

Catnip!

INSTRUCTIONS

For 2 or 3 Players

CAUTION

Do not allow your child to pick up and place the motorized cat anywhere near his or her hair. Entanglement injury could result.

Contents

Claude the motorized cat, Plastic gameboard, 3 Plastic mice, 3 Plastic cheese chunks, 8 Yellow mice tokens, 1 Blue mouse token, and Label sheet

Object of the Game

Avoid Claude the cat and collect the fewest mouse tokens.

Apply Labels

1. Apply the eye and teeth labels to Claude as shown in Figure 1.
2. Apply the eye and foot labels to the mice as shown in Figure 2.

FIGURE 1

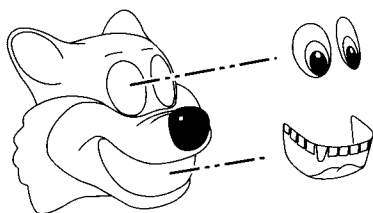
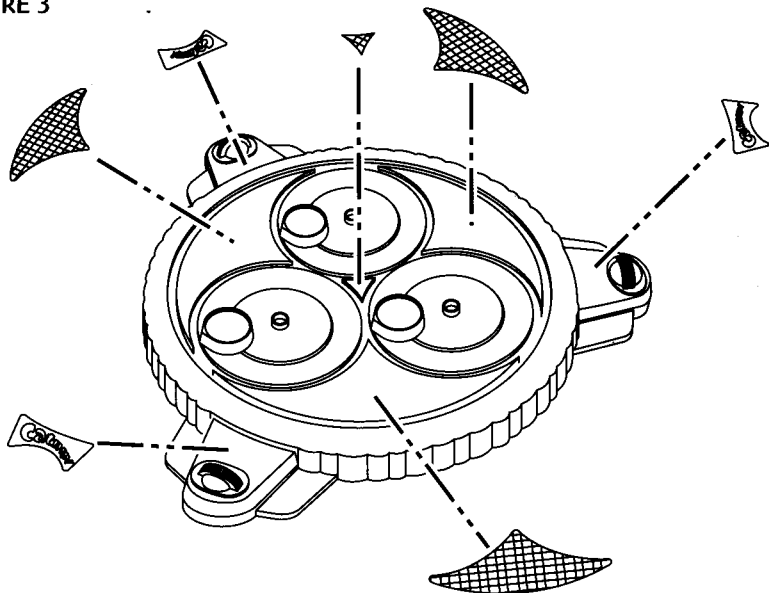


FIGURE 2



FIGURE 3



3. Place the remaining labels on the gameboard as shown in Figure 3.

Arms

Attach Claude's arms as shown in Figure 4.

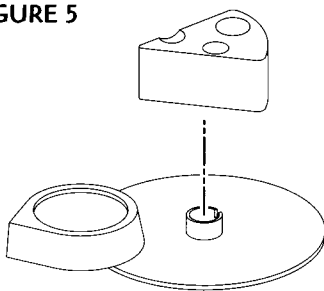
FIGURE 4



Cheese Chunks

Attach the three plastic cheese chunks to the gameboard turntables as shown in Figure 5.

FIGURE 5



Tokens

Carefully remove the nine tokens from the cardboard sheet. Discard waste cardboard.

Installing the Battery

Make sure the power switch on Claude is in the OFF position. See Figure 6. Using a Phillips head screwdriver, loosen the screw and open the battery door on the bottom of the cat. Insert one "AA" size alkaline battery as shown in Figure 7. Make sure you match up the (+) and (-) symbols as shown. Then close the battery door and tighten the screw.

FIGURE 6

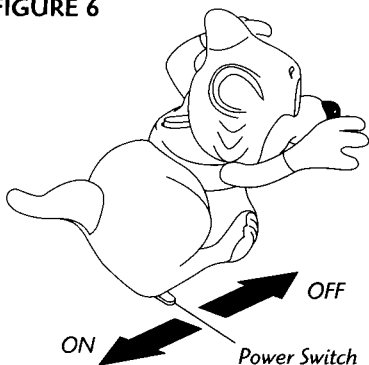
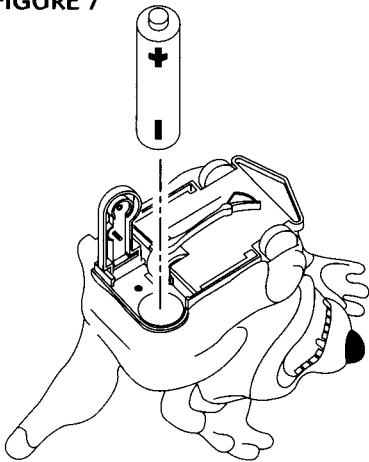


