

Cattitude[™]

RULEBOOK



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In the Cattorian era, the feline nobility leads a highly cultivated lifestyle. Prominent pusses practice piety. They consider a sense of sophistication to be a *necessity*. Baroque ball gowns, corsets and collars, richly adorned with lace and gold thread: they all contrast sharply with the social modesty being upheld. Etiquette demands from all noble cats accountability, strict standards of decency, and above all... supreme self-control.

Elite circles have therefore invented the ultimate test of one's determination, in the form of a new hobby: ornithology, the noble art of studying birds. Feasting on feathered fauna is considered to be undignified by classy cats. It is an outdated instinct, and this lack of sophistication must be vigorously repressed. Only the *crème de la crème* of the feline aristocracy knows how to curb this ancient impulse. They dedicate themselves to collecting and studying that which once was treated solely as an exquisite delicacy.

But alas... Every now and then, even the most cultivated tomcat falls prey to uncontrollable urges. When so much poultry is within paw's reach, it is hard to resist a little indiscretion. Even when it could have severe consequences...

Goal of the game

Collect as many turkeys, chickens and peacocks as possible, by using as few noble cats as possible. After the final round, the player with the most points in their palace is the winner.

Contents - 110 cards

90 cards with a blue back, divided as follows:



6 duchesses



5 baronesses



4 marquesses



28 turkeys



21 chickens



14 peacocks



2 skinny turkeys



2 frightened chickens



2 plucked peacocks



2 royal cats



4 birdoholics

6 tokens



1 direction token



5 choice tokens

15 cards with a red back, divided as follows:



1 queen



2 catastrophes



6 diva birds



6 bonus cards

5 palace cards



Setup

Each player places a palace card and a choice token in front of them.

Shuffle all the cards with a **blue back** and separate them into face-down piles, each of which contains a number of cards as outlined below. Discard any remaining cards face down: you won't be needing them.

- **For 5 players:** *discard 0 cards, and create 4 piles of 15 cards and 3 piles of 10 cards.*
- **For 4 players:** *discard 6 cards, and create 5 piles of 12 cards and 3 piles of 8 cards.*
- **For 3 players:** *discard 3 cards, and create 7 piles of 9 cards and 4 piles of 6 cards.*
- **For 2 players:** *discard 6 noble cats (2 of each type) and 6 random cards, and create 6 piles of 10 cards and 3 piles of 6 cards.*

Shuffle all the cards with a **red back** and distribute them face down across the smaller piles with a blue back, making sure all the piles contain an equal amount of cards after this step. Discard any remaining cards face down: you won't be needing them.

- **For 5 players:** *discard 0 cards, and place 5 cards on each of the 3 smallest blue piles.*
- **For 4 players:** *discard 3 cards, and place 4 cards on each of the 3 smallest blue piles.*
- **For 3 players:** *discard 3 cards, and place 3 cards on each of the 4 smallest blue piles.*
- **For 2 players:** *discard 3 cards, and place 4 cards on each of the 3 smallest blue piles.*

Take the first pile (containing only blue cards), and deal 3 cards to each player, face down. Take the cards you've received into your hand.

Please note! *In a 2-player game, each player receives 5 hand cards.*

Place the direction token on the next pile of cards. It doesn't matter which side of the direction token is facing up during the first round.

Please note! *In a 2-player game, the direction token isn't used.*



How to play

The game is played in rounds. Each round, a pile of cards on the table is dealt, after which the direction token is flipped and placed on the next pile of cards. Piles that also contain cards with a red back are only used after all of the blue piles have been dealt. **A**

Each turn consists of **3 phases**:

Phase 1: Bidding

Each player splits the cards they were dealt into 2 bids: an open bid (with face-up cards) and a closed bid (with face-down cards). **B** Each player now places these 2 bids in front of the player to their left or right, as indicated by the direction token.

- All cards that have just been dealt must be used to create the 2 bids. **From the second round onwards, you're allowed to take up to 2 cards that have already been placed in front of you in previous rounds, and add them to your current bids!** **C**
Please note! You don't have to tell the other players which cards you've added. The players have to pay attention and figure out for themselves which cards these could be.
Please note! During the first round, the players don't have any cards in front of them yet.

- You may decide for yourself how you would like to assemble your bids. You're also allowed to place an open bid that contains no cards next to a closed bid containing all cards that have been dealt to you (plus any cards you've taken), or the other way around. **D**



- As long as there are players who haven't assembled their bids yet, you're allowed to hide your bids, for example by placing your open bid underneath your closed bid. When all players are ready, they simultaneously reveal their bids. All cards of each open bid must be clearly visible, as well as the number of cards of each closed bid.
- As soon as all players have placed their bids in front of the person to their left or right, each of them chooses 1 of the 2 bids that have been offered to them.
- If you choose the closed bid, place your choice token with its blue side up. If you choose the open bid, place your choice token with its white side up. As long as there are players who haven't made their choice yet, hide your choice by placing your hand over your choice token.
- As soon as all players have made their choice, they take their chosen bid into their hand. Also take your own bid that hasn't been chosen back into your hand.



