Playing the Game *

The youngest player takes the first turn. On your turn, roll the dice and look at the colors on the top faces. Then, find the Mommy Cat with the two colors that match the dice and pick one of her eyes to lift.

Example: The top faces of the dice show green and pink, so the player picks one eye to lift from the green and pink Mommy Cat.

If the eye has a kitten printed on the bottom, your Kitten has been caught! It does not move forward, and it is the next player's turn to roll the dice.



If the eye is blank on the bottom, the Mommy Cat didn't see your Kitten and it can jump to the next Yarn Ball! You then take another turn and continue to play until your Kitten is caught.



Play continues clockwise, with everyone taking turns until the game ends.

★ End of the Game ★

The first Kitten to jump on all 10 Yarn Balls and make it back to the Basket wins!

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Components:

- 4 Kittens
- 1 Basket
- with 18 Eyes
- 9 Mommy Cats 10 Yarn Balls • 2 Colored Dice

Introduction *

It's nap time for the itty bitty kitties, but they just want to play! Help them jump, bat the Yarn Balls around, and race to the Basket without catching a look from the watchful eyes of the Mommy Cats.

Be the first Kitten to circle the Mommy Cats and make it back to the Basket.

Set-up vi

Place two eyes in every Mommy Cat so that each has a blank eve and an eve with a kitten printed on the bottom. Then, mix up the Mommy Cats so no one remembers which eyes are where!



Arrange the Basket and Yarn Balls in a circle around the Mommy Cats; the Basket is the starting and ending point for the race. Have every player choose a Kitten and place it on the Basket to start.



