

# PURRANORMAL CATIVITY

Purranormal Cativity is the mystery game for people with mischievous cats or those with a love for cheeky animals!

You wake up from a lovely nap and head downstairs and hear the unmistakable sound of your naughty cats scrambling to hide from you after they have been messing about. It is now your task to uncover what happened in the scenes leading up to your arrival.

Players must use their knowledge and tact to conclusively uncover the truth, but first all 4 aspects of the crime must be deciphered;



You will be helped in your investigation by our 'Host Cat', The Great Catsby. You will see him throughout the game showcasing the aspects of the cat crime.

I will find you, you old sport!



## 1. AIM OF THE GAME

Find out what happened! Players must discover all 4 correct aspects of the crime by gradually eliminating incorrect alternatives.

## 2. PLAYERS

Purranormal Cativity is for 3-6 players. There are nine possible outcomes for each of the four categories - meaning that there is over six and a half thousand possible variations of the catty crime.



## 3. THE DEAL

Divide all the cards into their categories and randomly remove one of each category and put them back in the box - the randomly chosen cards are now the secret details to the crime that you must uncover, so make sure no players take a sneak peek!



Then shuffle the remaining cards and deal them out evenly to all players - so that the game is as fair as possible, if there are any spare cards left over, they should be shown to all players to tick off from their notes.

### TOP TIP!

It helps to sort your cards into their categories! Look for the icon in the top left corner of the card.



## 4. THE CLUE SHEET

When the deal is complete, each player can mark off the cards in their hand on their clue sheet, as you know they are not relevant to the crime, as they are not inside the box.

SUSPECT	CRIME	PLACE	MOTIVE
Bubbles	<input checked="" type="checkbox"/> Climbing plants	<input checked="" type="checkbox"/> Under the kitchen cabinet	<input checked="" type="checkbox"/> To get some attention
Loki	<input checked="" type="checkbox"/> Gambling	<input checked="" type="checkbox"/> Under the sofa	<input checked="" type="checkbox"/> Dislike of food portions
Norman	<input checked="" type="checkbox"/> Ate homework	<input checked="" type="checkbox"/> Under the floorboards	<input checked="" type="checkbox"/> Boredom
Bertie	<input checked="" type="checkbox"/> Eating poisonous plants	<input checked="" type="checkbox"/> In the litter tray	<input checked="" type="checkbox"/> To watch humans deal with it
Arie & Luna	<input checked="" type="checkbox"/> Poed on the carpet	<input checked="" type="checkbox"/> In a plant pot	<input checked="" type="checkbox"/> You stole their favourite treat
Malcolm	<input checked="" type="checkbox"/> Stole food	<input checked="" type="checkbox"/> In the attic	<input checked="" type="checkbox"/> They were put in a cat costume
Charlie	<input checked="" type="checkbox"/> Smashed a window	<input checked="" type="checkbox"/> In a suitcase	<input checked="" type="checkbox"/> They were awarded on holiday
Smudge	<input checked="" type="checkbox"/> Bullying other animals	<input checked="" type="checkbox"/> In the wire cupboard	<input checked="" type="checkbox"/> The cone of shame
Huckleberry	<input checked="" type="checkbox"/> Broke a plant pot	<input checked="" type="checkbox"/> Behind the blinds	<input checked="" type="checkbox"/> Unrequited love

## 5. GAME PLAY

The player to the left of the dealer takes the first turn in being the detective and challenges one of the other players for any two of the aspects of the crime.

For example, they might say "Was it Norman?" As the suspect and "Boredom" as the Motive?

Was it **'NORMAN'** as the suspect and **"BOREDOM"** as the motive?



If either one or both cards are held by the player, one of them must be shown secretly to the challenger, who can then record what they have uncovered on their clue sheet.

### TOP TIP!

It is useful to have a coding system to keep track of your findings on your clue sheet. E.g. a cross for a definite no and a circle for a maybe

### TOP TIP!

As you become a more experienced detective, you will realise that bluffing is very useful! This could be asking for cards that you already have to trick your opponents.

If the detective uncovers a clue, they may have one additional turn at challenging any player with another 2 aspects. If the challenge is unsuccessful and the player has neither of the cards, then this player does not get a second chance to challenge. The person to the left then becomes the detective and takes their turn to challenge a player.

## 6. WHO WINS?

As the investigation continues you will gradually find out information and clues about the crime. When a player thinks they have solved the crime, they must 'Meow' out loud and tell the remaining players the details of the crime they have uncovered!

This player then checks the cards in the box to see if they are correct and if they are; they win!

"LOKI" was **"EATING POISONOUS PLANTS"** because **"THEY WERE PUT IN A CAT COSTUME"** and they are now hiding **"IN THE LITTER TRAY"**

If they are wrong, they put the crime details back without any player seeing and they reveal their hand to the other players - this player is then out of the game! Play then continues until a remaining player successfully solves the crime!

### DON'T FORGET...

Please tag us in your best crime combinations @the.games.room



If you have any funny cat photos, names, crimes, motives or hiding places, please tell us your suggestions and we'd be happy to include them in expansion packs or even future editions of Purranormal Cativity!

(I've got it!)  
**MEOW!**

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GB: WARNING! Not suitable for children under 3 years. Contains small parts which may cause a choking hazard.

FR: ATTENTION! Ne convient pas aux enfants de moins de 3 ans. Contient de petites pièces pouvant provoquer un risque d'étouffement.

ES: ¡ADVERTENCIA! No apto para niños menores de 3 años. Contiene piezas pequeñas que pueden representar un peligro de asfixia.

DE: ACHTUNG! Nicht für Kinder unter 3 Jahren geeignet. Das Produkt enthält Kleinteile, die zu Erstickengefahr führen können.

IT: ATTENZIONE! Non adatto a i bambini di età inferiore ai 3 anni. Contiene parti minuscole che possono causare un rischio di soffocamento.

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