

Für die Katz



4+



2-5



10



Why do cats climb TREES - and then can't come down on their own? Maybe they mistake bushy treetops for a ball of wool they can play with. Or maybe it has something to do with the birds they hope to find there. Who knows...

Today, you head out with a very long WALKING STICK that you want to use to bring your climbing cats BACK TO THE GROUND. If the forest just weren't so DARK! What trees could your purring pets be in? All you can hear are the animals at the edge of the woods. Will that help you find the trails to the right trees? By imitating ANIMAL SOUNDS, you'll guide all cats from the dark forest back into their cozy little BASKETS!

Game Materials

- 1 gameboard
- 1 walking stick
- 1 blindfold

- 10 treetops with a cat
(1x white, 2x gray,
3x brown, 4x black)

- 11 treetops without a cat
- 12 trunks
- 12 animal disks

SET-UP OF THE Game

- 1 Place the gameboard in the middle of the table.

- 2 Insert all trunks into the holes in the gameboard.

- 3 Mix the animal disks thoroughly and stack them up face down next to the gameboard.

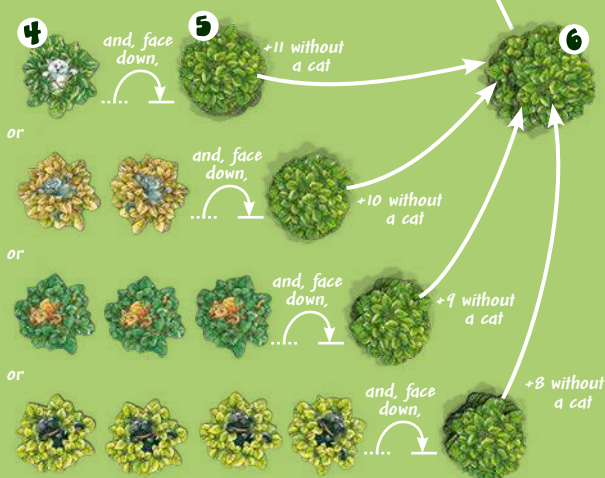
- 4 Choose one of the 4 cat colors. Use only the treetops with cats in this color.
Suggestion: For your first game, use the one white cat.

- 5 In addition, use as many treetops without a cat so as to have a total of 12 treetops (with and without cats) in play. Put the remaining treetops back into the box.

- 6 Now mix these 12 treetops, face down.

- 7 Put one face-down treetop on top of each trunk, without looking at the pictures underneath.

- 8 Keep the walking stick and the blindfold within reach.



THIS IS WHAT THE GAME IS ABOUT

All players together want to bring all cats from the forest into their baskets! To do so, one player, blindfolded, tries to direct the walking stick through the forest so that he gets the cats (but no other treetops) off the trees. The other players make animal sounds and thus guide him to the right trees and to the baskets.

GET STARTED!

Reveal 4 animal disks. Place one disk at each side of the gameboard.

The player who last pet a cat plays the **cat seeker**. All the other players together are the **animal helpers**.

Important: Each helper should sit at one of the sides of the gameboard (this is his "own" side). The cat seeker has to sit where he can easily reach the entire gameboard.

Now each **animal helper** may **imitate** the one animal (e.g., a dog making "**bow-wow**") that is on his side of the gameboard. This is now **his animal**.

One player after the other makes his sound, in order that the cat seeker, with his eyes open, can carefully listen to the sounds for the last time, trying to memorize

- exactly what the different animals sound like;
- which animal is on which side of the gameboard.

After that, the cat seeker takes the **walking stick** into one hand and puts on the **blindfold**. Then he waits for a moment... It's pretty dark, isn't it?!



Now the animal helpers carefully (!) turn over the treetops on the trunks, until **all cats** are visible.

If there are fewer than 4 animal helpers, but only...

- 3 animal helpers**, the oldest one of these players may additionally take on the fourth animal; that means he imitates this fourth animal as well as the animal lying in front of him.
- 2 animal helpers**, both of them take on two animals.
- 1 animal helper**, he takes on all animals.

Note: The two-player game is suited only for children 6 years and up.



Example: If you play with the (one) white cat, you need to keep turning treetops over only until the white cat becomes visible.



If you play with the 4 black cats, you keep turning treetops over until all 4 black cats are visible.



NOW THE SEARCH BEGINS!

The animal helpers guide the cat seeker's hand with the walking stick to the **ball of wool** in the cat color chosen.

In doing so,

- 🐾 the cat seeker's hand firmly holds the round knob at the top of the walking stick;
- 🐾 the animal helpers see to it that the cat seeker places the stick **upright on this ball of wool**.

After that, the animal helpers let go of the cat seeker.

- 🐾 From now on, you may not talk any more! Only the animal voices are allowed!
- 🐾 Each animal helper may make only *his* animal sound(s) – no others.
- 🐾 The animal helpers try to make their animal voices sound so that they guide the cat seeker to a place where he
 - 👉 can get a cat off a tree;
 - 👉 doesn't get any treetops without a cat off a tree.

The cat seeker listens carefully to the animal sounds that the other players make, and moves the walking stick (vertically!) in the direction(s) that he hears. To do so, he needs to remember the direction in which the different animal voices guide him. (It helps that the animal helpers in most cases are also sitting in this direction.)

