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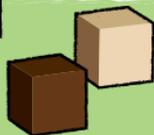
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KIBBLE Scuffle



KIBBLE Scuffle

Game Materials

4 player decks (20 cards each)

4 advanced card sets (5 cards each)

3 Food Bowl boards

Game box with punch-out food spout

55 food cubes:



20 **1pt**



20 **2pt**



15 **3pt**

Goal

The object of Kibble Scuffle is to be the player who feeds their cats the most points in food cubes by the end of the game.

Game Setup

- Place the 3 Food Bowls in the center of the table, so that all players can reach them easily.
- Each player chooses their own deck and shuffles it. Then draws 5 cards from the top to be their starting hand.
- Remove the tray and pour food tokens into the game box and close the lid. This will be the Cat Food Box.
- Assign the Cat Food Box to the player who most recently pet a cat (or a random player). They are the Starting Player.
- Place 4 random food cubes on each Food Bowl.

Game Play

In Kibble Scuffle, players send their cats to Food Bowls to collect food cubes. The game is played between two phases that cycle back and forth between each other.

Placement Phase: Players attempt to position their cats around Food Bowls for the best chance of collecting food cubes.

Feeding Phase: Players collect as many food cubes from the Food Bowls as possible while feeding their cats.

Placement Phase

The Placement Phase will be the majority of the game. It is represented by players placing cards around the bowls and resolving their abilities. A player's turn consists of the following steps:

1. The current player plays a card from their hand to a Food Bowl of their choosing.
 - *When a card arrives at a Food Bowl, resolve its ability as it applies.*
 - *If, as a result, a cat is moved to a new Food Bowl for any reason, that cat's ability resolves again at the new bowl.*
2. When all card abilities have resolved, if there are at least 5 cats at any bowl, the Placement Phase pauses, and the Feeding Phase begins (see pg.4 "Feeding Phase").
3. After all abilities resolve, and any feeding resolves:
 - *Any empty Food Bowl is refilled with 4 random food cubes.*
 - *All players draw up to 5 cards in their hand*
4. The next player on the left takes their turn, beginning with Step 1.

Important: The owner of a card is responsible for moving it and resolving its abilities.

Example: Steve plays a Mangy Cat and moves Scott's Feral Cat to another bowl. Scott chooses where his Feral Cat will go and which cat will be discarded by its ability.



Feeding Phase

During the Feeding Phase, resolve the following steps at a Food Bowl with 5 or more cats, starting with the player who currently has the Cat Food Box:

1. The current player feeds one of their cats at the Food Bowl by doing the following:
 - Choose and remove one of your cats from that Food Bowl, placing it in your discard pile.
 - Collect a food cube of your choice from the Food Bowl. (If no food cubes are left to collect, discard all cats still at the Food Bowl, and skip to Step 3.)
 - Place any collected food cubes in front of you and save them for end-of-game scoring.

2. The next player on the left repeats Step 1, and so on, until all cats have left the Food Bowl.
3. If there is another Food Bowl with 5 or more cats, repeat Steps 1 and 2 for that bowl.
4. The player who currently has the Cat Food Box passes it to the next player on their left.
5. The Feeding Phase ends, and the Placement Phase resumes. (Remember to refill any empty food bowls back up to 4 food tokens before resuming Placement Phase.)

NOTE: If, at any point during the Feeding Phase, the current player does not have a cat at the Food Bowl being resolved, ignore them and proceed to the next player on the left.

End of Game

The game ends after a Feeding Phase is completed and at least one player has reached a food point total of 20 or more. Each player then compares their scores. Whoever has the most points in food cubes wins. If two or more players are tied for points, the player with the fewest food cubes wins.



Item Placement

When an item card is played, its owner will also play a cat card on the same turn. The item is resolved at a Food Bowl, and then discarded from play. Its owner must then play a cat card to the same Food Bowl and its ability is resolved as normal.



Priority Placement

There can only be one cat with Priority at a Food Bowl. Once a cat with Priority is played at a bowl, no other Priority cats can be played there. If a Priority cat would move to a bowl with another Priority Cat, it is discarded instead. The only exception is to play Queen Cat to a bowl containing either Tom or Alley Cat. If this happens, discard Tom or Alley Cat as per Queen Cat's ability.

Priority Feeding: If there is a cat with Priority at the bowl, it always eats first during the Feeding Phase. When a Food Bowl with a Priority Cat begins to resolve, the cat's owner immediately feeds it. Feeding then continues with the player who currently has the Cat Food Box.

The Cattery

MAIN DECK

Bag of Kibble (item) - The cat card you play must be played at the same bowl this item card is played to. Add one random food cube to each bowl, then discard this card.

Big-Eyes Cat - When Big-Eyes Cat arrives at a Food Bowl, add two random food cubes to that bowl from the Cat Food Box.

Catnip Cat - When Catnip Cat arrives at a Food Bowl, choose a cat from a different Food Bowl and move it to the bowl where Catnip Cat is located. When reactivating this cat's ability, it cannot target Catnip Cat.

