

# Multipli Cat's

Feel the cat in you !

## I A bit of history

This game was created at the dawn of Time. When cats arrived on Earth, they established their famous rule : the cat eats the mouse. But then came endless and heated arguments about how to divide a mouse between several cats. A wise old cat settled the dispute by inventing Addi Cat's...

## II Principles

Multipli Cat's is a card game for the young and the grown up (ranging from 8 to 88). A quiet game might involve 3 people; a crazy one 8. You could be only 2, using each hand with a different set of cards.

**The aim of the game :** give all your cards to the other players by slapping appropriately the mouse card. The first player who gets rid of all his cards wins. This doesn't mean the game is over : the other players keep on playing till only two are left. These two have lost the game!

In case a player's last card is a special card, the player can slap the central mouse card as soon as two players have a common result. If he wins, the upturned stack is distributed between the two concerned players.

Another way to do it is to go for an **unending game** : when a player has no more cards, he gets one point and takes some cards (between 15 and 30 in all) from the players who have the most cards. Thus the game can go on for as long as the players want. In the end, the player with the maximum score wins.

The deck holds 100 multiplication cards, 42 cards with the results, and 18 special cards.

You can play Multipli Cat's two ways:

- The main way is when the full deck is used. The 160 cards are distributed.
- The other is very useful to learn the multiplication tables (as seen in "Part V : Learning the tables") : you use a selected part of the deck.

**How to play :** you play the same way whether you use a full deck or a reduced one.

The cards are distributed evenly (or not) to the players, forming a stack face down in front of each player. You put the card with the mouse in a piece of cheese in the middle, and you start playing clockwise, beginning with the youngest player.

When his turn to play comes, the player takes the card on top of his stack and puts it face up in front of him. Now this is the tricky part : the card must be turned facing outward, to the other players, not inward (at the player). That way, the player doesn't get to see the value of the card before the other players. The next player takes out his top card.

As soon as there are more than one displayed card on the table, things can get hectic : each player has to remember the value of his card and compare it to the new cards.

Two things can happen when comparing the value of your card to the value of the other cards.

- **Equality** : the players concerned have to hit the mouse card (see "III The Mouse"). The fastest give all his upturned cards to the other player, who puts those cards and his all of his own upturned cards face down at the bottom of his downward stack. The game starts again with the player who won this hand.
- **Difference** : the next player turns out his card, which brings us again to the comparison.

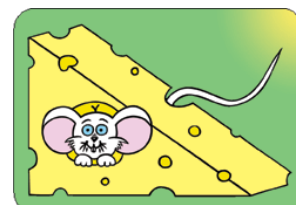
The players then keep on turning their cards, putting them on top of their upturned stack until two values are the same, or a special card appears.

**Another rule can be added for confirmed players :** if two players have the same value but failed to react, the other players can wait for the next card to be put up, and then say "Mouse". The two players who failed to react put their upturned stack face down under their downward stack. If the player who said "Mouse" got it wrong, he puts his own upturned stack under his own downward stack.

## III The mouse

As for any cat, the Mouse is the main target. At certain times, the players have to hit the card. The player whose hand covers the largest part of the card wins.

**Beware !! For security reason**, in order to avoid injuries, people playing should not be wearing rings on the hand they use to hit the card.



Here are all the rules concerning this card:

-Players who have cards with the same value have to hit the Mouse. The fastest wins the hand and give his upturned stack to the losing player who puts it with his own upturned stack under his downward stack.

**Careful !! Only the players who are concerned by this equality can hit the Mouse. If another cat goes for the Mouse, he commits the sin of Greed.**

-If a player pulls out the Seesaw card, all players then compare their values : the hand will happen between the biggest and the smallest product. The fastest wins the hand and give his upturned stack to the losing player who puts it with his own upturned stack under his downward stack.

