



45–60 Min

Ages 10+

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Some might say, how could there be too many cats? Well, you're in charge of a cat shelter and it's your job to show each cat off in their best light so they can all get adopted! However, sometimes there are more cats than you anticipate, especially when it comes to the kittens...

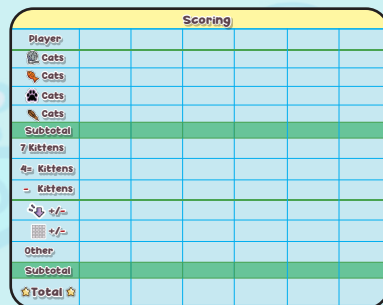
Do you have what it takes to wrangle some cats and show them off without getting overrun by kittens?

Way Too Many Cats is a competitive drafting spatial puzzle game about drafting cats, making each cat happy, and pressing your luck in the number of kittens you take on.

In **Way Too Many Cats**, players are managers of a pet shelter trying to show off each cat in the best light. They accomplish this task in different ways, depending on the cat. Cats of the same type all score the same way, but every cat has their own personality and needs, too!

The game is played until one player fills all spots in their pet shelter; all players get equal turns and the player with the cutest cats wins!

- 128 Cat cards (10 Starter Cats, 118 Cats)
- 6 Reference boards
- 6 Kitten boards
- Toy Tokens
- Kitten Tokens
- 6 Shelters
- 1 Score Pad
- 1 First Player Marker



Cat Needs

CATS



Different (Yellow)
Background

ADVANCED STARTER CATS



PLAYER SETUP

1. Give each player a Reference board, Kitten board, one random Starter Cat card, and a Shelter.
 - There are two types of Starter Cats: Basic and Advanced. For a player's first game, or if they want to have a more simple game, they should use a Basic Starter Cat. However, there are only 4 Basic Starter Cats.
2. Each player places their Shelter in front of them and their Starter Cat in a section of their choosing in their Shelter.
3. Return all unused Starter Cat cards, Shelters, and Reference cards to the box.

GAME SETUP

1. Shuffle all the Cat cards and place 4 cards face up in a horizontal line to form Cat Alley. Place the remaining Cat cards in a deck next to Cat Alley.
2. Place the Kitten and Toy tokens into the bag.
3. Draw six tokens and create three groups of face-up tokens:
 - one with one token
 - one with two tokens
 - one with three tokens
4. Give the First Player Marker to whomever most recently interacted with a cat.

GOAL

The goal is to be the player with the most cuteness points (★) at the end of the game. Players earn ★ by finding Cats, making them happy, and by gathering Kittens into manageable Kitten play groups.

CAT AND TOKEN TYPES

Standard Kittens

These match the four Cat types.



Cat Toys



Special Kittens

These do not match the four Cat types.



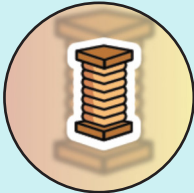
SAMPLE GAME SETUP



CAT DECK



CAT ALLEY

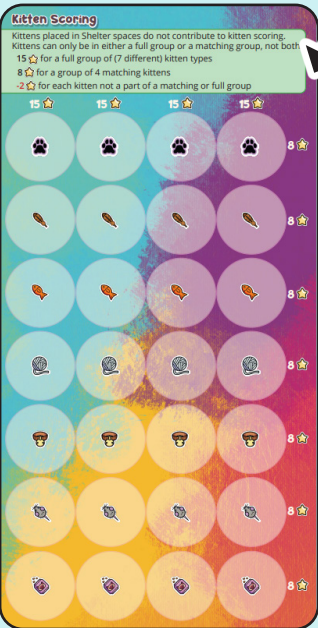


TOKEN GROUPS

SHELTER

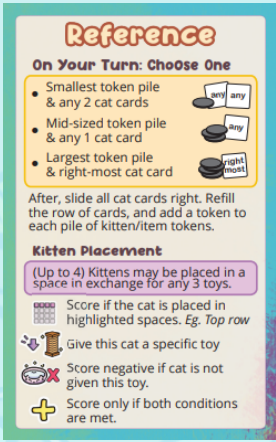


KITTEN BOARD



SOLO ON BACK

REFERENCE



FIRST PLAYER MARKER

TURN STRUCTURE

Each player completes the following actions on their turn:

