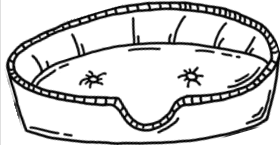
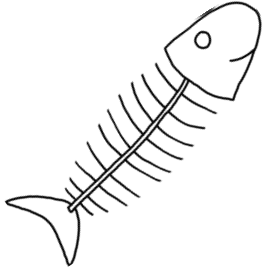






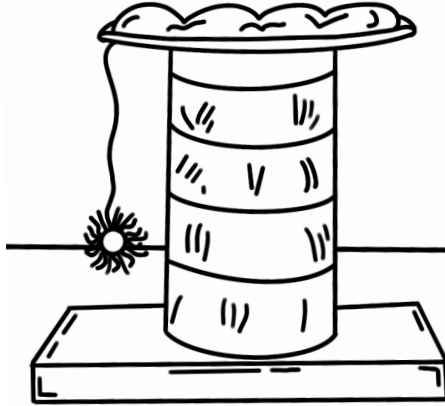
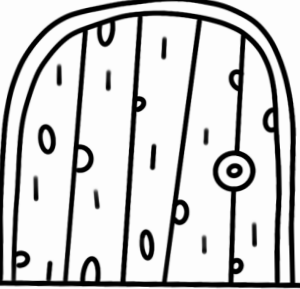
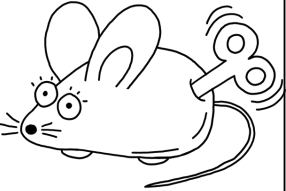
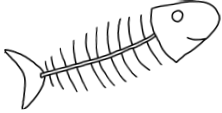


