

## CAT IN THE BOX:

### **Starting a Hand:**

- ♦ Deal 10/9 cards to 2-4/5 players.
  - ♦ Each player discards 1 Card, face-down, from their hand.
  - ♦ **Bid:** Beginning with the 1<sup>st</sup> Player and proceeding clockwise each player places a token on their board to bid on how many tricks they will try to win. *At 3p: 1, 3, or 4. At 4/5p: 1, 2, or 3. No bidding at 2p.*
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### **Trick:**

1<sup>st</sup> Player leads, each player, in clockwise order, plays 1 card.

### **When playing a card:**

1. Declare what suit the card is.
2. Place the card next to your player board, adjacent to the matching colour, and place a player marker on the research board space matching that suit and the card's value.

### **Restrictions on declaring a Suit:**

- ♦ The research board space matching the card's value and the declared suit must be empty.
  - ♦ On your player board, the declared suit must still have a token on it.
  - ♦ **The Lead Player:** Cannot declare Red (Trump), unless there is a token in the red row.  
But, they may lead with Red if they cannot lead with any other suit.
  - ♦ **Followers:** May follow with any card and suit that satisfy the above restrictions.  
But if they don't follow the lead suit, they remove the token on that suit on their player board.
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### *In other words:*

- ♦ *You can't play a card of the same suit and value as one that's been played before.*
  - ♦ *When you don't follow suit, you are establishing that you don't have any cards of that suit in your hand, and so can't play cards of that suit again.*
  - ♦ *The Lead player cannot lead with a Trump unless Trump has been 'broken,' i.e. someone has played a Trump before.*
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If a player *cannot* play a card, they cause a **Paradox**, see below.

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### **End of the Trick:** Highest Red card takes the Trick.

- ♦ Otherwise, the highest card of the lead suit takes the Trick.
- ♦ Winner of the trick leads the next trick.

## End of the Hand:

When there's only 1 card left in each player's hand or if a Paradox occurs.

**Paradox:** If a player cannot legally play a card from their hand, they reveal their hand and declare a Paradox. The Trick and Hand end immediately, with no player winning this trick.

## Scoring the Hand:

- ♦ Each player: Scores 1pt per trick won.
  - ♦ Except, a player who caused a Paradox scores -1pt per trick won
- ♦ Each player whose bid was correct: Scores 1pt for each player token in their largest group of orthogonally adjacent tokens on the research board.
  - ♦ Except, a player who caused a Paradox does not score for their bid.
  - ♦ *At 2p: Player who wins 4 or fewer tricks receives bonus.*

## Next Round:

Each player collect their tokens from the board, again placing one on each suit on their board. 1<sup>st</sup> player and the Round Start card rotate left.

**Game Ends:** Play as many hands as there are players, highest points wins.

*If tied, tied player with the highest score in the final round wins.*

**2-player Setup:**  
Deal 10 Cards each. Deal 5 cards to the table, reveal 3, placing an unused player token on the green row for each value. If a duplicate number appears, place the second on the yellow track, and if another, place a third on blue.

**Start Player:** The last player to pet a cat, takes Round Start Player Card.  
At 4 place Observed Tokens on all '9', '6' spaces, at 2 on all '6', 'spaces  
At 5p: Purple. At 2p: White. At 3/4p: White for beginners, Purple otherwise.  
**Research Board:** Insert cards, depending on player count.  
player token on the x of each suit.  
Set the player board to the side matching the player count and place a  
Players: Each player takes their player tokens and player board.  
Cards: At 2/3/4/5 use cards 1 to 5/6/8/9.

**Setup:**  
Deck: 45 Card Deck. 5 cards each of ranks 1-9, 4 Suits, Red is Trump.  
*A trick taker where your cards are in a state of quantum superposition, they could be any suit! When they're played the waveform collapses and they become whatever suit you decide. But if you're not careful, you'll cause a Paradox!*