Example:

1 The dog is barking. Since the dog tile is lying at the left side of the gameboard, the cat seeker moves the walking stick towards the left.

2 Right after that, the goat bleats. The goat tile is lying at the top end of the gameboard; therefore, the cat seeker now moves his walking stick in this direction.

3 In the next moment, the goat is still bleating, but there is also the bee buzzing on the right side of the gameboard. What will the cat seeker do? He can try to move towards the top right, or he can wait and see whether one of these two animals falls silent so that he gets a clear direction.

2 **MAA!**



1 **BOW-WOW!**



3 **BUZZ!**



HAVE YOU DROPPED ANY TREETOPS (WITHOUT A CAT)?

You should try not to let this happen, since it would unfortunately lessen your final success and fallen treetops might also obstruct the walking stick – but nobody is perfect! Just keep playing and try to avoid this happening again!



YIPPEE! YOU HAVE RESCUED THE CATS!

If you manage to get a **cat off the tree**, that's **great**. Keep playing until you have rescued **all the cats**. Once this is done, you still have to direct the walking stick into the basket of the chosen cat color. As soon as the cat seeker arrives there, he may **take off the blindfold**. Done!

Note: If you play with the one white cat, this cat is considered "all cats."



If you play with the gray cats, the walking tour ends in the gray basket.

Now look up **HERE**, in this blue text box, how well you've done:

ABSOLUTELY TOPS: No treetop without a cat dropped?

It doesn't get better than that! You are a real dream team that has blind trust in one another! Have you managed to do so even over several rounds (with different cat seekers)? Super! You should definitely try out the variants described on page 10 – and outdo all other cat helpers in the world!

REALLY GOOD: You dropped only **one** treetop without a cat? That's awesome and close to perfect! Keep up the good work! It is fantastic how well you communicate in animal language!

QUITE OK: You dropped **two or three** treetops without a cat? Well, that's not bad for the beginning. But you certainly can do better, right? Just try again!

SKILL COMES WITH PRACTICE: If you have dropped **four or more** treetops without a cat, you're sure to do better next time ... so don't give up!

NEXT CAT SEEKER, PLEASE!

Now the blindfold is passed to the left neighbor of the current cat seeker.

Put the animal tiles of this round aside and lay out **4 new animal tiles**. Again, allocate each of these animals to an animal.

The new cat seeker memorizes the animal sounds and the positions of the (new) animals, and puts on the blindfold.

Now the animal helpers mix the (same) treetops anew and reveal them on top of the trunks, until all cats are visible again. And then all players together try again to rescue the cats.



ENDING AND "WINNING" THE GAME

Keep playing like this until each player has been the cat seeker once. After that, the game ends.

This is **NOT ABOUT** determining the best CAT SEEKER, since each individual player is only as good at rescuing the cats as the **ENTIRE TEAM!** Therefore, in each round, try to do your best **TOGETHER** by dropping as few treetops without a cat as possible! You can always look up again in the blue box how well you did.



THE GAME GROWS WITH YOU! *Variants for children 5 years and up*

FIND OUT HOW GOOD YOUR TEAM IS!

The game rules change as follows:

- 🐾 At the set-up, put the 9 treetops that will not be in play as a stack into a **basket** of a **cat color that's not being used**.
- 🐾 After each round, you remove as many of these treetops as the number of treetops without a cat that have dropped.
- 🐾 The game ends when either all treetops in the basket have been removed or each player has been the cat seeker once.

This way, you can:

- 🐾 check how many treetops are left in the basket, after each of you has been the cat seeker once – and improve this outcome next time, or
- 🐾 try to play as many rounds as possible before all treetops in the basket are depleted – and, in doing so, see if you can manage to play more rounds than any other team that you will meet in your entire life!

RESCUE ALL THE CATS! *Variants for children 6 years and up*

FOR TRUE CAT LOVERS



First play one game (until everybody has been the cat seeker once) with the white cat. Then play another game with the two gray cats; after that, a game with the three brown ones; and finally, a game with the four black cats! If you set up the game the same way as in the variant for children 5 years and up, you can try out whether you manage to complete all these games before losing all the treetops in the basket... or whether you can even complete many more games in a row with all four cat colors.

COMBINE COLORS



Of course, you can also play with cats in several or even all colors at the same time. In this case, you should just agree in advance on the ball of wool to start from and on the cat basket where you want to end. However, you should never use more than 7 cats; otherwise, it would be way too easy to get the cats off the trees!

ANIMALS IN A JUMBLE

Not things are going to get very wild and pretty crazy: Each animal helper no longer takes on the animal that is lying on his own side of the gameboard, but one of the **other** displayed animals (for instance, the one on the opposite side of the board). Consequently, the cat seeker has to concentrate even more on the actual positions of the animal tiles, since the animal sounds are now coming from completely different ("wrong") directions!



Art. Nr.: 60 110 5158

Authors: Jean-Philippe Mars, Valéry Fourcade

Illustrations: Doris Matthäus

Layout: Oliver Richtberg

Translation: Sybille & Bruce Whitehill, "Word for Wort"



2021 Zoch Verlag
Simba Toys GmbH & Co. KG
Werkstraße 1, D-90765 Fürth
service.zoch-verlag.de
zoch-verlag.com