FIGURE 7



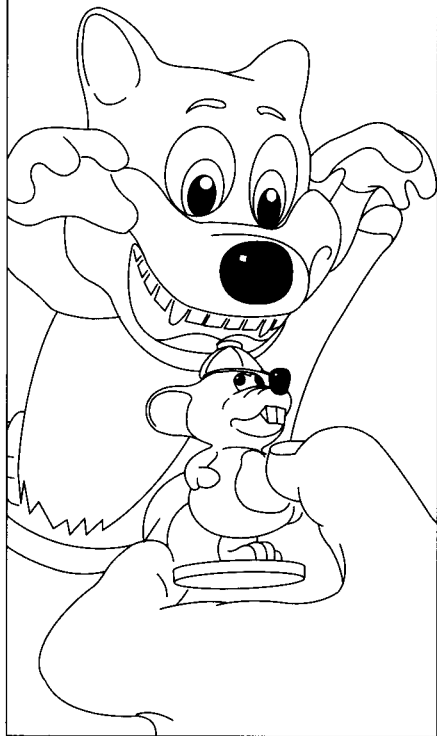
Testing the Battery

After installing the battery, pick up Claude and move the power switch to the ON position. One of two things should happen:

- If Claude begins making a motorized clicking sound, he is working properly.

Leave the switch in the ON position, but shut off Claude by touching the top of a mouse to Claude's mouth as shown in Figure 8.

FIGURE 8



• If Claude doesn't make a motorized clicking sound, then press the button on his back as shown in Figure 9. He should begin making the sound. Leave the switch in the ON position, but shut off Claude by touching the top of a mouse to Claude's mouth as shown in Figure 8.

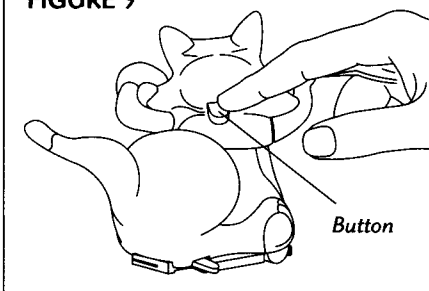
If Claude still doesn't make a motorized clicking sound, the battery may be weak or improperly installed.

Caution: Battery may leak if improperly installed. Remove battery during extended storage.

Setup

1. Place the eight yellow mice tokens faceup in a pile within easy reach of

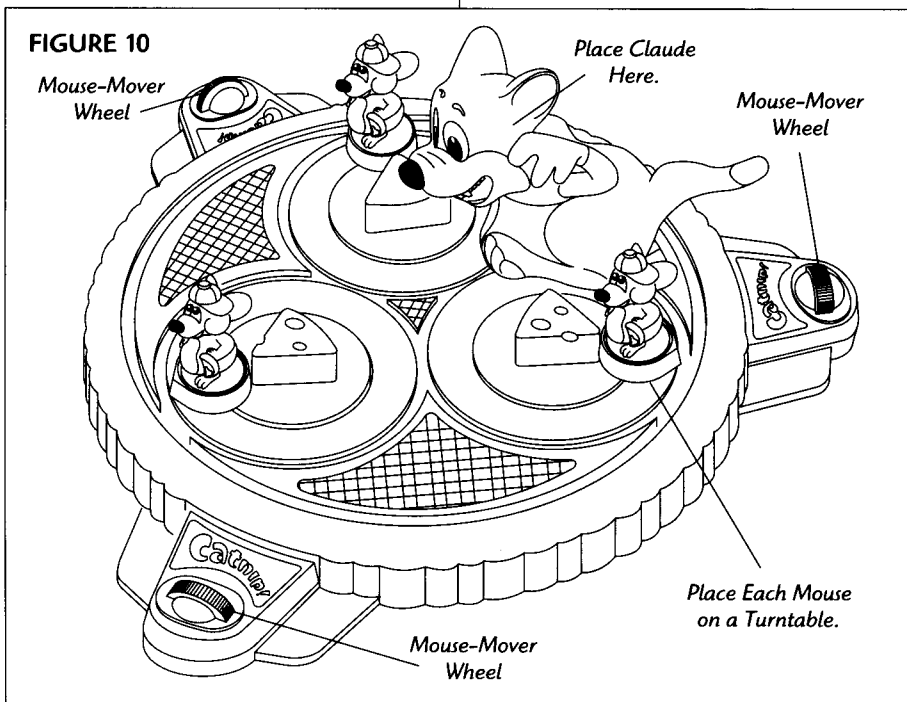
FIGURE 9



all players. Place the one blue mouse token out of play for now. It will be used in the event of a tie. (See **Tie Game Play-off** section at the end of the instructions.)

