

KITTENS IN A BLENDER

HOW TO PLAY!

CONTENTS

- 1 Oversized Blender card
- 1 Oversized Box card
- 110 playing cards:
 - 64 Kittens (4 colors, 16 of each color)
 - 18 Kitties on the Move (6 of each number)
 - 16 Blends (8 Regular Blend & 8 Blend Block)
 - 4 Dogs in the Kitchen (2 left & 2 right)
 - 2 Kittens in the Blender
 - 2 Your Cats in the Blender
 - 2 Cats on the Counter
 - 2 Kittens in the Box

OBJECTIVE

Save your kitties! Keep as many of your kittens safe as possible, while sending as many of your opponents' kittens as you can into the Blender. The person with the most points when no more kittens can be blended wins. Trust us, it's all in good fun.

SETUP

Put the game box top on the table, open-side-up. Place the Oversized Blender Card inside, face-up. That's *The Blender*. Put the box base on the table, open-side-up. Place the Oversized Box Card inside, face-up. That's *The Box*. Leave some space between the two box halves. That space is called *The Counter*.



Shuffle the deck and place it face down on the table. Each player is assigned a color of kittens: red, green, blue, or yellow. Players are then dealt 6 cards.

PLAY

Begin with the oldest player. Play goes clock-wise. On each turn, players must play two cards then draw back up to 6 (unless there are no cards left to draw). Kitten cards may be played into *The Blender*, *The Counter* or *The Box*. All other cards, when played, are placed face up in front the player so that all players can keep track of which cards have been played. In the deck there are different kinds of cards that do different things:



KITTENS

Each player has 16 adorable kittens that are shuffled through out the deck. Kittens can be played into one of the three playing areas: *The Blender*, *The Counter*, or *The Box*. You may play kittens of any color.



BLEND

When a Blend card is played, all kittens in *The Blender* are destroyed, and all kittens in *The Box* are saved. All kittens left on *The Counter* move into *The Blender*. Place all the saved kittens in a pile, face-down next to *The Box*. Place all the blended kittens in a pile, face-down next to *The Blender*. Leave the Blend card face up in front of you.



BLEND "PULSE"

Blend "Pulse" cards can be used as a regular Blend card, or can also be used to stop a blend played by another player. To stop a blend, play a Blend "Pulse" card immediately after someone plays a Blend card. The blend is stopped. Put the Blend "Pulse" card face up in front of you, then draw back up to 6. If multiple players try to stop a blend at once, play rock, paper, scissors to determine who gets to keep their Blend "Pulse" card.



KITTIES ON THE MOVE

Use this card to move kittens to or from *The Blender*, *The Counter* or *The Box*. The number on the card determines the number of different Kittens that can be moved 1 space. Each of the playing areas counts as a space. From *The Blender* to the *Counter* is 1 space. From *The Counter* to the *Box* is 1 space. From *The Blender* to the *Box* is 2 spaces (so it is not possible to move a kitten from *The Blender* to *The Box* using only one Kitties on the Move card).

Example: Tim plays a Kitties on the Move card numbered "2". One of his kittens is in The Blender. He can move his kitten from The Blender to the Counter, but not all the way to The Box. He can either move another cat out of The Blender to The Counter, move a cat from The Counter to either The Blender or The Box or move a cat from The Box to The Counter.

Multiple Kitties on the Move cards may be used on a turn (to move a kitten more than 1 space, multiple Kitties on the Move cards must be used). These cards are played face up in front of you.



KITTENS IN THE BLENDER

When this card is played, all cards that are on *The Counter* or in *The Box* are moved to *The Blender*.



THESE CATS IN THE BLENDER

The player who plays this card selects a color and moves all cats of that color from *The Counter* and *The Box* to *The Blender*.



KITTENS IN THE BOX

When this card is played, all cards that are in *The Blender* or *The Counter* are moved to *The Box*.



CATS ON THE COUNTER

When this card is played, all cards that are in *The Blender* or *The Box* are moved to *The Counter*.



DOG'S IN THE KITCHEN

When this card is played, each player gives their hand to the player to the direction indicated on the card. If a player receives a hand with less than 6 cards they may immediately draw up to 6.

ENDING THE GAME

The game ends when all 16 of the Blend cards have been played. If all the cards from the deck are drawn before all Blend cards are played, play continues without players drawing back up to 6.

SCORING

Saved cats are worth 2 points, and blended cats are worth -1. Count up the number of cats you have saved and double the number, then subtract the number of your cats that were blended. The player with the highest score wins. If there is a tie, whoever among the tied players has the most Blend and Blend "Pulse" cards in front of them wins. If that doesn't break the tie, then the game ends in a tie.

DIFFERENT GROUP NUMBERS

Generally Kittens in a Blender is played with 4 players, but it can be played with varying group sizes. Here are some recommended setups:

- 2 Both players choose 2 groups of kittens
- 3 Play normally but have one group of kittens neutral. Or remove one group of kittens from the deck.
- 4 Play according to standard rules.
- 5 Play with 1 team of 2, and 3 solo players. Or 1 solo player and 2 teams of 2.
- 6 Play with 3 teams of 2 but have one group of kittens neutral. Or remove one group of kittens from the deck.
- 7 Play with 3 teams of 2 and 1 solo player.
- 8 Play with 4 teams of 2

When playing with teams, make sure that players on the same team are not sitting next to each other. Other than that, it is your game and you can set up the games how you want! Have fun blending innocent kittens you sick, weirdo!

CREDITS

GAME DESIGN:

Brent Knudson & Brian Knudson

EDITING:

Mike Selinker & Teeuwynn Woodruff

GRAPHIC DESIGN:

Mike Vaillancourt & Brent Knudson

ART DIRECTION:

Mike Vaillancourt

ILLUSTRATION:

Anne-Julie Painchaud

PLAY TESTERS:

Derek Johnson, Russ Andes, Scott Knudson, Mia Knudson, Stephen McQuillan, Jennifer Harding, David Stansel-Garner, Julie Haehn, Jessica Blair, Heather Knudson, TJ Leafy, Jen Leafy, Kami Knudson, Jake Dahl, Emma Robinson, Danee Robinson, Kyle Blackhurst, Jena Blackhurst, Justin Egge, Mike Cooper, Bryan McDermott, Danaen McDermott, Ian McDermott, Will McDermott, Lara Phillips, Julia Sabin

