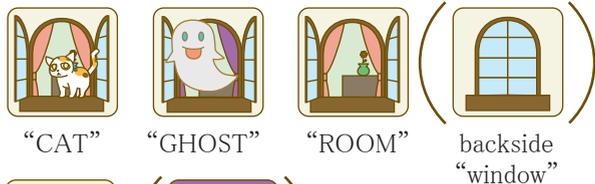




CONTENTS

- 20 “CAT”tiles(10 cats)
- 16 “ROOM”tiles
- 10 point chips
- 5 “GHOST”tiles
- 8 “TRICK”tiles
- 1 rulesheet



STORY

One day, cats ran away from their owner and hid in an apartment. Lets look for them!!
However, there are ghosts prevents you.

OBJECT OF THE GAME

The player gains the most points will be the winner by end of the game, and the game is over when all cats are found by game players. The player can get 1 point by making a pair of “CAT” tiles. Be aware of ghosts!! They scare players and cats as well that cats run away.

GAME RULES

<Example : In the case of 2-3player, standard level game>

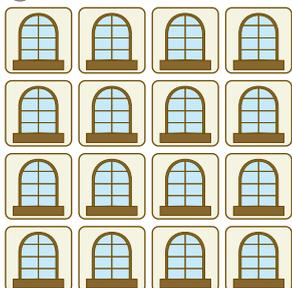
◇Game preparation

- ①window tiles (4×4=16 tiles)
 - 10 “CAT”tiles(5 cats pair)
 - 3 “GHOST”tiles •3 “ROOM”tiles
- ② 8 “TRICK”tiles
- ③ 5 point chips (The same number of chips with cats.)

◇Placement of tiles (Set up)

- I : Arrange 16 window tiles at randomly in a 4 times 4 square field upside down. (make the apartment)
- II : Shuffle the “TRICK” tiles and pile them as a deck on the table upside down.
- III : Place “point chips” representing the number of hidden cats wherever comfortable on the table.

①window tiles



②TRICK tiles



③point chips

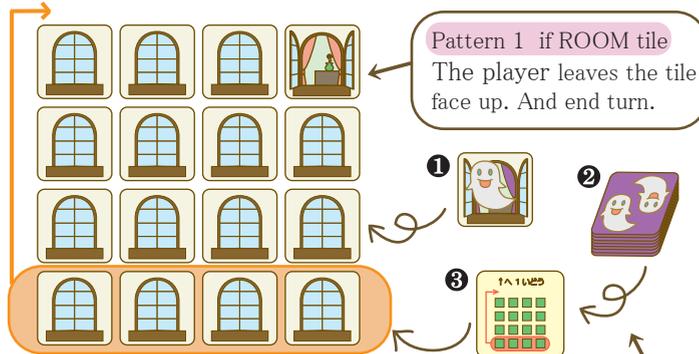


◇Flow of the game

The player most recently viewed the cat is the starting player. Play moves in a clockwise direction, player taking turns to play.

◇Play

In each turn, the player selects one of the window tiles which are still upside down, and turn it over. Next movement depends on the type of window tile.



Pattern 2 if GHOST tile

- ①Put it back to where it was face down.
- ②Draw one TRICK tile from a deck.
- ③Replace window tiles as it tells a player. And end turn.

Pattern 3 if CAT tile

The player selects another window tile.

Ⓐ If it is matching CAT tile, the player gets 1 point chip. The player leaves the CAT tiles face up on the original place, and the player continues the player turn.

Ⓑ If it is ROOM tile, the player leaves the ROOM tile face up, and then put the CAT tile face down. And end turn.

Ⓒ If it is GHOST tile, the player puts the CAT tile face down, and then the player follows the instruction of the Pattern 2 if GHOST tile.

Ⓓ If the tile is different CAT tile, the player puts the CAT tiles face down. And end turn.

◇Game end and the victory condition.

When all cats in the apartment are found, the game is over. The player who gets the most point chips wins the game.

◇Setting of window tiles (standard level game)

- 2-3players : 10“CAT”tiles(5 cats pair)+3“GHOST”tiles +3“ROOM”tiles=16 tiles (4×4)
- 4-5players : 14“CAT”tiles(7 cats pair)+3“GHOST”tiles +8“ROOM”tiles=25 tiles (5×5)
- 6 players : 18“CAT”tiles(9 cats pair)+3“GHOST”tiles +15“ROOM”tiles=36 tiles (6×6)

◇For more fun (For the advanced game etc)

You can use 25 or 36 window tiles at most to make the apartment bigger.

It is recommended to increase the number of GHOST tiles from 3 up to 5 whatever is the comfortable number for you. You can also change the number of CAT tile as you want.