

# **cat and mouse Spielanleitung / Spielregeln**

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# Inhalt

|                                       |   |
|---------------------------------------|---|
| Katz und Maus Spielregeln.....        | 1 |
| Introduction.....                     | 2 |
| Game start and card distribution..... | 3 |
| Game goal.....                        | 6 |
| Gameplay.....                         | 7 |
| End of the game.....                  | 8 |

# Katz und Maus

## Spielregeln

# Introduction

Cat and Mouse is a card game for 2 players and also known in its commercial version Skip-Bo. Cat and Mouse is played with classic playing cards. **Kings count as jokers!** The aim is to be the first to lay down your cards in an orderly manner. In the sequence, ordered means A (Ace), 2, 3, ..., 9, 10, J (Jack), Q (Queen).

# Game start and card distribution



In the middle of the board, the 4 **game stacks** are initially empty.

Each player has 4 **deposit piles** between their hand and the game piles.

# Game goal

The goal is to be the first to empty your stockpile.



# Gameplay

It is played alternately.

- You can use cards from your **hand**, your **deposit piles**, and your **stockpile**.
- Cards are either placed **on** a **deposit pile** or a **game stack**.
- Cards may not be moved between deposit piles.
- Cards from the stockpile may only be placed on a game stack.
- Cards on a game stack are no longer moved.
- A deck is opened with an ace and filled in ascending order. The card suit is irrelevant.
- Once a deck has a Queen (Q) placed on top of it, it is automatically removed. You can start over with an ace on the pitch.
- **Kings are wild cards** and can be used anywhere.
- You can place any number of cards in any order on a deposit pile. However, only the last card is playable.
- You can play as long as you can and want to move cards. A turn always ends with a card being put from **your hand** to a **deposit pile**.
- If you use up all your hand cards without having put the last one on a deposit pile, you get **immediately 5 new cards**.  
**For technical reasons** it is implemented like this: The turn ends, you have to confirm the move, then the hand cards are refilled, and you immediately get another turn. **That means the opponent seems to sit out once.**

After your turn, your hand cards are refilled from the talon.

# End of the game

- The game ends when a player plays the last card of his stockpile. This player then wins.
- The game is also over if there are no cards in the talon after a round. In this case, the player with fewer cards in his stockpile wins. If the number is the same, the game counts as a draw.