1 TAKE TOKEN GROUP & CAT CARD(S)	Players choose one of the following: • The smallest group of tokens and two Cat cards of their choice. • The mid-sized group of tokens and one Cat card of their choice. • The largest group of tokens and the rightmost Cat card. Each Cat card taken must be placed in the player’s Shelter immediately after it is chosen. Kitten and Toy tokens should be placed to the side of the player’s Shelter. Once the tokens and cards have been chosen, do the following: • Add one token to each token group from the bag. • Slide the Cat cards to the right and refill Cat Alley to four Cats.
2 TOYS	Players may choose to give any Toy (feather toy, scratching post, or cat bed) token(s) to a Cat in their Shelter. Toys can be given to Cats in a future action or at the end of the game before tallying the scores. Toys can also be moved between Cats until the end of the game.
3 CREATE KITTEN HABITATS	Players may choose to designate an open space in their Shelter as a Kitten Habitat by discarding three Toy tokens and placing them back into the box. Up to 4 Kittens can be placed in a Kitten Habitat, with at least one Kitten being placed initially. Additional Kittens can be added at any time, but once a Kitten is in a Kitten Habitat, they must remain there. Kittens in a Kitten Habitat do not score negative 🌟 at the end of the game and cannot be used in any Kitten sets. Kittens do not score 🌟 for their type like Cats, but can allow other Cats to score more 🌟.

Step 1 is the only mandatory step, with Step 2 and Step 3 being optional.

Once a player has completed Step 1, the next player starts their turn. Players give Toys to Cats and create Kitten Habitats while the next player taking their Tokens and Cats.

END OF THE GAME

The game end is triggered when one player completely fills their Shelter. Gameplay continues until all players have taken the same number of turns, then players tally their scores.

The player with the highest total 🌟 wins! If players are tied, the player who has pet the most cats in the last 24 hours wins.

FUN FACT: ALL THE STARTER CATS ARE NAMED ‘CAT’ BUT IN A DIFFERENT LANGUAGE!

SCORING

Each player's total score is based on the following:

- ★ gained from their Starter Cat
- ★ gained and lost from their Kittens
- ★ gained and lost from specific Cats
- ★ gained from Cat types

STARTER CATS

Starter Cats give players ★ based on how many Cats (not Kittens) of a certain type they have in their Shelter.

Advanced Starter Cats give points based on the lower number of the two types of Cats (not Kittens) a player has in their Shelter.



Billi is a Basic Starter Cat, so they gain additional ★ for every feather cat that is in a player's Shelter.

In the example on page 7, if Billi replaced Gato, there would be 6 feather cats, so the player would gain 12 ★.

Billi also gains ★ for being a feather cat.



Gato is an Advanced Starter Cat, so they gain additional ★ for the lower of two numbers:

the number of ball of yarn and of feather Cats that are in a player's Shelter.

In the example on page 7, there are 4 ball of yarn and 6 feather cats, so the player would gain 8 ★.

Gato also gains ★ for being a ball of yarn and a feather cat.

KITTEN SCORING

- Kittens can be placed in one of two different play groups:

A full group of each type of Kitten (7 Kitten types) which earns 15 ★.

A matching group of four of the same Kitten which earns 8 ★.

- A single Kitten is either in a full group **OR** matching group; it cannot be in both.
- Kittens in a Kitten Habitat cannot be part of a group.
- Kittens NOT in a full group, matching group of 4, or in a Kitten Habitat are -2 ★ each.

You can use the Kitten board to help you organize and score Kittens.

SPECIFIC CAT SCORING

Cats have their needs listed on the top left of their cards. They will only score ★ if those needs are met. If no needs are shown, they score the ★ automatically. If a Cat has multiple needs, they score for each separately. Each Cat can only gain the ★ listed on it once; they cannot trigger their scoring condition multiple times.

