If this is your first game, make sure to leave the BEFORE and AFTER cards in the box. These are only used in Advanced Mode!

1. Deal Cards: Shuffle all the rule cards in the box. Deal each player 2 cards if you have 3-5 players, or 1 card if you have 6+. Start the game with a player who has played "Must pretend to lick hand like a paw!"

2. Place Draw Pile: Deal 1 card face-down in the center of the table. This is the draw pile.

3. Return Unused Cards: Return any remaining cards to the game box. They will not be used in this game.

4. Pass Left: Each player looks at their cards, then passes their entire hand to the player on their left. (The hand that is passed to you is now yours, and you may look at it.)

5. Start: The player who most recently pet a cat goes first!

GAMEPLAY
On your turn, take these steps in order:

I. PLAY A CARD
If you've broken their rules, you will be told immediately.

A card goes first!

L. Return Unused Cards: Return any unused cards to the game box. They may be used in future games.

2. Place Draw Pile: Deal 1 card face-down in the center of the table. This is the draw pile.

3. Check with Each Other Player: Starting with the player to your left and proceeding clockwise, point to each other player in turn and ask them whether you've broken any of their rules. They must answer honestly.

If the player you point to tells you you have broken a rule:

1. They reveal the rule you've broken and read it out loud.
2. Both the card you played and the rule you broke are shuffled into the draw pile.
3. You draw 1 card from the draw pile. Then the player whose rule you broke draws 1 card.
4. End your turn.

If the player you point to tells you you have not broken a rule:

Point to the next player and ask them if you broke any of their rules (and so on). If every player tells you you have not broken any of their rules, you win immediately!

II: Take Actions

You and the other neophytes have finally made it to the Cult of Cat’s initiation ceremony! Now all you need is to learn and remember all the rules of the Cult of Cat. It’s easier to do this when watching what other players do. Here’s the catch: each player only knows a few of the rules. You will have to learn the rest by breaking them. When it’s your turn to play a card, or by watching what other players do, try to learn the rest! By breaking their rules, you’ll learn how to follow the Cult of Cat’s rules. You’ll have to learn all the rules to win, so all your actions have a purpose. Simple enough, right?

You are the player who most recently pet a cat. Before you start, you must learn all the rules of the Cult of Cat. If you are the first player to learn all the rules, you win the game.

Overview

How hard can it be? Of the secret rules, only a few are needed to win the game. You need to be the first player to learn all the rules of the Cult of Cat. Now all you need is to learn and remember all the rules of the Cult of Cat. It’s easier to do this when watching what other players do. Here’s the catch: each player only knows a few of the rules. You will have to learn the rest by breaking them. When it’s your turn to play a card, or by watching what other players do, try to learn the rest! By breaking their rules, you’ll learn how to follow the Cult of Cat’s rules. You’ll have to learn all the rules to win, so all your actions have a purpose. Simple enough, right?

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RULES ABOUT RULES

On Your Turn

If you broke the rule on the card you just played, any player may point this out... You have different sets of Meow! cards, try combining them to get even more wackiness!

Remember all those rules! They may even win if this happens — Play normally otherwise. Good luck.

If a card’s background matches the BEFORE card, you must take the action the card dictates. If a card’s background matches the AFTER card, you must take the action the card dictates before you place your card on your turn.

When a player points to you, you may ask the table if a player has broken one of your rules. You cannot bring this up later in their turn.

When a player points to you, if they’ve broken rules when the active player declared that one of their rules has been broken, you may ask them if they’ve broken any rules in your hand. You can only do that if you’ve broken a rule this turn.

If a player breaks any rules in your hand, you immediately take the action at the card they played (which was correct), but they’re allowed to reveal any rules. They may win, depending on the rules.

On Other Players’ Turns

If a player breaks any rules after you take your turn, they’re allowed to reveal any rules. They may win, depending on the rules.

If you have different sets of Meow! cards, try combining them to get even more wackiness!

ADVANCED MODES

When a player points to you, if they’ve broken rules when the active player declared that one of their rules has been broken, you may ask them if they’ve broken any rules in your hand. You can only do that if you’ve broken a rule this turn.

When a player points to you, you may ask the table if a player has broken one of your rules. You cannot bring this up later in their turn.

If a player breaks any rules in your hand, you immediately take the action at the card they played (which was correct), but they’re allowed to reveal any rules. They may win, depending on the rules.

On Your Turn

When a player points to you, if they’ve broken rules when the active player declared that one of their rules has been broken, you may ask them if they’ve broken any rules in your hand. You can only do that if you’ve broken a rule this turn.

If a player breaks any rules in your hand, you immediately take the action at the card they played (which was correct), but they’re allowed to reveal any rules. They may win, depending on the rules.

On Other Players’ Turns

If a player breaks any rules after you take your turn, they’re allowed to reveal any rules. They may win, depending on the rules.
Must whisper “Meow” three times.

Must loudly say “Meow” once.

Must declare they love cats.

Must announce they hate Mondays.

Must compliment the animal.

Must call the animal their best friend.

Must sniff the animal.

Must give animal a cool nickname.

Must ask the animal how it’s feeling.
Sorry

Must apologize to the animal.

I Love You

Must tell the animal you love it.

Thank You For Your Service

Must thank the animal for its service.

Animal’s Ears

Must describe the animal’s ears.

Animal’s Nose

Must describe the animal’s nose.

Animal’s Favorite Food

Must describe the animal’s favorite food.

Animal Noise

Must make the noise of the animal played.

Spooky Ghost

Must make the sound of a spooky ghost.

Car Sounds

Must make car sounds.
Must make some baby noises.

Baby Noises

Must make robot noises.

Robot Noises

Must touch the card to chest.

Touch Card to Chest

Must touch the card to forehead.

Touch Card to Forehead

Must touch the card to left shoulder.

Touch Card to Left Shoulder

Must touch the card to right ear.

Touch Card to Right Ear

Must knock twice on the table.

Knock Twice

Must wiggle fingers.

Wiggle Fingers

Must shimmy shoulders.

Shimmy Shoulders
Must tap forehead with one finger.

Must read out the card's title.

Must say the color of the animal’s robe.

Must stare at the card intently.

Must say how many legs the animal has.

Must say an animal no one has said yet.

Must name a color that no one has named yet.

Must name a country that no one has named yet.

Must name a city that no one has named yet.
Must name a job that no one has named yet.

Must sing a song that no one has sung yet.

Must do a dance that no one has done yet.

Must mime playing an instrument that no one has mimed yet.

Must make a noise that no one has made yet.

Must make a pose that no one has made yet.

Must say “Well well well...”

Must say “We’re not so different, you and I.”

Must say “It is known.”
**AND SO IT IS SO**
Must say “And so it is so.”

**AH HA!**
Must shout “Ah ha!”

**GO IN PEACE**
Must say “Go in peace”.

**FOR THE TREES!**
Must say “For the trees!”

**SURPRISE!**
Must shout “Surprise!”

**NEVER GIVE UP!**
Must say “Never give up!”

**NEVER SURRENDER!**
Must say “Never surrender!”

**BEFORE**

**AFTER**