

Cat Eyes — Rulebook



🔧 Danilo Valente and
Gabriel Toschi

👥 2 to 5 players

⌚ 10 minutes

⚖️ light game

Hey! 👁️ Who turned off the lights? 👁️ Is this a cat? 👁️ Or a robot?

In **Cat Eyes**, your goal is to stop when you think there are **10 cats** (or more) on the table... but you can only see their little eyes. But some of those eyes are just lights from toy robots that you forgot with the batteries on. ***Can you trust yourself in the dark? Can your luck be a guiding light?***



Components

- 60 game cards (dark and light side)



Setup

1. Shuffle all the cards into a deck, dark side up.
2. Whoever most recently petted a cat is the **first Dealer** and takes the deck in their hands.



Goal

Slapping the table when you think the cards on the table **have 10 or more cats**.



How to Play

A game of **Cat Eyes** is played on a series of rounds, where one person is the round's **Dealer** and the others are trying to find the cats in the right moment.

A round starts when the **Dealer** starts placing cards on the table with the dark side up. They must place one card at a time. The Dealer must give some seconds before placing a new card, but they can do at any speed and talk whatever they want in the process.

*A good Dealer **changes the speed** from card to card to create tension and make the other players at the edge of their seat all round! You can even **overlap some of the cards** to make their*

job harder!

The cards will mostly show pairs of eyes (👁️) in different amounts. Each pair of eyes represent a **cat** 🐱 or a **robot** 🤖, present in the other side of the card. Sometimes, you even can see the cat/robot from the dark side already.

At any time, any player (besides the Dealer) can slap the **last card placed on the table** to finish the round. Then, all the cards placed are revealed to the light side, showing what pairs of eyes were actually cats or robots.

*To **help counting**, look the numbers on the light side. Black numbers count the cats and grey numbers count the robots!*

If **10 or more cats** are on the cards at the table, **the player who slapped found the cats!** They get all cards dealt this round and place them in a personal scoring pile in front of them.

But if there's **less than 10 cats** on the cards, **the Dealer scores!** The Dealer get all cards on the table as points for their own personal scoring pile.

The Dealer then **pass the deck for the player at their right** (that becomes the new Dealer) to start a new round.

👁️ Special Icons

Some cards have **special icons** that change the game rules for the round when they appear:

- **BOMB** 💣: if a card with a Bomb is slapped, the **Dealer automatically wins** that round, even if they are more than 10 cats at the table.
- **REVERSE** 🔄: if a card with a Reverse symbol appears, now the goal of the round is to find **10 robots** instead of cats. If a 2nd Reverse symbol also appears, the goal goes back to cats.
- **PLUS TWO** ➕: if a +2 appears on a card, now the goal is to **find 12 cats** instead of 10. If a 2nd Plus Two appears, a successful slap is only when 14 or more cats are on the table.

If a Reverse and a Plus Two is on play at the same time, you will need to find 12 robots!

🏆 Game End

When the **deck empties out**, players can slap one more time to try to get points. If no one slaps, the Dealer collect those cards as points, no matter how many cats are on them.

*No fear when **slapping the last card** of the game! The faster, the better!*

Then, the player with **the most amount of cards on their scoring pile wins!** In case of a tie, the player who can to the best Meow (in the opinion of the other players) wins.

✍️ Credits

- designed by Danilo Valente and Gabriel Toschi
- available for licensing: danilo@manganacarta.com or eu@gabtoschi.com