**Careful !! If another player hits the Mouse, he commits the sin of Greed.**

-If a player pulls out the cards Chase or Ambush, then ALL players should go for the Mouse. (What happens then is described in “IV The Cards”.)

Sometimes several players hit the Mouse at the same time. The basic rule is that the player whose hand covers the largest part of the card wins. If things are still unsure, then the player touching the head wins.

**The sin of Greed :** if a player hits the Mouse when he shouldn't have (like he doesn't have the same product as another player or he got it wrong in regard to a special card), he commits the sin of Greed. To atone for this sin, he takes ALL the upturned cards on the table (which can amount to an awful lot !) and puts them under his downward stack. The next player in line (according to which way the game goes) starts again and pulls out a card.

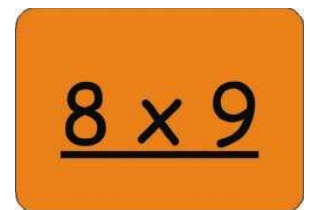
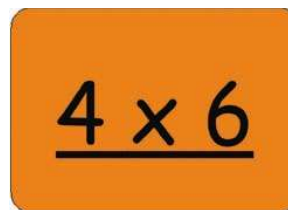
## IV The cards

Cards come in three flavours : “multiplications”, “products” and special cards.

\* « **Multiplication** » cards : 100 cards

Examples :  $4 \times 6$ ,  $8 \times 9$

You have to calculate the result to be able to compare it with the value of the other players.



\* « **Product** » cards : 42 cards

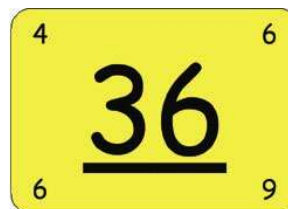
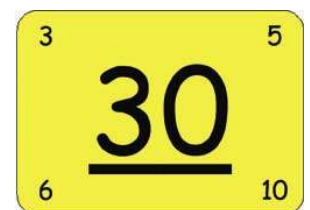
Right in the center of the card is a number.

Examples : 15, 30, 36, 49.

Each “Product” card has 1, 2, 3 or 4 “Multiplication” cards associated to it.

Examples :  $49 = 7 \times 7$ ;  $15 = 3 \times 5 = 5 \times 3$ ;  $36 = 6 \times 6 = 9 \times 4$ ;  $30 = 3 \times 10 = 5 \times 6$ ;

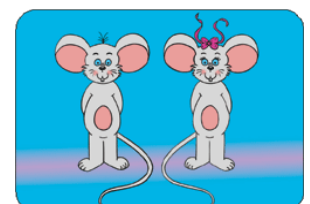
The multiplications corresponding to the product are written in diagonal on the card.



\* **Special cards** : 18 cards

Special cards come in six different types.

- The “Chase” card, with two mice on it. As soon as this card appears on the table, all cats hit the central Mouse. The last one puts his own upturned stack under his downward stack. The fastest starts playing again.



- The “U-turn” card, with a cat hanging on a “No exit” sign. When this card appears, the game starts turning the other way (from clockwise to anticlockwise, or the other way around...)



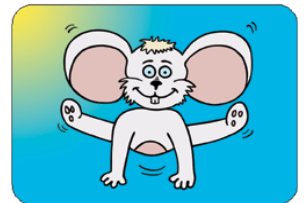
- The “Magic” card, with the cat pulling a card out of his hat. With this card, all players have to pull out a card from their stack at the same time. Then it’s each to his own to calculate the new products, make the comparisons, act accordingly to the cards that just appeared...



- The “Seesaw” card, with two cats on... a seesaw. With this card, the highest multiplication or product pits against the lowest one. Then it’s all down to speed between those two. As usual, the fastest player gives his upturned stack to his sorry opponent, who puts this stack and his own upturned stack under his downward stack. As soon as a new card appears, the “Seesaw” card has no effect anymore. Special cards are not used on this one : thus if only one player has a card with numbers, nothing happens.



