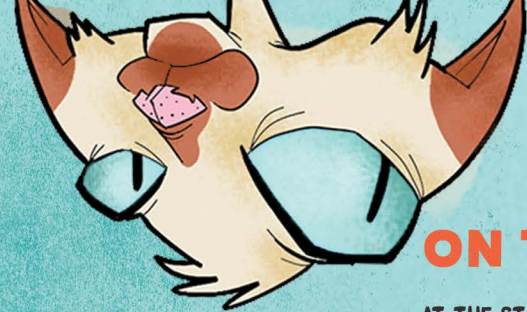


SHUT UP, CAT!

A GAME BY WIL COX
BASED ON REAL EVENTS

2-4 PLAYERS
20-30 MINUTES



THE MAIN IDEA

SHUT UP, CAT! IS A DICE ALLOCATION GAME WHERE PLAYERS TAKE TURNS TRYING TO GET AS MANY WINKS AS THEY CAN. THE FIRST PLAYER TO COLLECT 40 WINKS (REPRESENTED BY "Z" TOKENS) GETS A FULL NIGHT'S SLEEP AND WINS THE GAME.

THE COMPONENTS

THIS BOX INCLUDES

- A GAME BOARD
- 23 "DISTRACTION" CARDS
- 4 MULTIPLIER MATS
- 4 MULTIPLIER PAWNS
- A VARIETY OF "Z" TOKENS FOR TRACKING SCORE
- 12 SLEEP TILES (4 MARKED "MEOW" AND 8 MARKED "Z")
- 8 STANDARD, SIX-SIDED DICE

SETUP

1. PLACE THE GAME BOARD IN A CENTRAL LOCATION. SHUFFLE THE "DISTRACTION" CARDS AND SET THEM ALONG WITH THE DICE NEAR THE BOARD IN EASY REACH.
2. RANDOMLY PLACE THE SLEEP TILES (MARKED WITH A Z OR A MEOW) FACE-DOWN ON THE BOARD SO THAT THERE IS ONE ON EACH NUMBERED SPACE.
3. GIVE EACH PLAYER A MULTIPLIER BOARD AND A PAWN, WHICH THEY WILL USE TO MARK THEIR CURRENT MULTIPLIER. ALL PLAYERS START WITH A MULTIPLIER OF X1.
4. EACH PLAYER STARTS WITH 10 "Z" TOKENS, OR WINKS. YOU ARE READY TO START! THE PLAYER WHO GOT THE MOST SLEEP LAST NIGHT GOES FIRST.

ON THE FIRST TURN:

AT THE START OF YOUR TURN, GATHER 3 DICE. THE FIRST PLAYER MUST TAKE THESE FROM THE PILE OF DICE BESIDE THE BOARD, BUT SUBSEQUENT PLAYERS WILL HAVE ADDITIONAL OPTIONS.

ROLL ALL OF THE DICE THAT YOU TOOK FROM BESIDE THE BOARD AND LOOK AT THE NUMBERS SHOWN.

IF YOU HAVE ANY DISTRACTION CARDS YOU MAY PLAY THEM NOW. YOU MAY ONLY PLAY DISTRACTION CARDS AFTER YOU ROLL THE DICE BUT BEFORE YOU ALLOCATE THE DICE!

BASED ON YOUR DICE ROLL, CHOOSE ONE OF 3 THINGS TO DO:

1. PLACE 2 DICE SHOWING DIFFERENT NUMBERS ON THE MATCHING NUMBER SQUARES ON THE BOARD. TURN ALL OF TILES FROM TILES BETWEEN THOSE TWO NUMBERS FACE UP SO THAT EVERYONE CAN SEE THEM, INCLUDING THE TWO NUMBERS YOU CHOSE. YOU MAY GO IN EITHER DIRECTION AROUND THE BOARD!

FIRST, REDUCE YOUR MULTIPLIER BY 1 FOR EACH MEOW YOU REVEAL. YOUR MULTIPLIER CANNOT GO BELOW 0. IF IT REACHES 0, REMOVE YOUR PAWN FROM YOUR MULTIPLIER MAT.

NOW, SCORE WINKS FOR EACH Z REVEALED. MULTIPLY THE NUMBER OF ZS YOU REVEAL BY YOUR MULTIPLIER AND TAKE THAT MANY Z TOKENS. YOU GOT SOME WINKS!

FINALLY, PICK UP ALL OF THE TILES AND PUT THEM BACK IN ANY ORDER YOU CHOOSE WITHOUT SHOWING THEM TO THE OTHER PLAYERS.

OR

2. USE TWO DICE THAT ARE SHOWING THE SAME NUMBER TO DRAW A DISTRACTION CARD.

OR

3. USE TWO OF YOUR DICE WITH NUMBERS THAT ADD UP TO 7 TO INCREASE YOUR MULTIPLIER BY 1 (MAXIMUM OF 3)



AFTER YOU CHOOSE ONE OF THE PREVIOUS OPTIONS, THEN:

THERE SHOULD BE 2 USED DICE AND ONE UNUSED DIE. RETURN THE USED DICE TO THE PILE, THEN FIND THE AREA OF THE BOARD WITH THE DICE SYMBOLS. THIS IS THE PILLOW. PLACE THE UNUSED DIE ON THE PILLOW SO THAT THE NUMBER SHOWN ON THE DIE MATCHES THE NUMBER SHOWN ON THE DIE SYMBOL. IF THERE IS ALREADY A DIE WITH THAT NUMBER ON THE PILLOW, RETURN THE UNUSED DIE TO THE PILE INSTEAD.

PLAY PASSES TO THE LEFT!

AT THE START OF EACH FOLLOWING TURN:

YOU MAY CHOOSE TO TAKE A DIE FROM THE PILLOW INSTEAD OF A DIE FROM THE PILE BESIDE THE BOARD. IF YOU DO, DO NOT ROLL THAT DIE. SIMPLY SET IT IN FRONT OF YOU WITH THE NUMBER SHOWING. YOU MAY USE THAT DIE AS THOUGH YOU HAD ROLLED THAT NUMBER.

YOU MAY TAKE UP TO THREE DICE FROM THE PILLOW, ALLOWING YOU TO ENSURE SPECIFIC RESULTS. EACH DIE YOU TAKE REDUCES THE NUMBER YOU ROLL BY 1, SO THAT YOU WILL ALWAYS GATHER 3 DICE AT THE START OF YOUR TURN.

CHASING THE CAT

AT ANY TIME A PLAYER MAY RETURN 5 "Z"s IN ORDER TO INCREASE THEIR MULTIPLIER BY 1. THIS IS A GREAT WAY TO GET BACK IN THE GAME IF YOUR MULTIPLIER EVER REACHES 0.

WINNING

WHEN ANY PLAYER GATHERS 40 "Z"s THE GAME ENDS AT THE END OF THE ROUND, GIVING EACH PLAYER AN EQUAL NUMBER OF TURNS.

THE PLAYER WITH THE MOST "Z"s WINS!

GAME BY WIL COX

DEVELOPMENT BY BEN PIERRO

ILLUSTRATION BY JACY OTTO

GRAPHIC DESIGN AND LAYOUT BY THEA BALDWIN

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SHUT UP, CAT! RULE SHEET