Choice -
open bid



Choice -
closed bid

Phase 2: Collecting

- Place all of the cards you now have in your hand face up on the table. Separate them by bird species and add their corresponding noble cats. In other words, group **all** turkeys, skinny turkeys and duchesses together, **all** chickens, frightened chickens and baronesses, and **all** peacocks, plucked peacocks and marquesses.



- If cards from previous rounds are already on the table, add the new cards to the corresponding cards.
- If you have a birdoholic, place them last. Determine for which species of bird the set you have collected has the second highest total value. Only bird cards (with positive or negative value) count towards this value. **Any corresponding noble cats are not considered when calculating these total values.** The birdoholic now runs off with all birds of this type in your collection. Place all birds of this species (including the birds with minus points) on a discard pile, together with the birdoholic. Any noble cats stay where they are! If several bird species have the second highest value, you can choose which of those species to discard.



- If you've obtained multiple birdoholics during this phase, you'll have to discard both bird species with the lowest values. In that case, you only get to keep your bird species with the highest value.

Please note! *If you only have 1 bird species in front of you, there is no species with the second highest value, and any birdoholics are discarded without losing birds.*

Example:

the birdoholic runs off with your bird species with the second highest value.

9 points



6 points

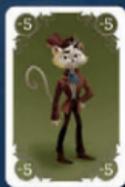


4 points



- The royal cats are at the top of the nobility ladder. They can be placed with any bird species, and can switch from one bird species to another at any point during the game. Do you want to secure bird species (see **“Phase 3: Secure”**) but you do not have corresponding noble cats, then you can secure that bird species with a royal cat.

Please note! *Do you have corresponding noble cats, then they must go with the secured bird species. As with any card, a royal cat is also allowed to be picked up and included in the bidding to the fellow player on the left or right.*



Phase 3: Secure

Each player may secure one or more of their collected bird species, by placing **all** birds of that species (including the ones with minus points) and **all** associated noble cats or a royal cat under their own palace card. The total value of this species and its noble cats is now safe from the birdoholic.

- To secure a bird species, you need at least 1 corresponding noble or a royal cat. Species without a corresponding noble or a royal cat cannot be secured!

Please note! *If during a future round, you want to secure birds of the same species, they must once again be escorted to the palace by at least 1 corresponding noble or a royal cat.*

Please note! *Several bird species can be secured each round, including during the final round. Players are allowed to look at their cards underneath their palace, at all time.*

This marks the end of the round. After each round, a new pile of cards is dealt. Flip the direction token and place it on the next pile. Then, proceed to the next round.



Cards with a red back

During the final rounds of the game, the players also receive 1 card with a red back (or 2, in a 2-player game). They are used in the 2 bids just like the other cards.

Overview of the cards



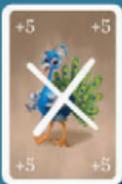
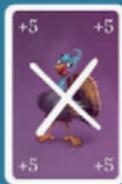
Queen: a royal cat with a value of -1. She can be paired with any bird species, and moved between bird species at any point during the game.



Catastrophe: a birdoholic that runs off with your bird species with the highest total value, instead of the one with the second highest value.



Diva birds: birds with an exceptionally high value.



Bonus card:

5 bonus points if your palace contains no birds of the species depicted on the bonus card



Bonus card:

5 bonus points if your palace contains at least as many birds of the species depicted on the bonus card

Bonus card: at the end of the game, a bonus card scores 5 bonus points. Some cards score 5 points if your palace contains no birds of the species depicted on the bonus card, and some score 5 points if your palace contains at least as many birds of the species depicted on the bonus card. Diva birds, skinny turkeys, plucked peacocks and so on also count for calculating these bonuses.

Please note! During **phase 2: collecting**, bonus cards are not placed in front of the players, but directly underneath their palace card instead.

Please note! During **phase 1: bidding**, cards with a red back can be taken and added to your bids to the player next to you just like any other cards. An exception to this are the bonus cards, which are placed directly under the palace card during **phase 2: collecting**.

End of the game

The game ends after the final round. All unsecured birds are discarded, as well as any remaining noble and royal cats. All players then add up the points on the cards **underneath their palace card**, including any bonuses from their bonus cards. Deduct all minus points from this total. The player with the most points wins the game.

CATTITUDE - BEGINNER VARIANT

All rules of the base game apply, with a few small changes:

- When securing a bird species, only 1 corresponding noble cat needs to accompany it, instead of all the corresponding noble cats. Remember that a bird species cannot be secured without a corresponding noble or royal cat.
- You are not allowed to add cards that are already in front of you to the bids you offer to your neighbor.

CATTITUDE TOSS

Instead of flipping the direction token each round, toss it like a coin.



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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.