

2-4

**SUPER-
HEROES**

**15
MINUTES**

**6
YEARS
AND UP**

SUPER MEOW



Super Meow, the feline superhero, is missing! If you find him first, he's sure to make you his partner. Grab your backpack, because you're going on an adventure!

GOAL OF THE GAME

Be the first to find Super Meow. To do this, buy items (cards) that will allow you to attract him (with delicious cat food) and dress him up (with his impressive red cape).

When you have in front of you a Cat card and a Cape card, you win the game!



Cocow, our mascot from space!

Cocow will keep you company while you read this booklet. She'll help you get the most out of your game.

CONTENTS AND SETUP



1 GAME BOX (DRAWER)

Take the drawer out of the box, empty its contents, and turn it over. Now it's the **MARKET**. Place it in the middle of the table.



MARKET CARDS AND THE BANK

Form a pile for each of the card types listed below. Place each pile faceup next to its illustration on the **MARKET** or the **BANK**.

10  cards

10  cards

4  Mouse cards

8  Cat Food cards

8  Cat cards

8  Cape cards

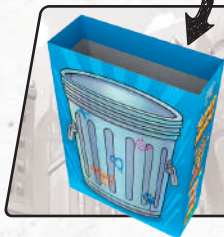
1  Super Meow card



1 GAME BOX (SLEEVE)

Take the game box sleeve and stand it up so that the opening is on top and the players can see the **TRASH CAN**.

NOTE: In these rules, **TRASH CAN** always means the game's trash can!



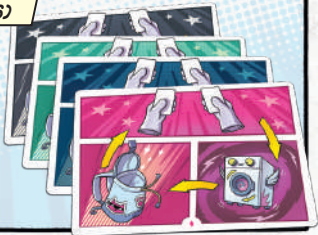
1 BANK TILE

Place this tile next to the **MARKET**, as shown above. This is now the **BANK**.

4 PLAYER CARDS (4 COLORS)

Everyone takes a *Player* card and places it in front of themselves.

Unused cards are placed in the **TRASH CAN**.



Everyone shuffles their 4 *Starting* cards and places them facedown to the left of their *Player* card.

This pile is called your **BACKPACK**.



If you find it hard to shapes can help you:

4 STARTING CARDS (4 COLORS)

Everyone takes the 4 Starting cards that match the color of their *Player* card.

Unused cards are placed in the **TRASH CAN**.



Then everyone takes the top two cards of their **BACKPACK** and places them facedown above their *Player* card. These two cards are called your **HAND**.

NOTE: In these rules, the word **HAND** always means the play area and not anyone's real hands.



The area to the right of your *Player* card is called the **WASHING MACHINE**.



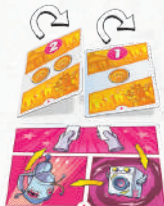
o identify colors, these
: ♦, ▲, ■, ●.

PLAYING A TURN

Everyone takes turns playing, starting with the first player, then the player to their left, and so on. The first player is whoever best imitates a cat's "meow".

1 REVEAL YOUR HAND CARDS

On your turn, flip your two **HAND** cards faceup. These are the two cards that you can use during your turn.



2 PERFORM AN ACTION

Using the two cards in your **HAND**, you can perform one of the following actions:

- **BUY A CARD**
- **THROW AWAY A CARD**
- **USE A  MOUSE CARD**
- **PASS YOUR TURN**



BUY A CARD

You can buy one card from the **MARKET** or the **BANK**. To do so, you will need to pay for it using cards in your **HAND**.



The price of each card is indicated on the **MARKET** (in 🍌 coins or in 🐱 cat food) or the **BANK** (in 🍌 coins).

Take whichever card you buy and place it faceup in your **WASHING MACHINE**.

Example: With 4 🍌 coins in your **HAND**, you buy the Cat Food card and place it directly in your **WASHING MACHINE**.



If you have 4 🍌 coins in your **HAND**, but want to buy a card that costs 3 🍌 coins, you can do that! The cards in your **HAND** show you the maximum amount you can spend to buy a card.



THROW AWAY A CARD

You can throw away one of the two cards in your **HAND**.

If you throw away one of your *Starting* cards (recognizable by their color), place it in the **TRASH CAN**.

This card is no longer needed for the rest of the game.



 **IMPORTANT:** the *Starting* card with the symbol cannot be thrown away.

If you throw away a card you bought at the **MARKET** or the **BANK**, place it back on its pile.



Throwing away cards helps you keep only the best cards in your **BACKPACK**.



USE A MOUSE CARD

If you have a *Mouse* card in your **HAND**, you can steal a card from another player.

- 1/ Choose one of the two cards from any other player's **HAND** and flip it faceup.
- 2/ Place the chosen card, faceup, in your **WASHING MACHINE**.
- 3/ Put the *Mouse* card you just used at the **MARKET** back on the pile of *Mouse* cards.
- 4/ The player who had a card stolen replaces it with another one by taking a card from their **BACKPACK** and placing it facedown in their **HAND**.

IMPORTANT: the *Starting* card with the  symbol cannot be stolen. If you choose a card with this symbol, your *Mouse* card cannot steal it. Put the *Mouse* card you just used at the market back on the pile of *Mouse* cards.



You can only use one *Mouse* card per turn, even if you have two in your **HAND**.

PASS YOUR TURN

If you cannot or do not want to perform any of the three actions above, pass your turn.



3 PLACE YOUR CARDS IN THE WASHING MACHINE

Once you have performed your action, take the cards in your **HAND** and place them faceup in your **WASHING MACHINE**.



Take the top two cards of your **BACKPACK** and place them facedown in your **HAND**.



If you don't have enough cards in your **BACKPACK**, shuffle the cards from your **WASHING MACHINE** and place them facedown in your **BACKPACK**.

Once you have finished your turn, the player to your left begins their turn.

IMPORTANT notes about your **BACKPACK** and **WASHING MACHINE**:

The cards in your **BACKPACK** are facedown. You cannot look at them.

The cards in your **WASHING MACHINE** are faceup. You can look at them anytime.



For a better shuffle, spread the cards on the table and mix them up as if they were in a washing machine.

END OF THE GAME

The game ends as soon as someone starts their turn by revealing a *Cat* and a *Cape*. That player takes the *Super Meow* card: they found the superhero feline and won the game!



OVERVIEW OF A TURN

1 REVEAL YOUR HAND CARDS

2 PERFORM AN ACTION

- BUY A CARD
- THROW AWAY A CARD
- USE A 🐭 MOUSE CARD
- PASS YOUR TURN

3 PLACE YOUR CARDS IN THE WASHING MACHINE

COCOW THANKS YOU VERY MOO-MOO!

Moo-moo thanks to Aline Vidberg and her team of courageous little playtesters, as well as all the other wonderful little Earthlings who helped test the game.

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