

Instructions
in English

HERDING CATS™

by Roland L. Tesh,
Garrett J. Donner
and Michael S. Steer

Number of Players: 2 to 6
Ages: 6 to Adult
Approximate Playing Time: 15 minutes

Object of the Game:

Herd the cats in your hand to the matching Cowdog on the table, trying to make exactly three cats per herd to round 'em up! The player who has collected the most Full Herds after the Draw Pile runs out, wins!

Contents:

60 Cards:

- 40 Cat Cards
- 12 Cowdog Cards
- 4 Stampede! Cards
- 4 Wild Cat Lady Cards



Set Up:

Shuffle all of the cards together, and deal out three cards to each player. Place the remainder of the cards in the center of the playing surface to create the Draw Pile.

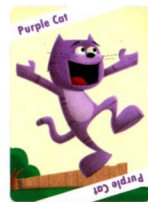
Game Play:

Choose a player to go first. That player looks at the cards in their hand to determine if they can play a card. A player always must play a card, if they are able.

On their turn, a player may play one card from the following:



Cowdog: A player may always play a Cowdog, by placing it face up anywhere on the playing surface. Cowdogs are always ready to start herding Cats. There are four colors of Cowdogs: Brown, Purple, Green, and Blue. Each Cowdog herds Cats of the same color.



Cats: A player may only play a Cat if there is already a Cowdog of the same color on the playing surface. The Cat is placed on top of the Cowdog of the same color. Any player who plays a third Cat on a Cowdog creates a "Full Herd." A Full Herd (one Cowdog + three Cats of the same color) is taken by the player who laid down the third Cat, regardless of who played the first two Cat Cards. That player takes the Full Herd and lays it face down in front of them, to be scored at the end of the game.



Stampedede!: A player may play a Stampede! Card by placing it on top of the Discard Pile. That player must then search through the Discard Pile and remove all of the Cats that can be immediately played on top of any Cowdogs already face up on the playing surface. Any Full Herds that are created this way are taken by the player who played the Stampede! Card for their score pile.



Wild Cat Lady: A player may play the Wild Cat Lady Card as a substitute for any color Cat, and it can be played on any face up Cowdog.

Note: *Players must play one card if they can, even if they don't want to. If a player has no cards that can be played, then that player must discard a card. The Discard Pile should be next to the Draw Pile.*

At the end of their turn, the player draws a card from the top of the Draw Pile to refresh their hand back to three cards. It is now the next player's turn.

Ending the Game:

When the Draw Pile runs out, play continues until all cards are either played or discarded. Players may still collect Full Herds during this time! When all players are out of cards in their hands, the game ends. All players should count how many Cowdogs they have in their score pile, which represents the number of Full Herds they collected during the game. The player who collected the most, wins the game!



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Cantidad de jugadores: de 2 a 6

Edad: desde 6 años en adelante

Tiempo de juego aproximado: 15 minutos

Objetivo del juego:

Lleva gatos de las cartas de tu mano hacia el vaquero que les corresponda y que esté en la mesa, tratando de reunir exactamente tres gatos por manada. El ganador será el jugador que tenga más Manadas Completas cuando se termine el mazo de cartas.

Contenido:

60 cartas:

- ♣ 40 cartas de gato
- ♣ 12 cartas de vaquero
- ♣ 4 cartas de ¡Estampida!
- ♣ 4 cartas comodines de la señora de los gatos



Colocación:

Se barajan las cartas y se reparten tres a cada jugador. El resto se coloca en el centro de la mesa para crear un mazo para tomar.

Cómo jugar:

Se elige al jugador que tendrá el primer turno. El jugador ve las cartas de su mano para decidir si puede jugar alguna. Si es posible, los jugadores siempre deben jugar una carta.

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en español