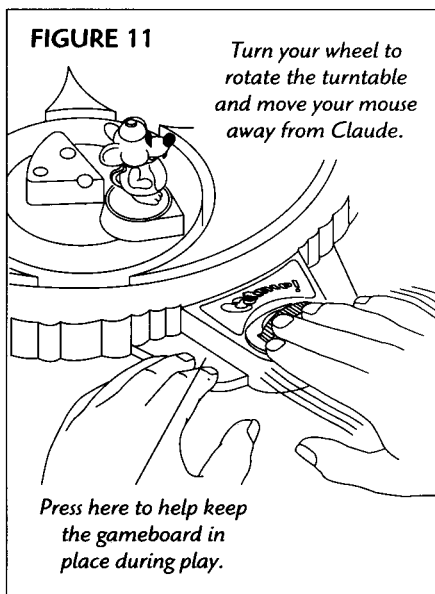
2. Place Claude and the mice onto the gameboard as shown in Figure 10. (In a two-player game, place only two mice on the gameboard.)

FIGURE 10



How to Use Your Mouse-Mover

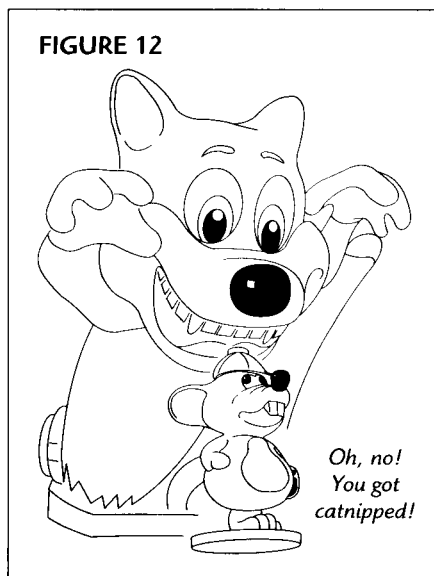
Practice moving your mouse away from Claude by rapidly turning your mouse-mover wheel left and right with your thumb or fingers. As you turn the wheel, the turntable rotates your mouse. See Figure 11.



How to Play

1. Each player sits in front of a mouse-mover wheel and mouse. Players should turn the mouse-mover wheels until their mice are as far away from Claude's mouth as possible.
2. Make sure the power switch on Claude is still in the ON position.
3. To begin play, press the button on the back of Claude.
4. All players immediately yell "Meow!"

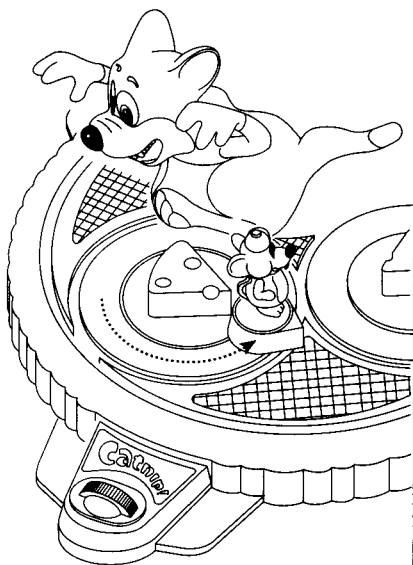
5. As Claude begins moving around the gameboard, all players at the same time quickly turn their mouse-mover wheels, trying to keep their mice away from Claude's mouth. If a mouse is caught by Claude's teeth, then that mouse has been catnipped! Too bad! All play stops. See Figure 12.



Getting Catnipped!

If your mouse is catnipped by Claude, take a yellow mouse token. Then place your mouse back on its turntable and rotate your mouse as far away from Claude's mouth as possible. See Figure 13. The other players keep their mice in their present positions. Then press the button on the back of Claude and continue playing until all yellow mice tokens have been collected.

FIGURE 13



Return your captured mouse to its turntable and rotate your mouse away from the front of Claude.

Winning the Game

When all yellow mice tokens have been collected, the player with the fewest tokens wins the game and is the BIG CHEESE!

Tie Game Play-off

If a tie occurs for the fewest tokens collected, tied players have a play-off round. The first player caught by Claude takes the special blue cat token. The other player wins the game.

© 1996 Milton Bradley Company.
All Rights Reserved. 4722-1

Milton Bradley Company
P.O. Box 1247
East Longmeadow, MA 01028
U.S. Patent Pending.