

TEM PURR A



RULES

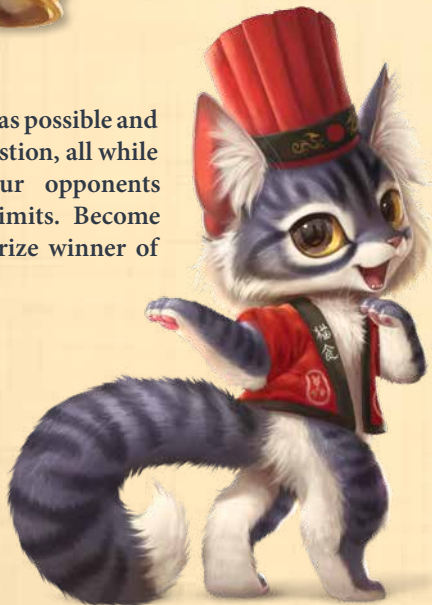
INTRODUCTION



You and your fellow cats are in an eating contest! Over several rounds, pass dishes to your neighbors or dig into the buffet. But above all, watch out for indigestion!

GOAL

Eat as much as possible and avoid indigestion, all while pushing your opponents over their limits. Become the grand prize winner of the contest!



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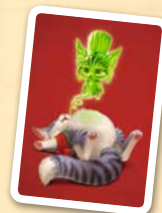
This box contains all the material necessary to play:



72 Dish cards numbered from 2 to 7



17 Action cards



6 Indigestion cards



15 Indigestion tokens



1 Play Direction token

+ 1 rulebook




SETUP

- 1 Place the Indigestion and Play Direction tokens in the middle of the table.
- 2 Remove the Indigestion cards from the deck and place them near the Indigestion tokens.
- 3 Shuffle the Dish and Special cards to make the deck.
- 4 Deal 5 cards from the deck to each player.
- 5 Add an Indigestion card to the deck, shuffle, and place the deck in the middle of the table.



OVERVIEW



The game takes place over several rounds. On your turn, you may draw cards to eat the dishes offered to you by other cats, or play cards onto the stack to serve them to your neighbor. If you overeat and draw an Indigestion card, the round ends and you receive an Indigestion token. Once you draw your third Indigestion, you are eliminated and the game ends immediately.

GAMEPLAY

The first player in a round chooses a Dish card from his hand and begins a stack by placing it face-up in the center of the table. Then, the player to the left begins play by choosing one of four actions.

1 - Serve a Dish

Play a card from your hand onto the stack. The card you play must match the top Dish card of the stack.

For example: If the top Dish card has a value of 6 and you choose to Serve, you must play a Dish card with a value of 6.

2 - Eat a Mouthful

Draw as many cards as the sum of the Dish cards in play, and reveal them.

If you reveal one or more Indigestion cards, the round ends! (See End of the Round on p.7.)



Either way, add all non-Indigestion cards that you revealed to your hand. Then discard the stack.

If you drew no Indigestion cards, play a card from your hand to start a new stack.

For example: Four Dish cards of value 2 are in play. If you decide to Eat, you must draw $2+2+2+2 = 8$ Dish cards. Then discard the stack and play a new Dish card from your hand.

Note: When you Eat a Mouthful, if you empty the deck, draw the rest of your cards from the discard.

3 - Play an Action Card

Play an Action card on top of any dish on the stack. The Action cards are:



Add 1 dish to the total of dishes to be eaten.



Reverse the direction of play. Flip the Play Direction token to the other side.



Choose the next player and continue play in the current direction.



4 - Skip a Dish

Play two identical Dish cards to discard the stack and change the Dish in play. Place one of these two cards on the discarded stack, and place the second

card in the center of the table to start a new stack. The next player now plays onto this new Dish card.

For example: The Dish card in play has a value of 6. You don't have a Dish card with this value in your hand, but you have two Dish cards with values of 3. You place one on the stack that you discard, and start a new stack with the second Dish card. The next player must now Eat three mouthfuls, Serve a Dish of value 3, Play an Action Card, or Skip a Dish again.

After your action ends, check the Play Direction token to see where play passes.

Note: If you have no cards in your hand when it's your turn to play, draw three cards and play your turn normally. If you draw an Indigestion card this way, your turn ends and the round ends according to the rules.

END OF THE ROUND

A round ends as soon as a player draws an Indigestion card. This player takes an Indigestion token and places it in front of himself to show his status in the contest. Discard the stack.

NEW ROUND

All players keep their hands. Shuffle the discard pile, the deck, and all revealed Indigestion cards together to form a new deck. The player who took the Indigestion token can choose whether to add an additional Indigestion card to the deck. Then, this player chooses a Dish card from his hand and starts a new stack. Reset the Play Direction token to indicate clockwise play. A new round begins.



Note: *There can be a maximum of 6 Indigestion cards in the deck. No one can remove Indigestion cards during the game.*

END OF THE GAME

The game ends as soon as one unfortunate player takes a third Indigestion token.



Among the remaining players, whoever has the fewest Indigestion tokens wins the game. In case of a tie, whoever has the most cards in hand wins the game.

CREDITS

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Made in Shanghai, China.

Jeu en anglais. Importé au Canada par IELLO USA LLC, 5550 Painted Mirage Rd., Suite 320, Las Vegas, NV 89149, USA. Lot: TPAEN102015.

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