

neat.

TOO MANY POOPS



Too Many Poops is a cat collection card game where players compete to score 10 points. Sets of cats score more points but the more cats you have, the more poops you'll get—and too many will lose you the game!

Will you become the ultimate cat owner, or poop out trying?

CONTENTS

- 50 Poople tokens
- 1 Golden Poople
- 1 Pooples Pouch
- 30 Cat cards
- 4 Rainbow Cat cards
- 4 Blank Rainbow Cat cards
- 29 Item cards
- 1 The Wild card
- 1 Rule Book
- 6 Player Reference cards

THE PLAY AREA

The following areas will be referenced in these rules:

- A HOME(s)**
- B PET STORE**
- C THE WILD**

SETTING UP THE GAME

- Each player forms their **HOME (A)** by placing a Litter Box card in front of them, and a Reference card if needed.
- Shuffle the **ITEMS DECK** and **CATS DECK**, separately. Each deck has a different color back.
- Deal **2 CAT cards** and **3 ITEM cards** to each player.
- Build the **PET STORE (B)** by placing the CAT and ITEM DECKS within reach of all players. Draw 3 cards for each of the decks and lay them face up in a row

next to their corresponding deck.

- Place **THE WILD card (C)** next to the PET STORE. Players will be able to play and lure CATS into this area during the game.
- Each player selects **one CAT** from their hand and plays it into their HOME face down. Then, all players flip over and reveal their CATS simultaneously.
- The player that most recently cleaned up POOP goes first.

HOW TO PLAY

The game is played over multiple rounds. In a round, players take turns drawing cards, playing cards, and adding POOPS. When you score 10 points you win!

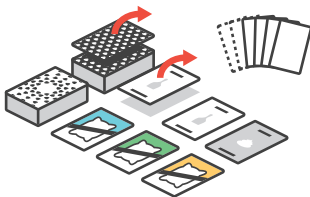
But if instead you get 10 POOPS, you're out of the game!

You perform the following three phases in your turn, in this order, then the next player in clockwise order takes their turn:



1 DRAW CARDS

Draw up to a hand of six by choosing any cards from the PET STORE. You may draw from either deck or from the six face-up cards.

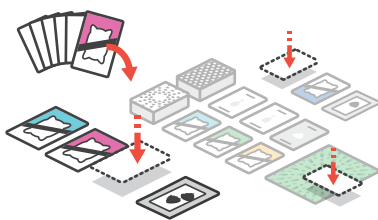


- If you don't already have a CAT in your hand, you *must* draw one.
- When drawing multiple cards, you *may* look at each card before drawing the next.
- After your turn is over, replenish face-up cards in the PET STORE. Shuffle the ITEM discard pile to form a new ITEM DECK when necessary.
- If the CAT DECK runs out, you may draw CATS from THE WILD instead of the face up PET STORE CAT cards.




2 PLAY CARDS

You *must* play only one CAT and *may* play or discard up to two ITEM cards, from your hand. Play these in any order.

CAT cards can be played into any HOME (yours or another player's) or into THE WILD.



Cont'd.

-  **ACTION ITEM cards** take effect immediately.
-  **MODIFIER ITEM cards** may be played into any HOME (yours or another player's), and stay in play for the remainder of the game.
-  **REACTION ITEM cards** can be played during any player's turn.

Place used or discarded ITEM cards in a discard pile next to the ITEMS DECK.

Playing a CAT into a HOME may result in a RIVALRY. RIVAL CATS are identified on the bottom of each CAT card.

While RIVALS are in the same HOME, both CAT cards must be flipped upside down, white backgrounds at the top of the card. A CAT may be flipped back when their RIVAL leaves a HOME.



RIVAL CATS when flipped are worth 0 points and do not count towards LITTER BONUSES (see **WINNING**).

3 ADD POOPS

Add a POOPLE token to your LITTER BOX for every CAT, including RIVALS, in your HOME.

- If you have any ITEM MODIFIER cards, add or subtract the number of POOPS before adding them to the LITTER BOX.



- POOPS add up over every turn.

- If you run out of POOPLE tokens, POOPS are still counted. Just add them once more tokens become available.
- When you reach 10 POOPS, you have **TOO MANY POOPS!** If you don't yet have 10 points (see **WINNING**), then you immediately lose the game!

When you lose:

- Your POOPLES all go back to the supply
- All your CATS run away to THE WILD, including CATS in your hand
- Any ITEMS you had in your HOME or in your hand will return to the PET STORE ITEMS' discard pile.

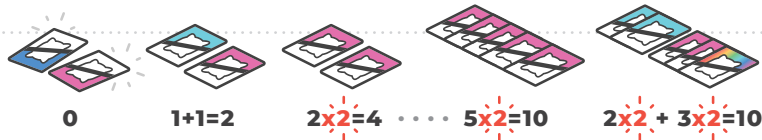
WINNING

If at any time you have 10 or more points in play in your HOME, even if you would also have **TOO MANY POOPS**, you win the game!

- CATS AND RIVALS:** Each CAT in your HOME, except for flipped RIVALS, count as 1 point. RIVALS count as 0 points. CAT points don't add up over every turn, like POOPS.
- LITTER BONUSES:** Any CATS in a LITTER count as 2x points. 2 CATS of one LITTER would score 4 points, up

through 5 CATS of one LITTER would score 10 points. CATS are in a LITTER when they share the same pattern and color background. RIVALS don't count when flipped and showing a white background. Each of the 6 unique LITTERS has 5 CAT cards.

- RAINBOW CATS:** These CATS can count towards any LITTER color. You may only count this CAT as part of a single LITTER in your HOME, but may change it at any time. There should only be 4 RAINBOW CATS in the game.



GOLDEN POOPLE VARIANT

The game includes a special **GOLDEN POOPLE** you can use by playing the game with these adjusted rules:

- Remove 5 POOPLES for each player less than 6. Your POOPLE SUPPLY should be:

PLAYERS	2	3	4	5	6
POOPLES SUPPLY	30	35	40	45	50

- Store the SUPPLY in the POOPLE POUCH, and add the GOLDEN POOPLE.
- During the **3 ADD POOPS** phase, draw the necessary amount of POOPLES from the POOPLE POUCH.
- If you draw the GOLDEN POOPLE, don't add it to your LITTER BOX. Instead, every other player adds a POOPLE from the pouch. Then, add the GOLDEN POOPLE back into the pouch for the next player's turn.

BLANK RAINBOW CATS

The game includes 4 extra RAINBOW CATS with a blank banner that you can customize with your own cat names! But don't play the game with 8 CATS: pick only 4 to shuffle into the CATS DECK whenever you start a game.

