

APRINTIONS

2-6 players, 5 minutes or less per player

Introduction:

It's too early for this. You and EVERYONE ELSE have been woken up by your dumb cat. You head downstairs to see the damage, but something's off. You can't find your cat anywhere, and you hear ominous laughter.

"Oh, I hope that was the cat," you all say.

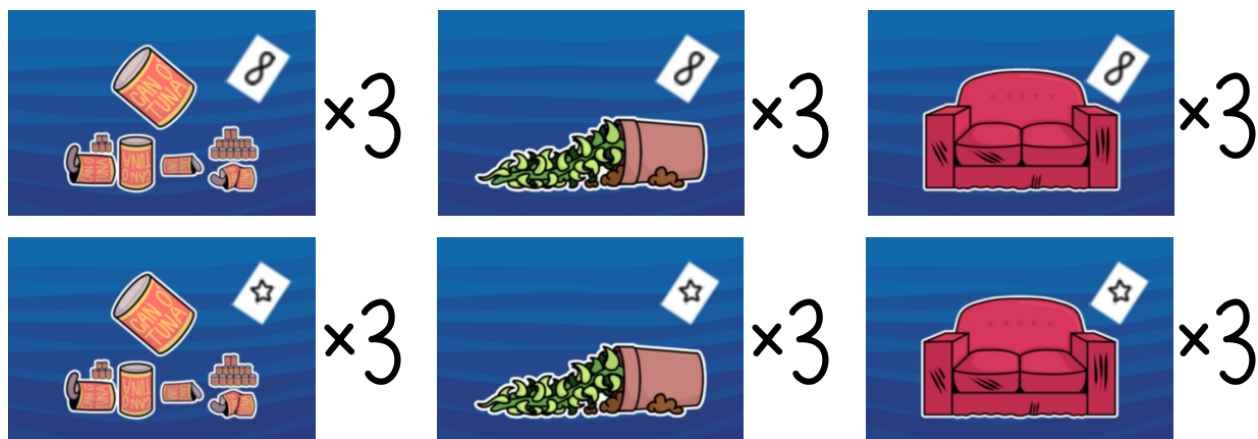
But maybe buying this house after the previous owners disappeared under mysterious circumstances was not a great idea...

Objective:

Have the most points when the game ends.

Setup:

Sort each card into piles so every pile has the same situation (cans, plants, couches) and card icon (figure eight, star).



Each player selects a pile. For the rest of the game, that pile is theirs.

OPTIONAL: Grab a pen + paper to keep track of points.

Play:

1. Each player finds another player to go against; this match-up goes both ways.
 - a. If a player cannot match with another player, they wait until the round is over. Don't worry, as rounds are very short.
2. In a match-up, one player guesses (the Guesser), and the other places cards down (the Placer). Players in the same match-up choose a role and play accordingly.
 - a. The Placer shuffles the cards in their hand and places them cat/ghost side down in front of the Guesser, keeping in mind where the cat is. Placers may push cards forward, look at one specific card, or use other tactics to mess with the Guesser.
 - b. The Guesser puts a finger on the card they think is the cat.
 - c. The Placer flips over one of the three cards that they know is not a cat or the card that the Guesser selected.
 - d. The Guesser may then decide to keep their finger where it is or move their finger to the other card that is not revealed. This is their final decision.
 - e. The Placer reveals all cards.
 - f. If the Guesser's selection ended on a cat, they gain 1 point. If their selection was a ghost, they do not gain anything. The Placer takes back their cards.
3. The roles of Guesser and Placer swap within a match-up and step 2 is repeated. After the repetition, the match-up is over.

NOTE: Multiple match-ups can go on at the same time.

4. After all players that were in a match-up finished the match-up, the round is over. Steps 1 and 3 are repeated.
 - a. You may not match up with a person you have already matched up with.
 - b. Players who did not match up last round should be prioritized when looking for another player to go against.
 - c. This process is repeated until everyone has matched up with every other player once.
5. Whoever has the most points has won the game!
6. If there is a tie for the most amount of points, players may agree to accept the tie or the tied players can choose to go into overtime. If this is chosen, for the sake of simplicity, everyone else is out of the game. The tied players play another game, starting at step 1 and ending at step 5.