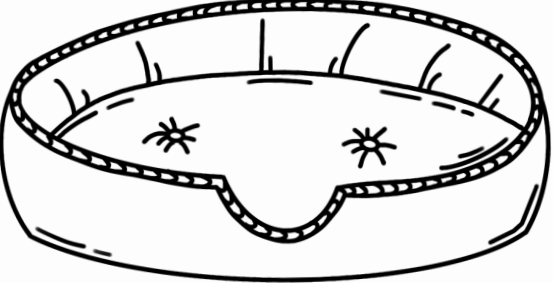

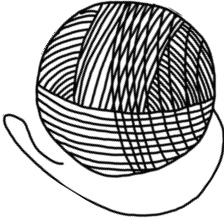
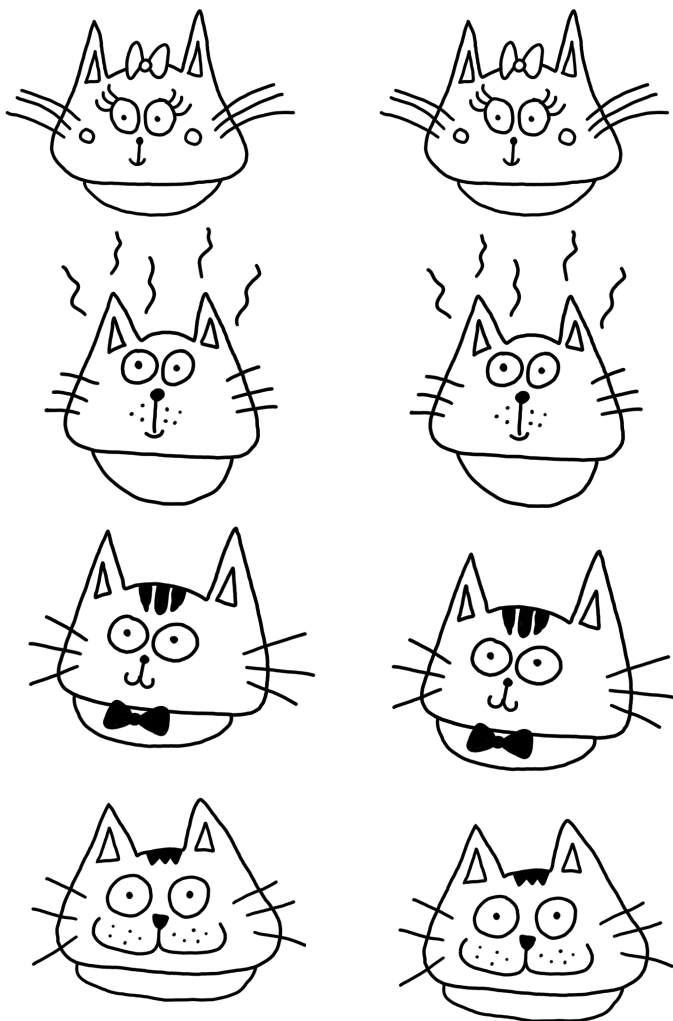
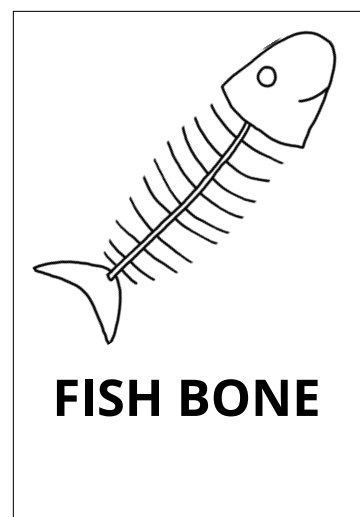
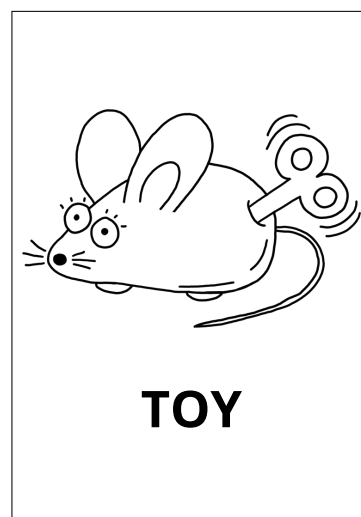
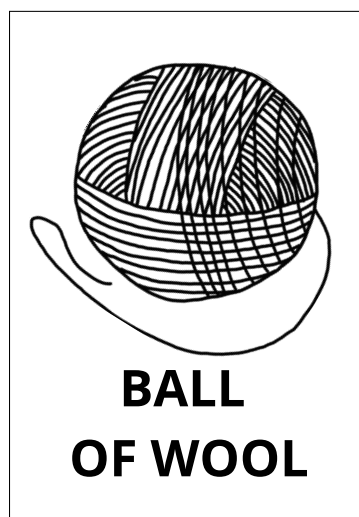
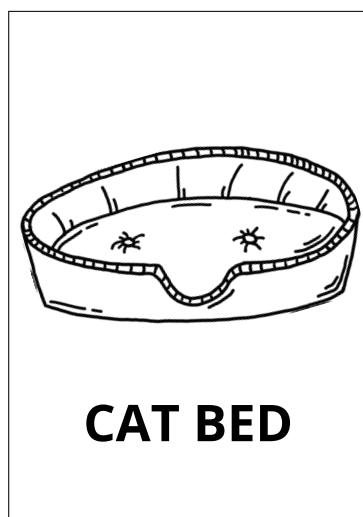
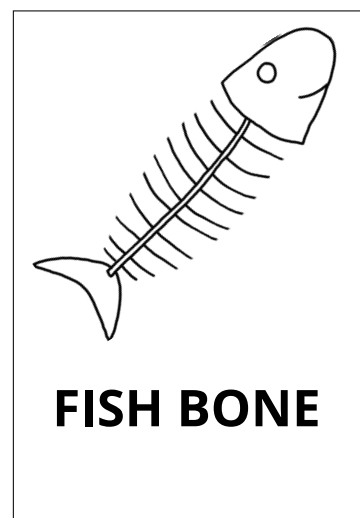
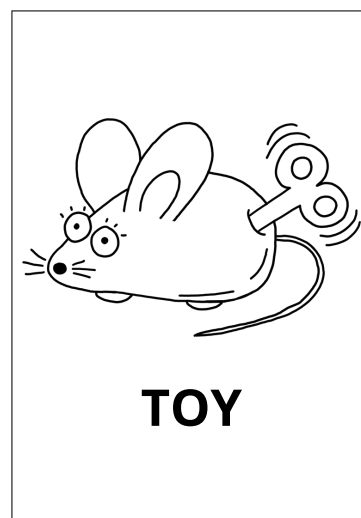
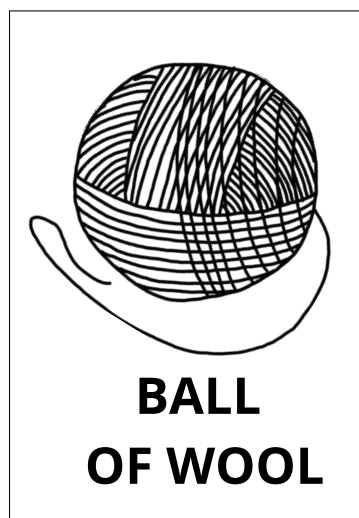
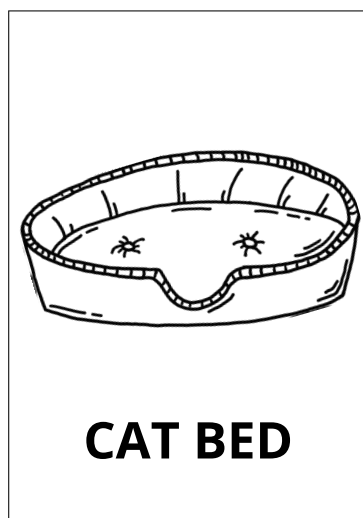


