

You Gotta Be **KITTEN** Me!

Deluxe Edition

OVERVIEW

During a player's turn they must raise the **Bid** of an Accessory or Color, or issue a **Challenge** on the previous **Bid**. The loser of the **Challenge** loses a card for the remainder of the game.

The last player with cards remaining in their hand is the winner!

ACCESSORIES & COLORS



Hat



Bow Tie



Glasses



Blue



Red



Green

HOW TO PLAY

If this is your first time playing You Gotta Be Kitten Me, read on and use only the white bordered deck of cards. If you've played You Gotta Be Kitten Me and want to just learn the new cards and rules, go to **The Cards** section and use the grey bordered deck. Very advanced players can combine both decks for maximum craziness.

Starting the Game

Each player gets one score card and one Meeple. Place the Meeple on the number 5 (or 3 in a 7+player game) to indicate how many cards each player has.

Randomly choose a player to be the first Dealer. The Dealer shuffles the deck and deals five face-down cards to all players. If playing with seven or more players, deal three cards to each player instead.

Players must keep their cards secret from other players. Place the remaining cards in the deck face-down in the center of the play area.

Round Structure

Step 1: Opening Bid

After dealing the appropriate number of cards to each player, the Dealer makes the opening **Bid**. **Bid** by choosing any number of either an Accessory (Hat, Bow Tie, Glasses) **OR** a Color (Blue, Red, Green). Play continues in a clockwise direction.

Step 2: Taking Turns

Players take turns by choosing to increase the **Bid** or issue a **Challenge**. Turns are taken until a player chooses to issue a **Challenge** on the previous player's **Bid**. The loser of the **Challenge** loses a card. Only the current player can **Bid** or **Challenge**

Step 3: Ending the Round

At the end of each round, the player who lost a card becomes the Dealer for the next round.

The Dealer collects **ALL** of the cards, shuffles them together and then deals the appropriate number of cards to each player.

Player Elimination

When a player loses their last card, they are eliminated. The player to their left becomes the Dealer for the next round.

Winning the Game

When there is only one player left with cards in their hand, that player is declared the winner.

BID & CHALLENGE

On their turn a player can either **Bid** or **Challenge**.

Bid

A **Bid** indicates that you believe there are at least that many of the selected Accessory or Color among all players' hands. To make a **Bid**, choose a number of any Accessory or Color.

- The opening Bid may be any number of an Accessory or Color.
- Each **Bid** after the first must be greater than the previous Bid.
- Each **Bid** after the first may be of any Accessory or Color of the bidder's choice. It does not need to match the previous **Bid**'s Accessory or Color.
 - **Example:** If the **Bid** is four Hats, the current player may **Bid** five Hats or six Glasses or five Red.

Challenge

A **Challenge** indicates that you believe there are less than the last **Bid**'s Accessory or Color among all players' hands.

To **Challenge** the last **Bid**, when it is your turn, say, "You Gotta Be Kitten Me!"

- When a **Challenge** is issued each player reveals their hand, and counts the total of the bid Accessory or Color.
- The Dealer then flips over the top card of the deck and adds its value to the other revealed cards.
- If the total is less than the **Bid**, the player that made the **Bid** loses a card for the remainder of the game.
- If the total is greater than or equal to the **Bid**, the player who issued the **Challenge** loses a card for the remainder of the game.

KEEPING SCORE

Whenever a player loses (or gains) a card at the end of a round, they must move their Meeple to the appropriate number on their personal score card so the dealer knows how many cards to hand to each player for the next round.



THE CARDS



Single Cards

Single cards count as one of the Accessory they represent and one of the Color they represent.

Example: *This card counts as one Blue and one Hat.*



Double Cards

Double cards count as two of the Accessory they represent and two of the Color they represent.

Example: *This counts as two Greens and two Bow Ties.*



Triple Cards

Triple cards count as three of the Accessory they represent and three of the Color they represent.

