



Rules

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Special Thanks

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The Cult of Cat

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!

SETUP

For example, if your card says "Must pretend to lick hand like a paw," you must pretend to lick your hand after playing the card.

II: TAKE ACTIONS

Next, you may take actions to try and follow the rules on cards that other players are holding.

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

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

- 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.)

- Start:** The player who most recently **pet a cat** goes first!

GAMEPLAY

On your **turn**, take these steps in order:

- Play a card**
- Take actions**
- Check with each other player to see if you've broken their rules**

Accessibility Note: If you discover a rule that a player is unable to follow, immediately replace it with a randomly selected card from the box and continue playing.

You and the other neophytes have finally made it to the Cult of Cat's initiation ceremony! Now all you need to do is complete the ritual without breaking any of the secret rules.

How hard can it be?



Here's the catch: each player only knows a few of the Cult of Cat's **rules**. You'll have to learn the rest either by **breaking** them, or by **watching** what other players do when it's their turn to play a card.

If you're first to **learn** and **remember** all the rules, you'll be able to play your card and win!

III: 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 that you **have** broken a rule:

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

At the start of your turn, choose **1 card** in your hand, read it out loud, and play it **face-up** in the center of the table.

Each card lists a **rule** of the Cult of Cat, which is a special action you **must** take.

If the player you point to tells you that 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 that you have not broken their rules, you win immediately!

RULES ABOUT RULES

On Your Turn

- If you broke the rule on the card you just played, any player may point this out at any time on your turn. If this happens, take the card you played back into your hand and end your turn immediately.

- You do not have to obey rules on unplayed cards in your own hand or in the draw pile.

- Once you start checking with other players, you may not take any further actions.
- After a player tells you you've broken a rule, your turn ends — you don't get to keep asking other players. This means you will only ever learn about 1 rule you've broken each turn. (It may be a rule you already knew!)

On Other Players' Turns

- When a player points to you, you may only tell them if they've broken rules that are in your hand. (You may not tell them they've broken other players' rules you know about, or rules in the draw pile.)

- When a player points to you, if they've broken multiple rules in your hand, choose only 1 rule to reveal.

- If you are unsure if a player has broken one of your rules, you may ask the table whether the player performed a certain action without revealing your rule.
- You may only declare that one of your rules was broken when the active player points to you. If they point to you and you forget or don't realize one of your rules has been broken, you cannot bring this up later in their turn. (They may even win if this happens — so watch carefully!)

EXAMPLE



On the first turn of a 4-player game, Henry chooses to play the card "Crock" from his hand, which says "Must croak like a frog."

He croaks like a frog. Then he mimes peeling a banana and coughs twice. He knows these rules because he saw Nicole's hand before passing it to his left at the start of the game.

He asks Nicole if he broke any of her rules, and she says no. Then he asks the next player, Clarence, if he broke any rules. Clarence says yes, and reveals the rule "Nitpick," which says "Must pretend to pick a nit from your hair and eat it." Henry definitely didn't do that!

Both Henry's and Clarence's cards are shuffled with the 1 card in the draw pile, and they each get 1 new card. Unfortunately for Henry, he got "Crock" back, so he doesn't learn any new rules! His turn is now over.

ADVANCED MODES

13 Rules

Once you've got a bit of experience with *Meow!*, try playing with 13 rule cards at

any player count.

At setup, randomly select 13 rule cards (without looking at them) and return the rest to the game box. Deal the selected cards out such that each player has the **same number of cards** (for example, 4 cards each in a 3-player game). The cards that are left over after dealing make up the starting **draw pile**.

Play normally otherwise. Good luck remembering all those rules!

BEFORE AND AFTER CARDS

If your group has mastered *Meow!*, you can make the rules even more challenging by adding the advanced Before and After rule conditions.

At setup, place the **BEFORE** card and **AFTER** card face-up in the middle of the table to use as a reference. Then randomly select 13 rule cards from the game box and deal them out as in the "13 Rules" variant above.

If a rule card's **background** matches the **BEFORE** card, you must take this action **before** you place your card on your turn. If a card's background matches the **AFTER** card, you must take this action **after** you place your card. Doing any action at the **wrong time** counts as **breaking the rule!**

EXAMPLE

Nicole's card reads "Must hiss like a snake" and has a **BEFORE** background. When Henry points to Nicole, she tells him he broke her rule by hissing **after** he played the card.

