

Connor Reid



# CLOAKED CATS



A deductive card game  
for 2 to 4 players  
ages 7 and up.

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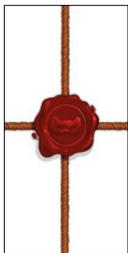
Welcome to the party! The Cloaked Cats have organized the ultimate masked ball – and you’re on the guest list! Try to unmask the other players before they can do the same to you. Each new cat that enters the dance floor gives you more clues. Is that another player hiding behind one of the brown cats? Or are they hiding as one of the red cats? ... No, you’re absolutely sure – they must be one of the striped cats!

Welcome to the Cloaked Cats Ball!

## SPIELINHALT



4 invitations



Back of invitation



1 starting player card



4 fans, each consisting of 2 parts



16 masks in each of the colors yellow, red, green, and purple



19 feature cards



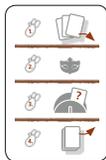
Feature card (back)



40 cat cards



Cat card (back)



4 info cards works

The assembled fans fit in the box.  
You do not need to take them apart once they’re assembled to put them back in the box.

## THE CAT CARDS

You might want to look at some of the cat cards together before your first game. Each cat card shows a cat with 3 to 4 features.

The invitation shows all the features a cat might have.

### Pose



Leaping daredevil



Strutting beauty



Seated boss



Lazy layabout



Playful Kitty

### Coat Color



White



Brown



Blue



Black



Green



Yellow



Purple



Red

### Coat Pattern



Striped



Spotted

### Accessories



Ball of yarn



Fish cocktail



Top hat



Toy mouse

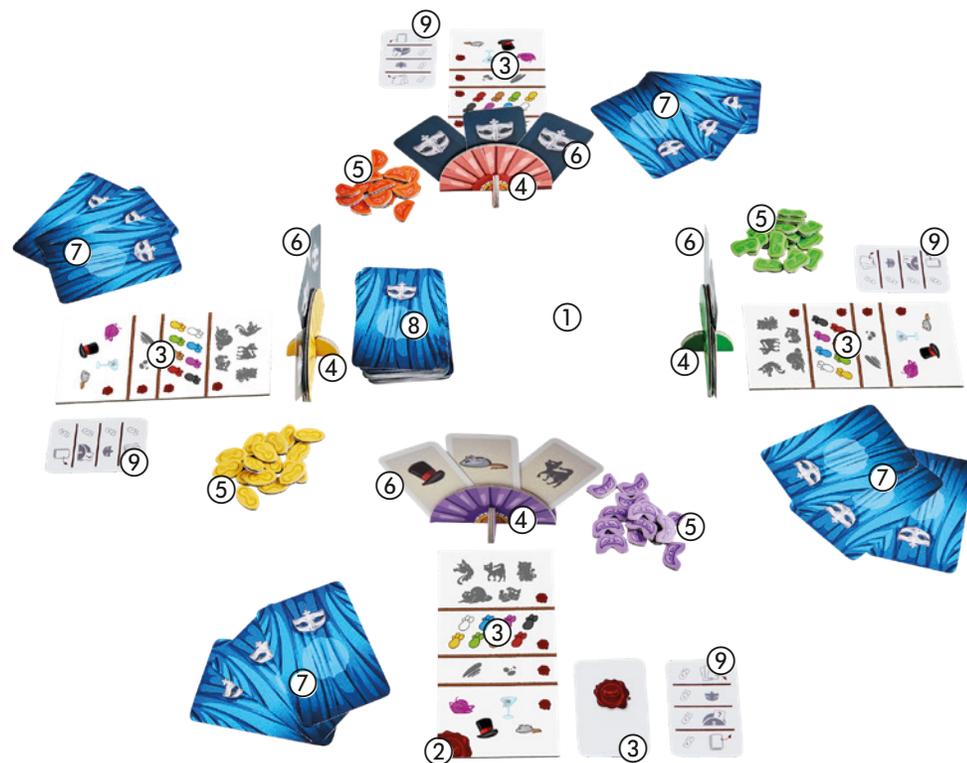
There are also cats without any coat pattern