Clumsy Cat - When Clumsy Cat arrives at a Food Bowl, choose one food cube from that bowl and return it to the Cat Food Box.

Copy Cat - Discard Copy Cat from your hand and choose another Cat Card from your discard pile to play immediately at a Food Bowl and resolve its effects. The chosen card cannot be an item card.

Fat Cat - Fat Cat counts as 2 cats at a Food Bowl rather than 1 for the purpose of triggering the Feeding Phase.

Feral Cat - When Feral Cat arrives at a Food Bowl, choose a cat already at that bowl and place it in its owner's discard pile.

Fraidy Cat - If Fraidy Cat leaves a Food Bowl for any reason other than feeding and Mama Cat, completely empty the bowl back into the Cat Food Box.

Greedy Cat - When feeding, Greedy Cat may collect up to 2 food cubes at once.

House Cat - If House Cat collects a food cube while feeding, it returns to the same Food Bowl after the Feeding Phase, rather than being discarded.

Kitten (x4) - When a Kitten arrives at a Food Bowl, you may place another Kitten from your hand to a bowl of your choice. Kittens count as 'cat' cards.



Mangy Cat - When Mangy Cat arrives at a Food Bowl, choose a cat already at that bowl. That cat's owner moves it to a different bowl.

Pounce Cat - When Pounce Cat arrives at a Food Bowl, choose another cat at the bowl and return it to its owner's hand.

Queen Cat (priority) - When Queen Cat arrives at a Food Bowl, discard a Tom Cat or Alley Cat already at that bowl.

Robo-Vac (item) - All cats at this Food Bowl must be moved one at a time by their owners. Resolve this in clockwise order, starting with the player to the left. No cats can be moved back to the bowl until Robo-Vac is finished resolving.

Tom Cat (priority) - Tom Cat cannot be sent back to its owner's hand by Pounce Cat or discarded by Feral Cat. Only Queen Cat can discard him.

Trickster Cat - When Trickster Cat arrives at a Food Bowl, exchange all the food cubes at that bowl with the food cubes from another bowl of your choice.



ADVANCED CARDS

Alley Cat (priority) - If Alley Cat collects a food cube at a Food Bowl, its owner may swap it with a food cube already gathered by another player.

Laser Pointer (item) - Until the beginning of your next turn, all cats must be played at this Food Bowl. Leave Laser Pointer at the bowl to remind everyone that this rule is in effect.

Lazy Cat - During the Feeding Phase, when Lazy Cat collects a food cube, the Feeding Phase immediately ends. All food cubes and cats still at the bowl remain, and the Placement Phase resumes.

Mama Cat - When Mama Cat arrives at a Food Bowl, choose another cat at the bowl to feed. That cat leaves the bowl and its owner collects a food cube of their choice.

Toy Mouse (item) - Choose a cat at that bowl and reactivate its ability as if it had just arrived.

Gameplay Variants

Team play - This game can also be played in teams. If you have 4 players at the table, the game can be played with two teams. Your teammate is the person sitting directly opposite you. The game proceeds as normal, until one player has acquired at least 20 points. The team with the highest combined point total is the winner.

We added 5 Advanced Cards in this box for each deck. Once you've played through the game a couple of times and are comfortable with the starting deck, feel free to try these variants with the additional cards:

Play with all cards - The best way you can get to know the advanced cards is by adding everything to your current deck and diving in. In this variant, all players should play with a 25 card deck.

Build your own deck (20 card deck) - In this variant, you build your own deck of cards that is any combination of the starter deck and the advanced cards. All players can play with the same build, or what we like, is every player builds their own unique deck! Try building your decks secretly, so they are a surprise to the other players. Again, the basic rules of play are still the same.

Choose your starting hand - We also enjoy rummaging through our decks and arguing about what is the best opening hand you can have in the game. Now you can too! In this variant, try picking out the exact 5 cards you want to start the game with. Play proceeds with the normal rules of the game.

FAQ

What if I pick a House Cat to eat when Mama Cat arrives at a bowl?

House Cat gets to stay. What a lucky animal!

So I should refill the bowl any time it completely empties? Like, any time?

Yes. Except during the Feeding Phase. Once a bowl is empty during feeding, any remaining cats must leave the bowl first before it is refilled.

If a Kitten card is moved from one bowl to another for any reason, can I play a new Kitten from my hand?

Yes, if your Kitten card is moved and you have more in your hand, you may play as many as you would like.

What does Fat Cat do again?

If someone ends their turn with Fat Cat and at least 3 other cats around a given bowl, the Feeding Phase is triggered at that bowl.

If the only cat at a bowl to be affected by an ability is your own, do you have to resolve the ability on that cat card?

Yes.

Can I hide my food cubes from other players?

No, each player's score is public information.

What happens if I have the Cat Food Box and a cat with Priority at the Food Bowl that is resolving?

You feed your Priority cat first, and then the Feeding Phase continues with you! If you have a second cat at the bowl, feed it. If you don't, the next player feeds.

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