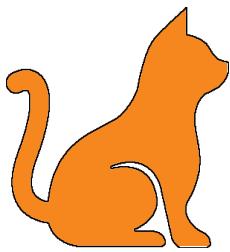
It doesn't matter that he hissed **before** playing the card (which was correct), since he still broke the rule by doing the action at the **wrong time!**

COMBINING SETS

If you have different sets of *Meow!* cards, try combining them together for even more **wackiness**!



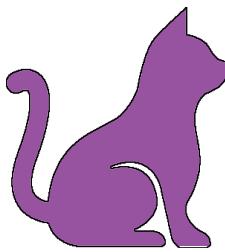
MEOW MEOW MEOW



Must whisper "Meow" three times.

v10

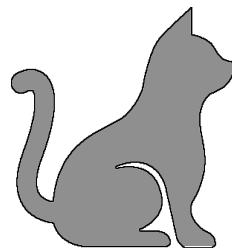
MEOW



Must loudly say "Meow" once.

v10

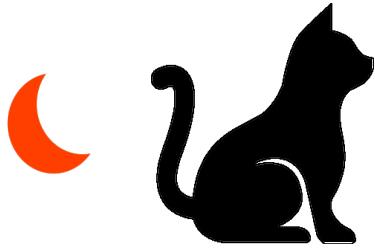
LOVE CATS



Must declare they love cats.

v10

HATE MONDAYS



Must announce they hate Mondays.

v10

COMPLIMENT ANIMAL



Must compliment the animal.

v10

CALL ANIMAL BEST FRIEND



Must call the animal their best friend.

v10

SNIFF ANIMAL



Must sniff the animal.

v10

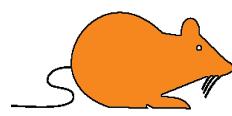
COOL NICKNAME



Must give animal a cool nickname.

v10

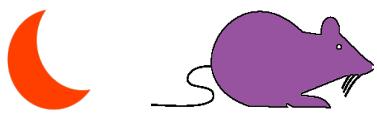
HOW ARE YOU?



Must ask the animal how it's feeling.

v10

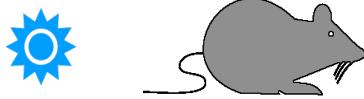
SORRY



Must apologize to the animal.

v10

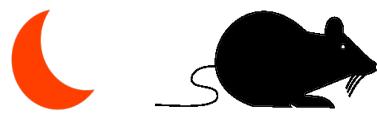
I LOVE YOU



Must tell the animal you love it.

v10

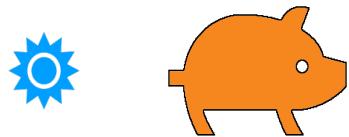
THANK YOU FOR YOUR SERVICE



Must thank the animal for its service.

v10

ANIMAL'S EARS



Must describe the animal's ears.

v10

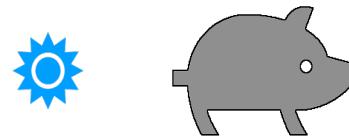
ANIMAL'S NOSE



Must describe the animal's nose.

v10

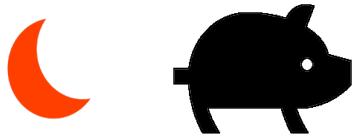
ANIMAL'S FAVORITE FOOD



Must describe the animal's favorite food.

v10

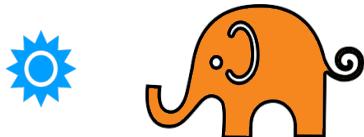
ANIMAL NOISE



Must make the noise of the animal played.

v10

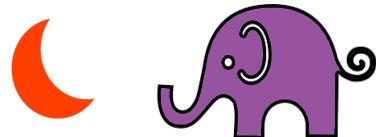
SPOOKY GHOST



Must make the sound of a spooky ghost.

v10

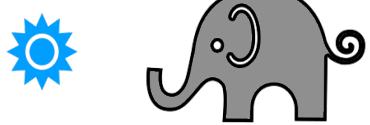
CAR SOUNDS



Must make car sounds.