	Score ★ if the Cat is placed in the highlighted squares. In this example, the squares are the bottom left or bottom right corner.
	Score ★ if the Cat is given this Toy.
	Score negative ★ if the Cat is NOT given this Toy.
	Score ★ only if both the conditions are met.

SPECIFIC CAT SCORING EXAMPLES



Catnis will get -2 ★ if they are placed in the right 3 columns.

Catnis will also gain ★ for being and .



Fluffins will gain 2 ★ if they are given a feather toy.

Fluffins will gain 3 ★ if they are on the top row of the Shelter.

Fluffins will also gain ★ for being .

CAT TYPE SCORING

Cats may have multiple types and score for each type they have. Some Cat cards have multiple cats and each has their own icon.

	2 ★		1 ★ for each different adjacent Cat or Kitten type. (Max of 4 ★ each)
	2 ★ for each adjacent Cat or Kitten of type . (Max of 6 ★ each)		Cats are scored as a group of adjacent Cats, not individually. Each adjacent Kitten Habitat with one or more Kitten(s) will add one to the group size. Each group scores 3/7/12/18 ★ for group size of 2/3/4/5. If the group size is larger than 5, then multiple groups can be scored.

CAT TYPE EXAMPLE



	There are 4 Cats: Ewok, Gato, Socks, and Domino. $2 + 2 + 2 + 2 = 8$.
	There are 2 Cats: Socks and Domino. Both Cats are next to one Cat. $2 + 2 = 4$.
	There are 2 Cats: Ewok and Luna. Ewok is next to 2 types of Cats, a and a , so 2 . Luna is next to Ewok and Gato. Ewok has three types. Gato has two of the same types as Ewok, so Gato adds no new types. There are 3 types of Kittens, but only two are different than Ewok's types. This makes 5 total, however Cats can only gain up to 4 each.
	There are two groups of Cats, one of size 3 and one of size 4, so $7 + 12 = 19$. Even though there are two Kittens in the Kitten Habitat, each Kitten Habitat can only increase the size of the group by 1. If there were two Kitten Habitats, each with a Kitten, then each habitat would increase the group size. NOTE: Tulip and Daffodil are two different Cats so there is one icon for each Cat. Each icon scores, making that group size 4.

SOLO GAME

Way Too Many Cats is played solo by adding an automated Rival Shelter. The Rival Shelter will take a group of tokens and Cat card(s) according to the game's selected Rival Shelter's board.

GAME SETUP

Setup is the same as the multiplayer game with a few additions:

- Choose one of the three Rival Shelters to play against this game. These are on the back of the Kitten boards.
- Set aside a player board and Basic Starter Cat(s) for the Rival Shelter. (One Rival Shelter uses two Starter Cats.) The Starter Cat(s) are placed face-up on the Rival Shelter's player board.

GAMEPLAY

Turns in the solo game follow the same structure as the multiplayer game. After the player takes their turn, it is the Rival Shelter's turn. Do the following for its turn:

- Choose one set of tokens and card(s) based on the Rival Shelter's board.
- Place the Cat cards into its Shelter face-down. The placement of the cards does not matter.
- If either of yours or its Shelter is full, the game is now over after the Rival Shelter's turn. Otherwise, play another round.

GENERAL RIVAL SHELTER INSTRUCTIONS

- If there are two Cat cards that the Rival Shelter could take that are equal based on its priorities, it will take the leftmost card.
- The Rival Shelter generally follows the rules of the game, unless otherwise stated.
- For the Rival Shelter's Kitten tokens, separate them out by type. Once it has a group of all seven types, place the seven different tokens in a pile to the side.

GAME END

If you have more points than the Rival Shelter at the end of the game, you win!

RIVAL SCORING

Scoring for the Rival Shelters and The Feline Good Scoring Variant are located on the back of the kitten boards.

DIFFICULTY LEVELS

If you'd like to make the solo game easier or harder, you can change up the difficulty of the game easily by following the Difficulty chart.

CREDITS

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