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Card Game Starter Deck

2-8 PLAYERS

1 MIN TO LEARN

15 MIN OF GAMEPLAY

ALL AGES

Starter Deck Includes: 120 GAME CARDS



# SETTING UP

Select a dealer and shuffle the deck. Deal each Player 9 Cards (their nine lives.) Place the rest of the cards in the center, this is the DRAW PILE. Flip one card over and place it on the table to form the DISCARD PILE. Now that you're setup let's play!

## GAME OVER

The GAME ENDS when only one PLAYER is left with cards, or the PLAYER with the most cards when the DRAW PILE is empty. You are out of the game when you have no cards left.

# GAME PLAY

You take turns beginning left of the dealer, playing clockwise around the table.

**1** Play one card on the discard pile to start your turn. The card you just played on the (Discard Pile) now has an "EFFECT" on the next player.

## EXAMPLE:

**PLAYER 1:** If you played a MAGIC CARD, you can choose which card ACTION you want to "effect" Player 2 (Attack, Reverse, Skip, etc) this ends your turn.

**PLAYER 2:** Now has to follow directions on the card played to them (on the Discard Pile) you may have to (Defend, Reverse play, Skip a turn or forfeit cards to stay alive.)

**2** You get to DRAW a card from the DRAW PILE after each play you make. (Except when an ATTACK card has been played and you did not play a DEFENSE CARD.

## MATCHED CARDS MULTIPLIED EFFECTS

### MATCHED CARDS

Any card delivered to a player can be MATCHED with an identical card. This increases the effect and passes it along to the next player.

When you MATCH a card played to you, you get to DRAW a card from the DRAW PILE. This can go on for every player and continues to "multiply" the effect until no matching card can be played... or a DEFENSE card is played!

### MULTIPLIED EFFECTS

This is the Multiplied Effect and applies to matching ATTACK & DEFENSE cards only.

## EXAMPLE:

**PLAYER 1, 2 & 3:** Each played matching "Killer Kitten" cards in a row, this would mean that the next (PLAYER 4) would lose 3 Lives unless they have a DEFENSE card.

## ACTION CARDS!

### ATTACK!

KILLER KITTEN: x1 Attack  
NINJA KITTEN: x2 Attack  
KITTEN ARMAGEDDON: X9 Attack

### POWER UP!

BOOSTER: x1 Attack  
(BOOST THE POWER OF ATTACK X2)

### DEFENSE!

THE HERO: x1 Defense  
TOYMINATOR: x2 Defense

## CONTROL CARDS!

### MAGIC

CHAMELEON KITTEN:  
(CHANGES YOU INTO ANY CARD)

### SKIP

NEGLECTED KITTEN:  
(PASS ACTIONS TO NEXT PLAYER)

### REVERSE

TRAITOR KITTEN:  
(CHANGE GAMEPLAY DIRECTION)

### XTRA LIFE

CUTE KITTEN: x1 Xtra Life  
SCAREDY KITTEN: x1 Xtra Life  
SELFIE KITTEN: x1 Xtra Life  
UNKNOWN KITTEN: x1 Xtra Life