START									
+3									+2
									
									
LOSE A TURN									-1
									

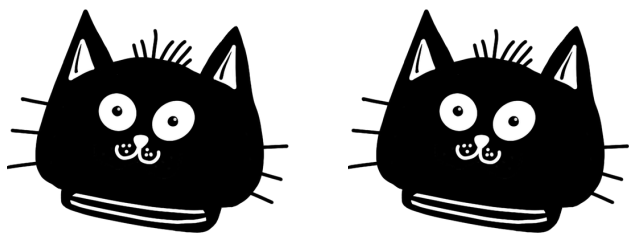
Kittens



Playing Cards

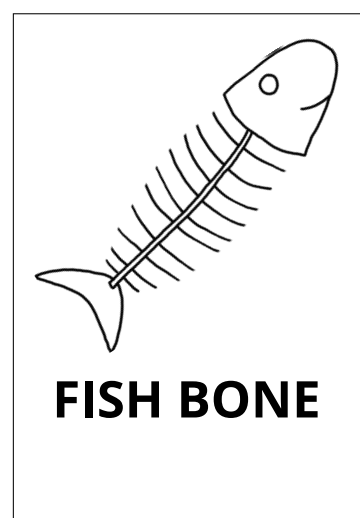
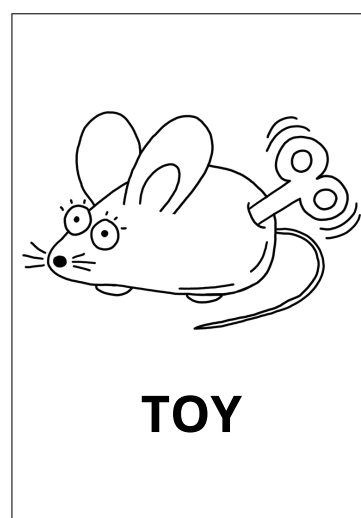
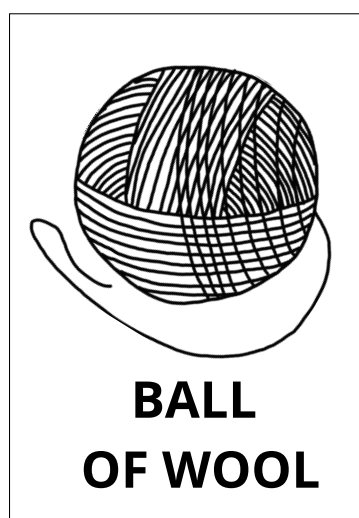
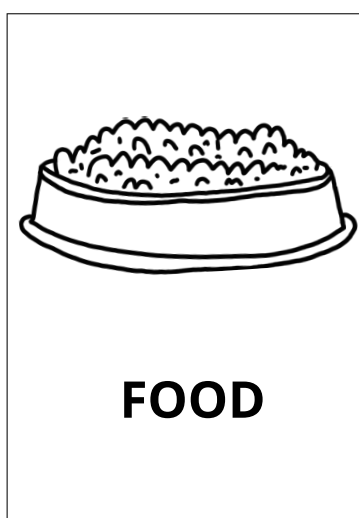
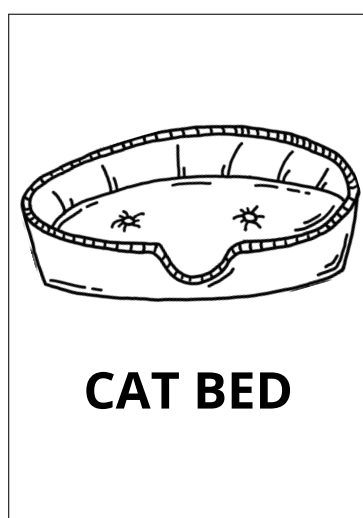
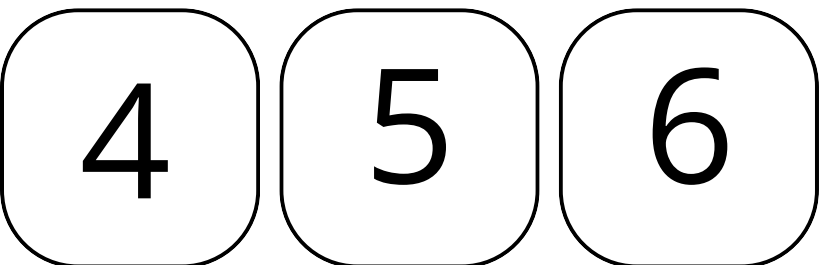
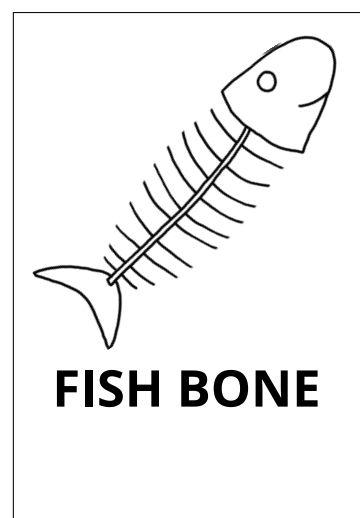
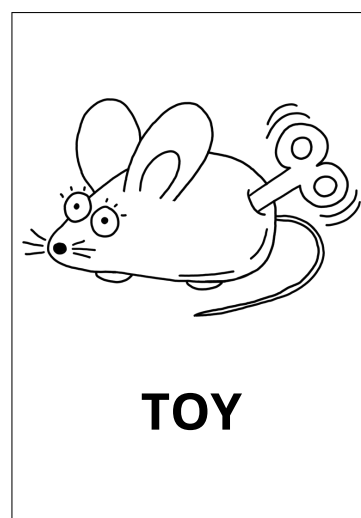
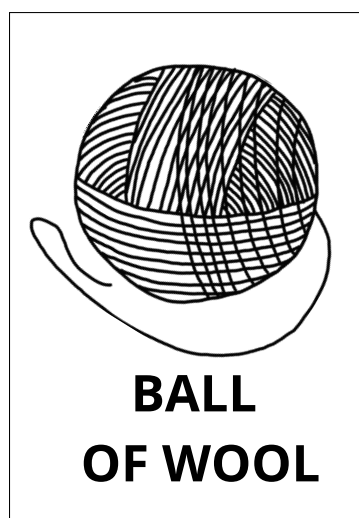
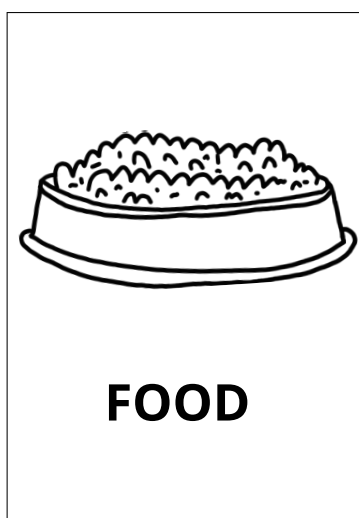
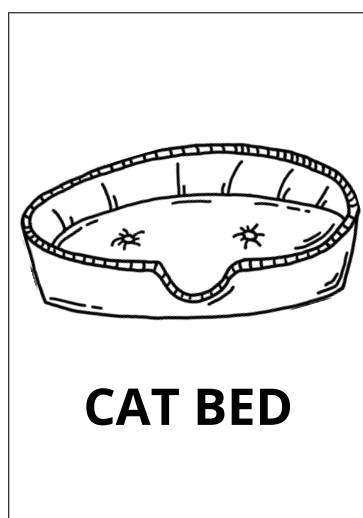


