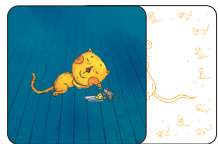


MEO WCHASE

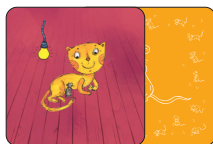
GAME RULES

IN THE BOX

- 4 start cards



- 4 finish cards



- 62 movement cards



AIM OF THE GAME

Earn as many points as you can.



The cards have the number of points you earn

1

SETTING UP

In order to play you need a large and flat surface, like a table or floor (the floor is actually better).



Each player gets a Start card, while the remaining blue cards go back into the box. The players will need to build routes of a cat chasing a mouse, each player will have his or her own route which begins with the Start card.

Shuffle all of the other (Movement and Finish) cards together. Spread them around in a pile in the middle of the playing surface, face down. Each game consists of several rounds.

2

THE GAME

The youngest player calls a start to the round. That means everyone can now take cards from the pile. There is no need to take turns. Place your card on any side of your starting card.

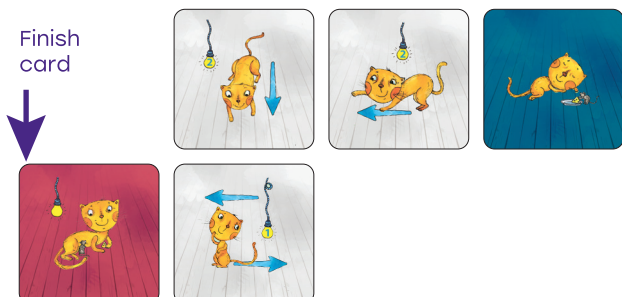


Now draw another card and put it next to the previous one. Let's say your first card was an arrow pointing **left**, then you must place the next card on its **left**.



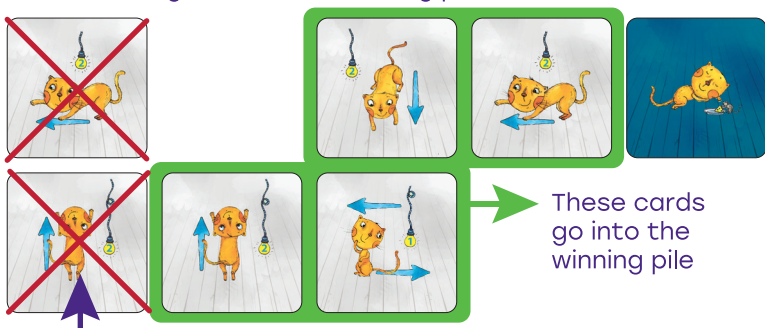
3

The players keep drawing cards from the pile and adding them to their route, trying to make it as long as possible. As soon as someone draws a Finish card, he adds it to his route and shouts MEOW! The round is now over. Everyone should stop drawing new cards and begin checking their routes.



4

If there are no mistakes, each player puts all the cards in route into his or her winning pile. Only the Start card remains in place. If the route has an error, then the wrongly placed card, and all the other cards in the route that go after it, are shuffled back into the pile. The part of the route that came before the mistake goes into the winning pile.



This card was misplaced, so it and all the cards that came after it go back into the pile

5

When all the routes have been dealt with and only the Start cards are left, start off the next round.

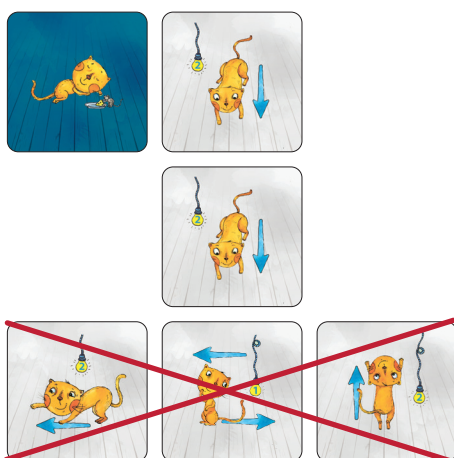
IMPORTANT POINTS

- If a player draws a card from the pile, he or she can put it back if they do not like it or if they cannot use it. This does not apply to Finish cards – these need to be played immediately.

- Everyone must stop play as soon as any player draws the finish card.

- Cards with two arrows can be used to build a route in any one of the noted directions, but it cannot be used in both ways.

6



Choose one of the directions

7

END OF THE GAME

The game is over when the fourth Finish card has been turned over (which means that 4 rounds have been completed).

After that the player check their routes for the last time, collect their cards and add up the points on the cards in their winning pile. The player with the most points wins.

8

What can you do if the kids want to play, but you only have 10 minutes? Why, play Meowchase of course!



Watch the video instructions here.

Enjoy the game and join us on social media.



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