- The “Ambush” card, with the jumping mouse. With this one, all players go for the central Mouse. The player who pulled this card had better be the first to hit the mouse, or else the other players give him the top card from their downward stack, which he then dutifully puts under his own.



- The “Gift” card, with the kitty and the big package. The player with this card gives one card from his downward stack to each player. Those cards are to be added to the bottom of each downward stack.



The card deck contains 4 « Chase » cards, 4 « U-turn » cards, 4 « Magic » cards, 4 « Seesaw » cards, 1 « Ambush » card and 1 « Gift » card.

## V Learning the tables

For younger players who don’t know all tables, they can play with a subset of the deck. They can choose only tables that they know, or be more adventurous and use only tables they don’t know.

- **Tables from 1 to 5** : 50 multiplication cards (tables for 1, 2, 3, 4 and 5) ;  
 28 product cards : 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 15, 16, 18, 20, 21, 24, 25, 27, 28, 30, 32, 35, 36, 40, 45, 50 ;  
 10 special cards : 2 « Chase » cards, 2 « U-Turn » cards, 2 « Magic » cards, 2 « Seesaw » cards,  
 1 « Ambush » card and 1 « Gift » card ;
- **Tables from 1 to 6** : 60 multiplication cards (tables for 1, 2, 3, 4, 5 and 6) ;  
 32 product cards : 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 15, 16, 18, 20, 21, 24, 25, 27, 28, 30, 32, 35, 36, 40, 42, 45, 48, 50, 54, 60 ;  
 10 special cards : 2 « Chase » cards, 2 « U-Turn » cards, 2 « Magic » cards, 2 « Seesaw » cards,  
 1 « Ambush » card and 1 « Gift » card ;
- **Tables from 1 to 7** : 70 multiplication cards (tables for 1, 2, 3, 4, 5, 6 and 7) ;  
 36 product cards : 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 15, 16, 18, 20, 21, 24, 25, 27, 28, 30, 32, 35, 36, 40, 42, 45, 48, 49, 50, 54, 56, 60, 63, 70 ;  
 14 special cards : 3 « Chase » cards, 3 « U-Turn » cards, 3 « Magic » cards, 3 « Seesaw » cards,  
 1 « Ambush » card and 1 « Gift » card ;
- **Tables from 1 to 8** : 80 multiplication cards (tables for 1, 2, 3, 4, 5, 6, 7 and 8) ;  
 39 product cards : 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 15, 16, 18, 20, 21, 24, 25, 27, 28, 30, 32, 35, 36, 40, 42, 45, 48, 49, 50, 54, 56, 60, 63, 64, 70, 72, 80 ;  
 14 special cards : 3 « Chase » cards, 3 « U-Turn » cards, 3 « Magic » cards, 3 « Seesaw » cards,

1 « Ambush » card and 1 « Gift » card ;

- **Tables from 1 to 9** : 90 multiplication cards (tables for 1, 2, 3, 4, 5, 6, 7, 8 and 9) ;  
41 product cards : 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 15, 16, 18, 20, 21, 24, 25, 27, 28, 30, 32, 35, 36, 40, 42,  
45, 48, 49, 50, 54, 56, 60, 63,64, 70, 72, 80, 81, 90 ;  
The 18 special cards.

When playing with children, it is advised to start playing without special cards to give them time to understand the principles of the game. You can then add special cards one by one, each time explaining their effects.

## **Multipli Cat's**

### **Un jeu Cat's Family**

Conception et infographie de François Petit

Dessins de Jennifer Ricard

Traduction de Thomas Patron

Un grand merci à la famille et aux amis pour leurs conseils

Déjà paru : Addi Cat's

Il existe bien d'autres façons d'utiliser ces cartes ! Téléchargez d'autres règles sur  
**[www.catsfamily.net](http://www.catsfamily.net)** . Il y en a pour tous les goûts !