

Un, Deux, Trois, Cat!

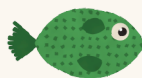
Everyone flips a card at once. Spot a toy shown in its own color and grab it before anyone else does. Nothing in its own color? Grab the cat.

What you need

60 cards from this kit, and **five toys and a cat**. The finished game comes with felt cat toys. For this kit, cut out the toy tokens on the last page, or use any five small things in the five colors and anything at all for the cat.



Bird
yellow



Fish
green



Ball
blue



Mouse
pink



Butterfly
orange

Each toy appears on 12 cards: 3 in its own color and 9 in other toys' colors.

Setup

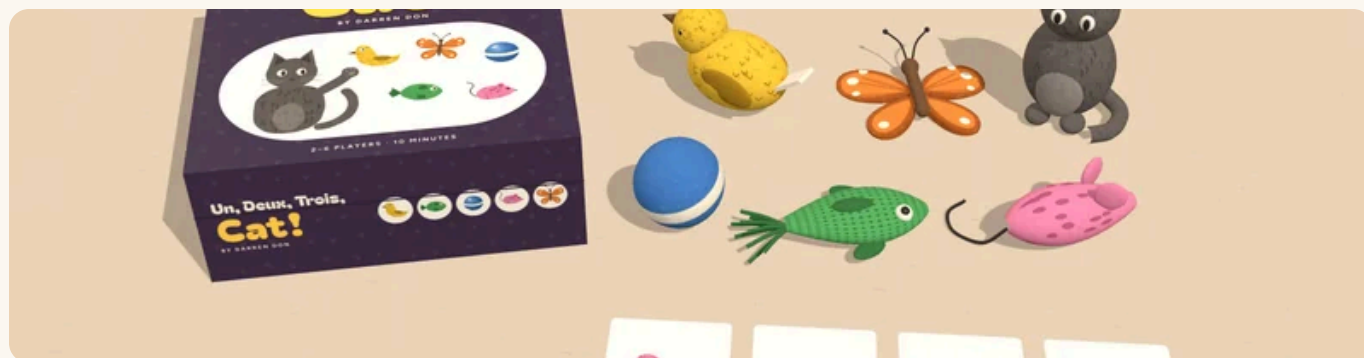
Put the five toys and the cat in the middle of the table, where everyone can reach them. Shuffle all 60 cards and deal them out face down. Each player keeps their cards in a pile in front of them.

PLAYERS	CARDS EACH	FLIP EACH ROUND
2	30	2 cards
3	20	2 cards
4	15	1 card
5	12	1 card
6	10	1 card

A round

1. Everyone chants together: **"Un... deux... trois... cat!"**
2. On **"cat!"** everyone flips the top card of their pile face up in front of them. Flip it away from you, so you don't see it before anyone else.
3. Look at **every** face-up card on the table and grab the right thing from the middle (see the next page).
4. Score the round, put the toys back in the middle and chant again.

With 2 or 3 players, everyone flips two cards each round. All of them count.



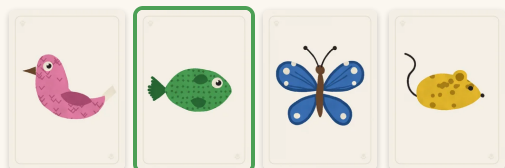
The finished game: felt toys and a felt cat, made to match the painted cards.

What to grab

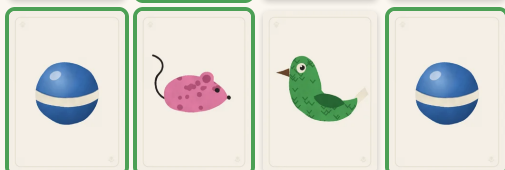
A toy shown in its own color, on any card: grab that toy. It doesn't matter whose card it is.

Several different toys shown in their own colors: every one of them is a correct grab. You may only take one, and once a toy is in someone's hand it's taken.

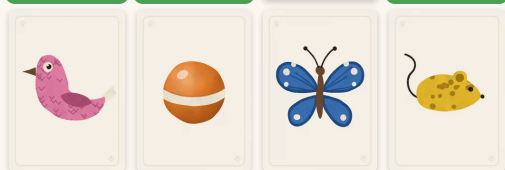
No toy shown in its own color: grab the cat.



Grab the fish. The green fish is a fish in its own color.



Grab the ball or the mouse. Two players can score. Two blue balls are still just the ball.



Grab the cat. Nothing is in its own color.

Scoring a round

Everyone holding a correct toy **keeps the card they flipped**, face down in a score pile in front of them. Everyone else puts their flipped card on a shared discard pile.

If two hands land on the same toy, the hand underneath got there first.

Wrong grabs

Grab the wrong thing and you let go straight away. You're out for the rest of the round, and you **discard one card from your score pile**. No cards yet? Nothing happens.

Ending the game

Everyone's pile runs out on the same round. The player with the **most cards in their score pile wins**.

Tied? Shuffle the discard pile and deal one card face down to every player. Chant and flip once more. Everyone's card counts, but only the tied players may grab. The first correct grab wins. Still nobody? Do it again.

Good to know

- One toy per player per round, even if two are correct.
- No peeking at your card before "cat!".
- The cat is never on a card. It's only ever the grab when no toy is in its own color.