v10

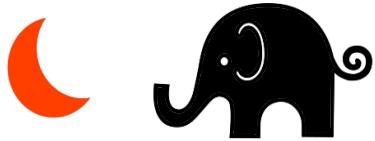
BABY NOISES



Must make some baby noises.

v10

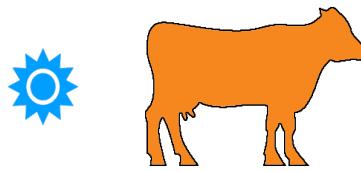
ROBOT NOISES



Must make robot noises.

v10

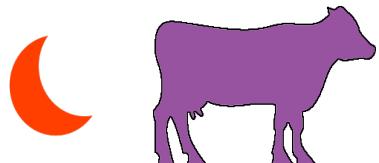
TOUCH CARD TO CHEST



Must touch the card to chest.

v10

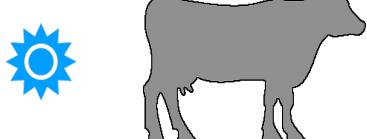
TOUCH CARD TO FOREHEAD



Must touch the card to forehead.

v10

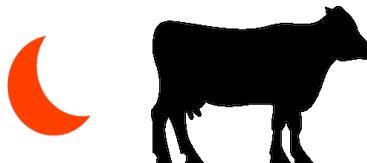
TOUCH CARD TO LEFT SHOULDER



Must touch the card to left shoulder.

v10

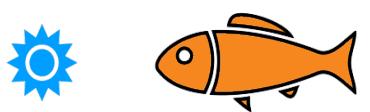
TOUCH CARD TO RIGHT EAR



Must touch the card to right ear.

v10

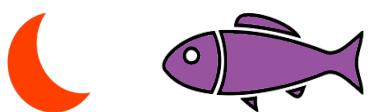
KNOCK TWICE



Must knock twice on the table.

v10

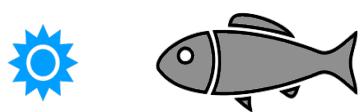
WIGGLE FINGERS



Must wiggle fingers.

v10

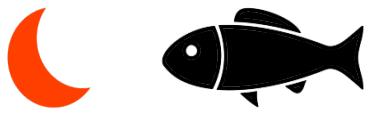
SHIMMY SHOULDERS



Must shimmy shoulders.

v10

TAP FOREHEAD



Must tap forehead with one finger.

v10

CARD TITLE



Must read out the card's title.

v10

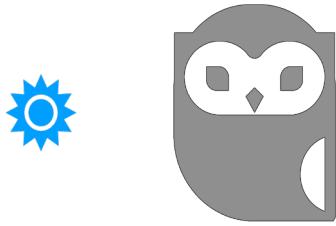
ROBE COLOR



Must say the color of the animal's robe.

v10

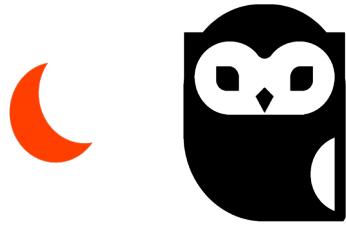
STARE AT CARD



Must stare at the card intently.

v10

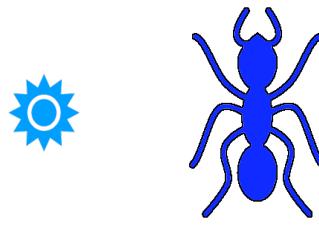
ANIMAL LEGS



Must say how many legs the animal has.

v10

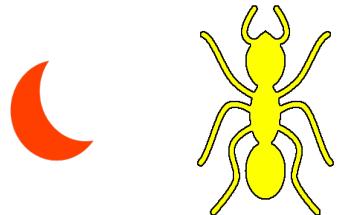
NEW ANIMAL



Must say an animal no one has said yet.

v10

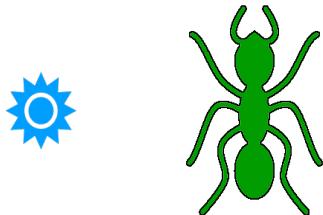
NEW COLOR



Must name a color that no one has named yet.

v10

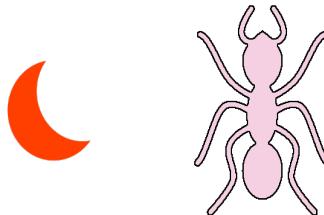
NEW COUNTRY



Must name a country that no one has named yet.