There are also cats without any accessory

**7** The little red seal indicates how many cat cards there are with each of the features.

## GAME SETUP

- ① While setting up the game, make sure that you leave enough space in the center of the table. This is because more and more cats will enter the dance floor as the game progresses.
- ② Shuffle as many invitations as there are players. Make sure that the invitation with the starting player seal is included. 
- ③ Deal each player a random invitation card. The player who has the starting player seal receives the starting player card and places it face-up in front of them.
- ④ Each player selects a fan and places it in front of them. You'll use it as a card holder for your feature cards.
- ⑤ Each player receives the 16 mask tiles that match the color of their fan.
- ⑥ Shuffle the feature cards and deal 3 face-down to each player. These are the 3 features of your cat. Carefully stick these cards in your fan so they face you. Make sure no other player can see your feature cards.  
*When the feature cards are dealt out at the start of the game, you may receive multiple features from the same category. Have you never seen a two-colored cat? Of course you have! Your cat is striped **and** spotted? Crazy, but not impossible!*
- ⑦ Shuffle the cat cards and deal 3 face-down to each player. Each player takes these into their hand without letting the other players see them.
- ⑧ Place the rest of the cat cards as a face-down deck on the table so that everyone can reach them.
- ⑨ Each player receives an info card. This shows a short overview of the different phases of one turn.
- ⑩ Place any remaining game materials in the box (unused fans, masks, etc).



Game setup for 4 players

## HOW TO PLAY:

Play moves in a clockwise direction. The starting player begins. Once all players have had one turn, a new round begins.

### One turn consists of 4 phases:

1. Play a Cat Card
2. Reveal Masks
3. (Optional) Guess a Feature
4. Refill Your Hand

#### 1. Play a Cat Card

Play one of the three cat cards in your hand by placing it face-up in the center of the table.



#### 2. Reveal Masks

**All players** (including the player who played the card) check if at least one of the features on the cat card played matches one of their feature cards. If this is the case, they place one of their masks from their stockpile onto the cat card.

#### Important:

- ◆ Even if multiple features on the cat card match your features, you **only place one mask** onto the cat card.
- ◆ Make sure masks are placed on the top section of the card so that the cat is still visible.



#### 3. (Optional) Guess a Feature (1x)

You can decide to skip this phase on your turn. If you want, you may try to guess **one** feature card of **one** other player. Choose one other player and guess one feature you think they have in their fan. The questioned player must answer truthfully.

- ◆ **If you guess correctly**, the feature is considered revealed. The questioned player must remove the revealed feature card from their fan and place it face-up in front of them so that everyone can see it. You, as the correct guesser, receive one mask from the questioned player's stockpile as reward.



#### Important:

During the Reveal Masks of a turn, players must continue to place mask tiles onto cat cards for any of their revealed features.

- ◆ **If you guess incorrectly**, you must give the questioned player one of your masks from your stockpile.

*All masks that you receive from other players are kept visible but separate from your own stockpile.*



#### 4. Refill Your Hand

Draw a new cat card from the deck and add it to your hand.

Now your turn is over and it's the next player's turn.

#### **Important:**

*All played cat cards and placed mask tiles remain clearly visible in the center of the table for the entire game.*

### END OF THE GAME

The end of the game is triggered once all 3 features of a player have been revealed.

Play still continues until the current round is finished so everyone gets an equal number of turns. During this final turn, however, the remaining players **may only Guess a Feature**.

*No additional Cat Cards are played and no new masks revealed.*

#### Scoring

Now each player counts their points:

- ◆ Each **opponent's** mask received is worth one point
- ◆ Each **unrevealed** feature is worth one point



*Example: Kathrin has a total of 5 points: 4 masks received and 1 unrevealed feature*

The player with the most points wins! In the event of a tie, the player with the most unrevealed feature cards wins. If there is still a tie, these players share the victory.

*In the unlikely case that a player runs out of mask tiles, the game ends immediately and is then scored as normal.*

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