4

→ You can mark the 6th item 'Mouse' in the one of the 4th-floor-hexes.

Or mark the 4th item "Bowl" in the one of the 6th-floor-hexes.

**Note: Only one item in one hex.**

**You can mark only the 'house' where the house picture is drawn.**

3) You can pass without marking an item. In this case, mark O on a single not-marked footprint on the right side of the sheet.

- Function of footprints: You can increase or decrease by 1 the number from a dice, by marking X on the one of the O marked footprints on your turn. (Fig.2)

- Multiple footprints can be used simultaneously.

(Example) If the number of dices is 2 and 4

→ Using 3 footprints, 2 can be used as 1 (-1), 4 can be used as 6 (+2)

4) If all player's markings are finished, check there is a player who has completed a column of the cat tower this round.

**Completion of the column:** all the hexes of the column is filled with items

- If the column is completed for the first time during the game, the player(s) who completed should mark O on the large number on the top of that column. Other players place an X on that larger number.

- If the same column is completed during the next rounds, those player(s) will mark the small number with an O.

5) If someone has completed three columns, the game ends at the end of this round. If not, the left player to the first player in this round becomes the first player and proceeds to the next round.

## <Game end and scoring>

If one player completes three columns, the game ends at the end of the round.

1) Each player calculates the score for each item. Write the corresponding score in the space where each item is drawn.

2) Add up all items, cats, and column scores (O marked numbers on the columns). The player with the highest score wins. If tied, win together.

## <Effects of items>

1) House : After marking a house on the sheet, choose a cat that has not been scored yet. Immediately score, 'Number of marked houses' (Including the house you just marked) x 'Number of marked items' (The items that give the score differ depending on the cat.) Write down the number of points below that cat. (Fig.3)

2) Yarn : At the end of the game, you will get 9 points and 3 points in order of the highest number of yarns per a column. If the number of yarns is same, the scores are added and divided. (Example) If there are 3 people in the blue column, each one receives 4 points.

3) Butterfly : Immediately mark O on one not-marked footprints. At the end of the game, you receive 2 points for each butterfly.

4) Bowl : At the end of the game, players receive 2 points per each different adjacent item.

5) Cushion : At the end of the game, the cushion will be scored as the number of the hex (number of floors) in which the cushion is drawn.

6) Mouse : At the end of the game, you receive 1/4/9/16/25/36/49... points depending on the number of connected rats.

Fig.1



Fig.2



Fig.3