Troublemaker



Don't have a dice?

Cut out the number cards, close your eyes, and draw one

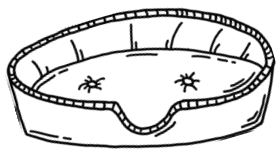


I'm glad you're going to play with VYMAL'UJ MA (COLOR ME IN). First, color the playing cards and the cats. Feel free to give them funny names too. Then cut everything out. If you don't have a dice, use the number cards instead. With this number of playing cards, a maximum of four players can play. If you print everything twice, up to eight players can join .

Preparation is done. Each player chooses one *kitten* to play with. Place the *playing cards* and the *troublemaker* on the designated spots on the game board, and put your chosen kittens on the **START** square.



The goal of the game is to collect all the cards (cat bed, food, ball of yarn, toy mouse, fish bone, and cat toilet). The winner is the first player who has one of each card.



The youngest player starts by rolling the dice and moving around the game board. If you land on a card symbol, you take one card. If you land again on a square with a card you already have, you don't take another one.



There are also fields with +2, -1, +3, and a poop symbol on the board. If you land on one of these, you either move back one square or forward two or three squares according to the number. If you land on the poop symbol, lose one turn.



If you want to make the game harder, place the troublemaker anywhere on the board. The player who lands on it must return all the collected cards and start over. The player who lost their cards can place the troublemaker anywhere on the game board again.

The player who wins can place little cat on the cat bed on the game board. Congratulations to the winner! I wish you lots of fun and enjoy the coloring!

Tip: To make the pieces last longer, cover them with clear tape or laminate them.