

cat and mouse Spielanleitung / Spielregeln

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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

ponent's
stock

Your stock

ard(s)



Opponent's deposit piles

Game stacks

Draw pile

16 card(s)

Your deposit piles

Your hand

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.