

You Gotta Be **KITTEN** Me!

OVERVIEW

During a player's turn they must raise the **Bid** of an Accessory or Color, or issue a **Challenge** on the previous **Bid**. The loser of the **Challenge** loses a card for the remainder of the game.

The last player with cards remaining in their hand is the winner!

ACCESSORIES & COLORS



Hat



Bow Tie



Glasses



Blue



Red



Green

HOW TO PLAY

Starting the Game

Randomly choose a player to be the first Dealer. The Dealer shuffles the deck and deals five face-down cards to all players. If playing with seven or more players, deal three cards to each player instead.

Players must keep their cards secret from other players. Place the remaining cards in the deck face-down in the center of the play area.

Round Structure

Step 1: Opening Bid

After dealing the appropriate number of cards to each player, the Dealer makes the opening **Bid**. **Bid** by choosing any number of either an Accessory (Hat, Bow Tie, Glasses) **OR** a Color (Blue, Red, Green). Play continues in a clockwise direction.

Step 2: Taking Turns

Players take turns by choosing to increase the **Bid** or issue a **Challenge**. Turns are taken until a player chooses to issue a Challenge on the previous player's **Bid**. The loser of the **Challenge** loses a card. Only the current player can **Bid** or **Challenge**.

Step 3: Ending the Round

At the end of each round, the player who lost a card becomes the Dealer for the next round.

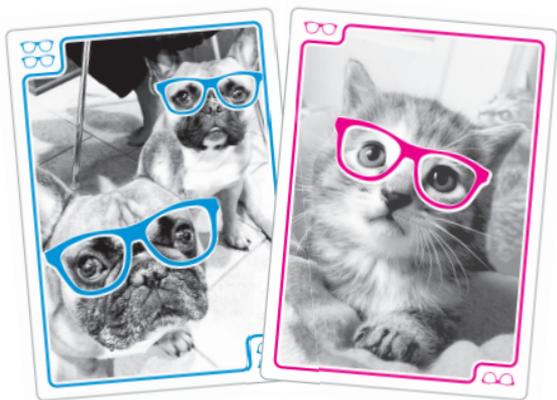
The Dealer collects **ALL** of the cards, shuffles them together and then deals the appropriate number of cards to each player.

Player Elimination

When a player loses their last card, they are eliminated. The player to their left becomes the Dealer for the next round.

Winning the Game

When there is only one player left with cards in their hand, that player is declared the winner.



BID & CHALLENGE

On their turn a player can either **Bid** or **Challenge**.

Bid

A **Bid** indicates that you believe there are at least that many of the selected Accessory or Color among all players' hands. To make a **Bid**, choose a number of any Accessory or Color.

- The opening **Bid** may be any number of an Accessory or Color.
- Each **Bid** after the first must be greater than the previous **Bid**.
- Each **Bid** after the first may be of any Accessory or Color of the bidder's choice. It does not need to match the previous **Bid**'s Accessory or Color.
 - *Example: If the **Bid** is four Hats, the current player may **Bid** five Hats or six Glasses or five Red.*

Challenge

A **Challenge** indicates that you believe there are less than the last **Bid**'s Accessory or Color among all players' hands.

To **Challenge** the last **Bid**, when it is your turn, say, "You Gotta Be Kitten Me!"

- When a **Challenge** is issued each player reveals their hand, and counts the total of the bid Accessory or Color.
- The Dealer then flips over the top card of the deck and adds its value to the other revealed cards.
- If the total is less than the **Bid**, the player that made the **Bid** loses a card for the remainder of the game.
- If the total is greater than or equal to the **Bid**, the player who issued the **Challenge** loses a card for the remainder of the game.

THE CARDS



Single Cards

Single cards count as one of the Accessory they represent and one of the Color they represent.

Example: *This card counts as one Blue and one Hat.*



Double Cards

Double cards count as two of the Accessory they represent and two of the Color they represent.

Example: *This counts as two Greens and two Bow Ties.*



Triple Cards

Triple cards count as three of the Accessory they represent and three of the Color they represent.

Example: *This counts as three Reds and three Glasses.*



Wild Cards

Wild cards count as one of each Accessory and one of each Color. Double Wild cards count as two of each Accessory and two of each Color.



Skip Cards

To use a Skip card, place it face-up on the play area in front of you during your turn. The player using a Skip card does not have to make a **Bid** or issue a **Challenge** this turn, and play passes to the player to their left.

ADVANCED RULES

After becoming familiar with the normal gameplay rules, we recommend that players also add **Purrfect** to the normal **Bid** and **Challenge** options.

Purrfect

Calling **Purrfect** indicates that you think the last **Bid** was exactly right.

- When **Purrfect** is called each player reveals their hand.
- The Dealer then flips over the top card of the deck and adds its value to the other revealed cards.
- If the total is equal to the **Bid**, the player that made the **Bid** loses a card for the remainder of the game and the player that called **Purrfect** gains an additional card for the remainder of the game.
- If the total is greater than or less than the **Bid**, the player that called **Purrfect** loses a card for the remainder of the game.

CREDITS

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GAMEPLAY SUMMARY

- 1) Randomly choose who will be Dealer for the first round.
- 2) Deal five cards face-down to each player. If playing with seven or more players, deal three cards each player instead.
 - After the first round, some players will be dealt less cards for losing a **Challenge**.
- 3) The Dealer makes the first **Bid**.
- 4) The player to the Dealer's left must either increase the **Bid** or issue a **Challenge**.
- 5) Play continues in a clockwise direction until a **Challenge** is issued.
- 6) When a **Challenge** is issued, each player reveals their hand. The Dealer then flips over the top card of the deck and adds its value to the other revealed cards.
 - If the total is less than the **Bid**, the player that made the **Bid** loses a card for the remainder of the game.
 - If the total is greater than or equal to the **Bid**, the player who issued the **Challenge** loses a card for the remainder of the game.
- 7) The player who lost a card becomes the Dealer for the next round.
- 8) The Dealer collects **ALL** of the cards, shuffles them together and then deals the appropriate number of cards to each player.
- 9) When there is only one player left with cards in their hand, that player is declared the winner.