

TABBY TOWER



2-4 PLAYERS

15 MINUTES



AGES 7+

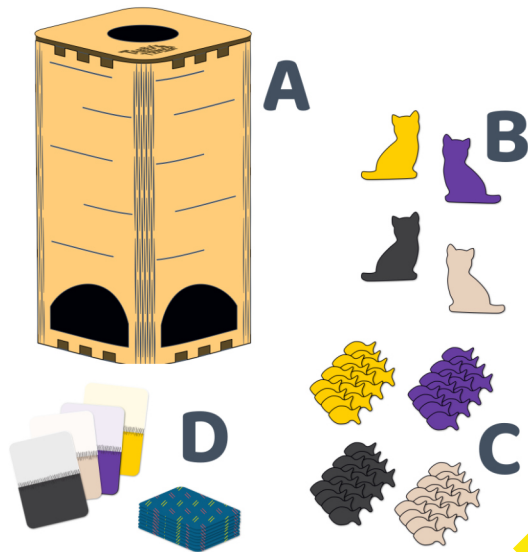
OVERVIEW

It's a race to the top of the cat tower! With a bit of luck and careful navigation, you can get there first. Toss fishy treats into the tower to gain actions. You can add, climb, and remove shelves. First cat to the top wins!

COMPONENTS

- A** Tower / game box
- B** 4 cat meeples
- C** 64 fish tokens
- D** 16 shelf cards

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SETUP

1. Place the tower in the middle of the playing area where all players can reach it.
2. Have all players select a cat meeple.
3. Shuffle the shelf cards and place them in a face-down pile near one of the corners of the tower.
4. Place all the fish in a pile (or two!) off to the side of the playing area. This is the fish supply.



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5. Take 3 fish of each color and drop them in the tower. Some will fall out, and some will get stuck. Any fish that fall out should be returned to the fish supply.
6. The player who most recently pet a cat goes first.

GAMEPLAY

The object of the game is to be the first to the top of the tower. You'll be tossing fish into the tower and then taking actions based on what fish fall out. **You may not peek into the tower during the game.**

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ON YOUR TURN...

1. Take **2 fish matching your cat color** or **1 fish of any other color** and toss them into the top of the tower.

For a game with fewer than 4 players, you may instead choose to drop in **2 fish of a color not claimed** by another player in the game.

2. You may spend fish that fall out of the tower on any actions you can afford, and you may repeat actions. Add spent fish back to the fish supply. You may...

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- a. **Pay 1 fish of any color** to draw a face-down shelf card and add it into any empty slot in the tower.

When adding a shelf, insert the white part of the card until it is no longer showing. Shelves will stick out different lengths.

If there are removed shelves, they will be face up. You may instead **pay 1 fish of a matching color** to add a removed shelf instead of drawing from the face-down pile.

- b. Or **pay 1 fish matching the color of a shelf** for your cat to

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climb to that spot. You may instead **pay 2 fish of any color** for your cat to climb to any color shelf. (See the next section for cat climbing rules)

- c. Or **pay 1 fish matching the color of a shelf** to remove it. A shelf can't be removed if it has any cats. If more fish fall out of the tower because of this, you may use them!
- d. Or hold on to your fish and use them on a future turn. **You may keep a max of 5 fish** and must discard any extras.

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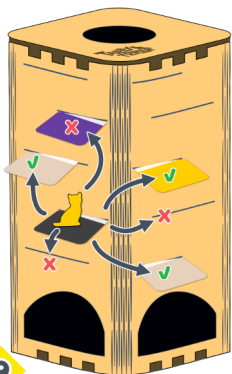
- 3. If nothing came out... Oh no! That's the end of your turn.
- 4. If your cat is knocked off a shelf because of falling fish or because of your own actions, that cat will need to start again from where it landed! (Note: you may ignore this rule for a friendlier game)



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MOVING YOUR CAT

Each cat will start on the table. Once a shelf has been inserted into the tower on the bottom row, your cat can climb



to it by paying a fish as per the rules above. Once on the tower, cats can climb to any adjacent shelf provided they have the fish to spend. Adjacent means any shelf next to the

current shelf either on the same level or one level above or below. Your cat may not skip shelves or holes for shelves when moving.

When climbing multiple times in a single turn, you must spend fish and make each move separately.

If you drop your cat while climbing, you must start again from where it lands. If you knock another player's cat down while climbing, the other cat will be returned to their previous position.

GAME END

The top of the tower doesn't have a specific color like the shelves do. **Pay 3 fish of the same color** to climb from a shelf on the top row to the top. First cat to the top is the winner!

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Dedicated to: MC Cat Commander



<https://coinflip.games/tabbytower>