v10

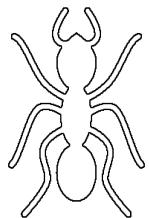
NEW CITY



Must name a city that no one has named yet.

v10

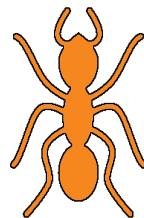
NEW JOB



Must name a job that no one has named yet.

v10

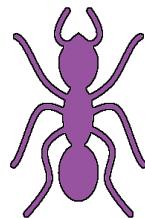
NEW SONG



Must sing a song that no one has sung yet.

v10

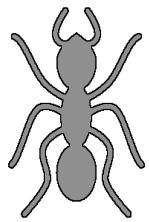
NEW DANCE



Must do a dance that no one has done yet.

v10

MIME NEW INSTRUMENT



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

v10

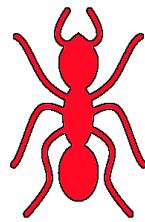
NEW NOISE



Must make a noise that no one has made yet.

v10

NEW POSE



Must make a pose that no one has made yet.

v10

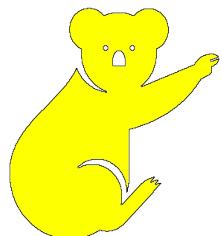
WELL WELL WELL...



Must say "Well well well..."

v10

NOT SO DIFFERENT



Must say "We're not so different, you and I."

v10

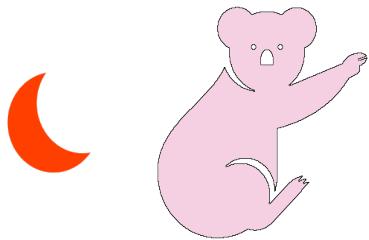
IT IS KNOWN



Must say "It is known."

v10

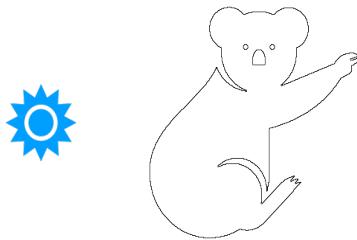
AND SO IT IS SO



Must say "And so it is so."

v10

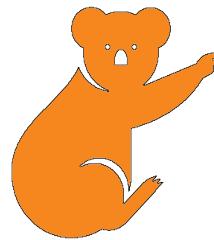
AH HA!



Must shout "Ah ha!"

v10

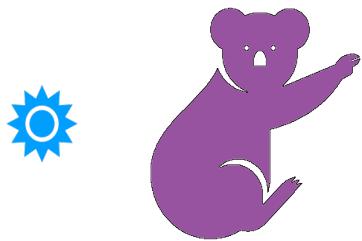
GO IN PEACE



Must say "Go in peace".

v10

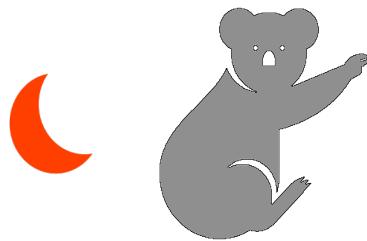
FOR THE TREES!



Must say "For the trees!"

v10

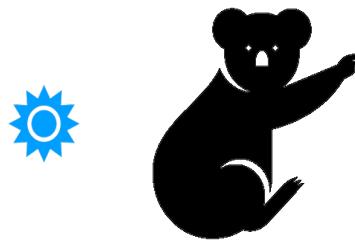
SURPRISE!



Must shout "Surprise!"

v10

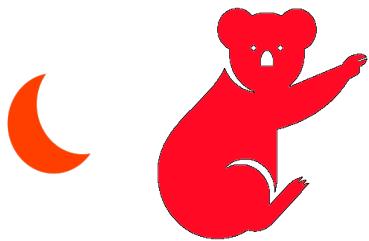
NEVER GIVE UP!



Must say "Never give up!"

v10

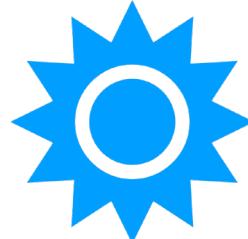
NEVER SURRENDER!



Must say "Never surrender!"

v10

AFTER



BEFORE