

The cat race : Addi Race

For 2 to 6 players

For 6 year olds and over

Time of the game: from 15 to 30 minutes, depending on the number of players

Aim of the game: to be the first one to have a total of exactly 200 points on the table

Necessary cards: the 100 addition cards, the 19 sum cards, the 19 correction cards and the 19 special cards

Rule of the game: after shuffling cards, deal out one by one 8 cards to each player.

The player starts by taking the top card from the pile of cards that haven't been dealt. Then he puts an addition card or a sum card down to win points, or a special card in front of him (to defend himself against an opponent) or in front of an opponent (to attack him) or in the talon ("magic" card). If he can't put anything down, he throws away a card in the talon, in order to always have 8 cards in hand.

As the game goes on, the "present", "ambush" and "gruyere" cards as the "correction cards" 2 and 20 can be put down in addition to another card. In that case, to always have 8 cards in hand, the player in that situation picks another card.

To prevent the other players from moving on, different cards can be used. In that case, when it is his turn, the player places down an attack card in front of one of his opponents. The opponent can only put down cards with points if he defends himself from the attack with a "defence" card.

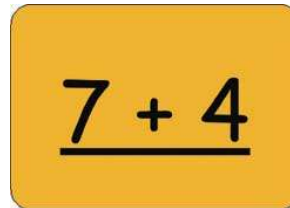
The point cards

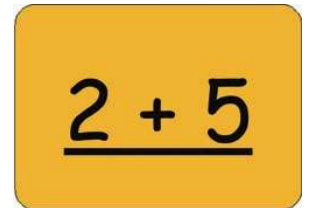
As the game goes along, the player puts "addition" or "sum" cards down to come up to a total of exactly 200 points. For instance, when you go over 170 points, you must then think about how to go up to exactly 200 points.

* **The "addition" cards:** 100 cards

There are 10 addition tables. Examples: $2+5$, $7+4$

The player wins as many points as the sum of the addition.


$$\begin{array}{r} 7 + 4 \\ \hline \end{array}$$


$$\begin{array}{r} 2 + 5 \\ \hline \end{array}$$

* **The "sum" card:** 19 cards

A number is written in the center of the card.

Examples: 6, 18.

The player wins as many points as the sum.

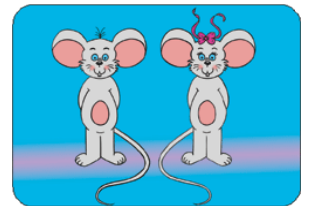

$$\underline{6}$$


$$\underline{18}$$

The "attack" cards

To prevent the other players from moving on, you can use different cards. In that case when it is his turn, the player puts an "attack" card down in front of one of his opponents: the "pursuit" cards, the "magic" cards, the "dead end" cards or the "seesaw" cards.

- **the "pursuit" card:** card with the 2 mice. It is placed in front of a player. That player can not place "point" cards down until he has placed 2 cards of equal value over the "pursuit" card. Counter card: the "present" card.



- **The "dead end" card:** card with the kitten hanging from a "dead end" post. It is placed in front of a player. That player can not place "point" cards down until he gets a card bigger than 12. Counter card. "Gruyère" card.



- **The “magic” card:** card with the magician cat that makes a card come out of his hat. It is placed on the talon. It allows to pick a card at random in the game of the other players, to keep it by giving one of his own back or to give it back. Counter card: the correction cards 2 and 20.



- **The “seesaw” card:** card with the two cats on a seesaw. It is placed in front of a player. That player can not put “point” cards over 10 down until he puts a correction card on the seesaw card. Counter card: the “ambush” card.

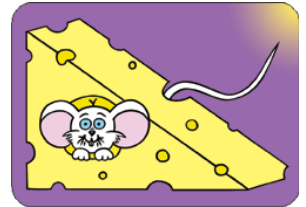


The “Defence” card

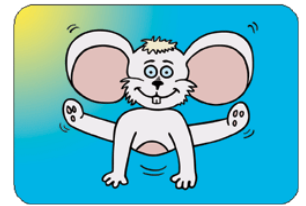
To defend oneself against an “attack” card, the player has different cards: the “correction” cards 2 and 20, the “present” card, the “Gruyère” card, the “ambush” card. The player who has one or more of these cards can either keep them hidden in his game or put them on the table when it is his turn to play or when he is attacked. In that case, he picks as many cards as he has put “defence” cards down.

Keep in mind that when the cards are placed on the table, the “correction” cards 2 and 20, the “present” card, the “Gruyère” card and the “ambush” card block the attack to the end of the game.

- **the “Gruyère” card:** card with the mouse in the cheese. It counters and so annuls the effect of the “Dead end” card. Once the card is placed on the table, the player owning the card can not be attacked by “dead end” cards.



- **The “ambush” card:** card with the gymnast mouse. It counters and annuls the effect of the “seesaw” cards. Once the card is placed on the table, the player owning the card can not be attacked by “seesaw” cards.

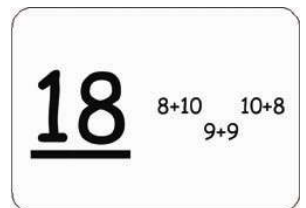
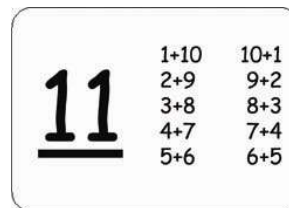


- **The “present” card:** card with the female cat holding a present in her arms. It counters and annuls the effect of the “pursuit” cards. Once the card is placed on the table, the player owning the card can not be attacked by “pursuit” cards.



The “correction” cards: 19 cards

Each sum is associated to the additions equal to it. The correction cards allow a “seesaw” attack to be unblocked. The “correction” cards 2 and 20 are defence cards against the “magic” card. Once one of those cards is on the table, the player who owns the card can not be attacked by “magic” cards.



In the game there are 4 “pursuit” cards, 4 “dead end” cards, and 4 “magic” cards, 4 “seesaw” cards, 1 “ambush” card, 1 “present” card and 1 “Gruyère” card.

End of the game: the first player to have put exactly 200 points down wins the game.

Addi Race is another rule of Addi Cat's A Cat's Family game

Conception and design : François Petit

Translation : Christina Phellipon

Already published : Multipli Cat's

There are many other ways of using these cards ! Download the other rules at
www.catsfamily.net . There are rules for everyone !