Example: *This counts as three Reds and three Glasses.*



Wild Cards

Wild cards count as one of each Accessory and one of each Color. Double Wild cards count as two of each Accessory and two of each Color. Triple Wilds count as three of each color and symbol.

THE CARDS (CONTINUED)



Skip Cards

To use a Skip card, place it face-up on the play area in front of you during your turn. The player using a Skip card does not have to make a **Bid** or issue a **Challenge** this turn, and play passes to the player to their left. (If your own bid ever makes it back to you, you must make a new Bid)



Draw 3

To use Draw 3, place it face up on the play area in front of you during your turn. Draw three cards (these cards do not add to your total cards for any future rounds), then skip the rest of your turn. You do not have to make a **Bid** or issue a **Challenge** this turn. Play then passes to the player on your left. (If your own Bid ever makes it back to you, you must make a new Bid)



Go Fish

To use Go Fish, place it face up on the play area in front of you during your turn. Choose another player and then name an Accessory or Color. The chosen player must give you all non-Wild cards that match that Accessory or Color, then skip the rest of your turn. You do not have to make a **Bid** or issue a **Challenge** this turn, then play passes to the player on your left. (If your own bid ever makes it back to you, you must make a new Bid)

THE CARDS (CONTINUED)



Can't See Me

If Can't See Me is in your hand, all Accessories and Colors from the remaining cards in your hand total zero. If Can't See Me is flipped off the top of the deck at the end of the round, the total for that round is zero.



Hang In There

If Hang in There is in your hand when you call "You Gotta Be Kitten Me" or "Purrfect" and you are correct, you gain a card. If Hang in There is in your hand and someone calls "You Gotta Be Kitten Me" or "Purrfect" on your Bid and you are correct, you gain a card.



Double Trouble

If a Double Trouble Card is in your hand, double the total of all other cards in your hand. If a Double Trouble Card is flipped off the top of the deck at the end of the round, the total of all revealed cards is doubled.

Example 1: *Your hand contains 3 of each symbol and color and a Double Trouble Card. Your hand now counts as 6 of each symbol and color instead.*

Example 2: *There are 12 hats that have been totaled, and then a Double Trouble Card flips off the top of the deck. The new total is now 24.*

ROUND STRUCTURE

- 1) Randomly choose who will be Dealer for the first round.
 - 2) Deal five cards face-down to each player. If playing with seven or more players, deal three cards each player instead.
 - After the first round, some players will be dealt less cards for losing a **Challenge**.
 - 3) The Dealer makes the first **Bid**.
 - 4) The player to the Dealer's left must either increase the Bid or issue a **Challenge**.
 - 5) Play continues in a clockwise direction until a **Challenge** is issued.
 - 6) When a **Challenge** is issued, each player reveals their hand. The Dealer then flips over the top card of the deck and adds its value to the other revealed cards.
 - If the total is less than the Bid, the player that made the Bid loses a card for the remainder of the game.
 - If the total is greater than or equal to the Bid, the player who issued the Challenge loses a card for the remainder of the game.
 - 7) The player who lost a card becomes the Dealer for the next round.
 - 8) The Dealer collects ALL of the cards, shuffles them together and then deals the appropriate number of cards to each player.
 - 9) When there is only one player left with cards in their hand, that player is declared the winner.
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ADVANCED RULES

After becoming familiar with the normal gameplay rules, we recommend that players also add Purrfect to the normal Bid and Challenge options.

Purrfect

Calling **Purrfect** indicates that you think the last **Bid** was exactly right.

- When Purrfect is called each player reveals their hand.
- The Dealer then flips over the top card of the deck and adds its value to the other revealed cards.
- If the total is equal to the Bid, the player that made the Bid loses a card for the remainder of the game and the player that called **Purrfect** gains an additional card for the remainder of the game.
- If the total is greater than or less than the Bid, the player that called **Purrfect** loses a card for the remainder of the game.

CREDITS

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Card Images

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