

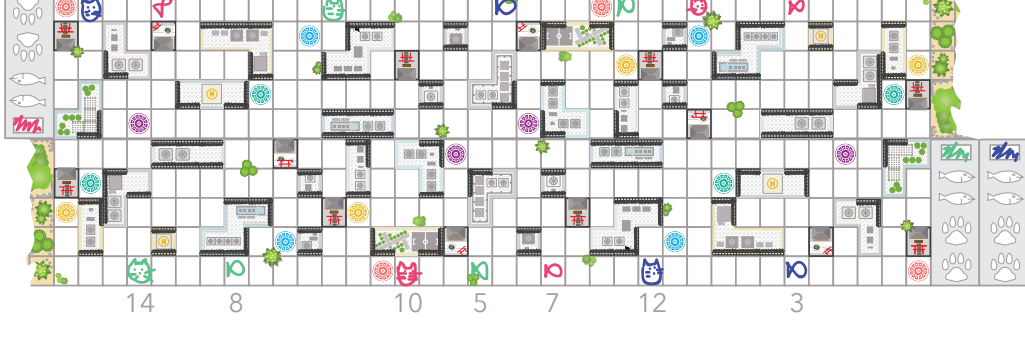
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### 3-6 PLAYERS

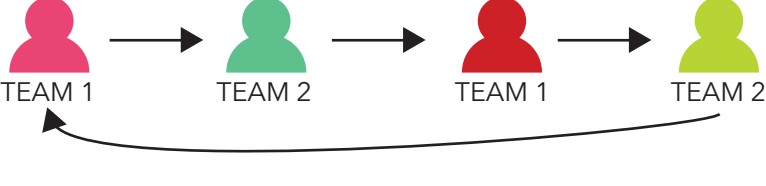
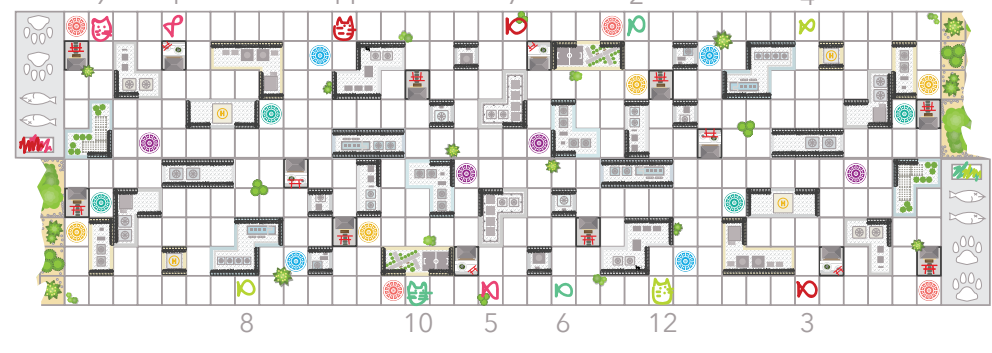
**3 PLAYERS:** It is possible to play with 3 players using the same standard set up, but adding one single change: Players draw a total of eight fish as in the 2 player game, ending with 4 on each side of the map, before drawing any cats. The fish will be drawn one at a time in turn order, followed by immediate drawing two cats by each player, one on each side of the map. The rest of the game is played as normal.



**4 PLAYERS:** Create a map that is twice the width as usual, and add the extra player icons at the ends. Continue the game with the normal 2 player rules, but with 4 players drawing. The end setup should have 16 fish and 8 cats drawn. All horizontal sewers are connected.



**4 PLAYER CO-OP (2v2):** Give teammates a similar color writing instrument, and set up the game as you would a normal 2 player game. Alternate drawing fish & cats between teams. Each player will end up drawing a single cat, and two fish on the opposite side of the map. It is up to the team how to share their two special moves. Teammates may jump over each other for free. The first team to get both of their cats back with fish is the winner!



**5 PLAYERS:** Plays exactly as the 4 player competitive game, but with an extra player added in to the rotation. Setup and rules are the same as the standard 2 player game.

**6 PLAYERS:** Plays exactly as the 4 player game, but with an extra tape width added to the map, so that it is now 3x the normal 2 player game width. Sewers all connect horizontally, so it is possible to go into a blue sewer and come out of one of the matching horizontal blue sewers very far away.

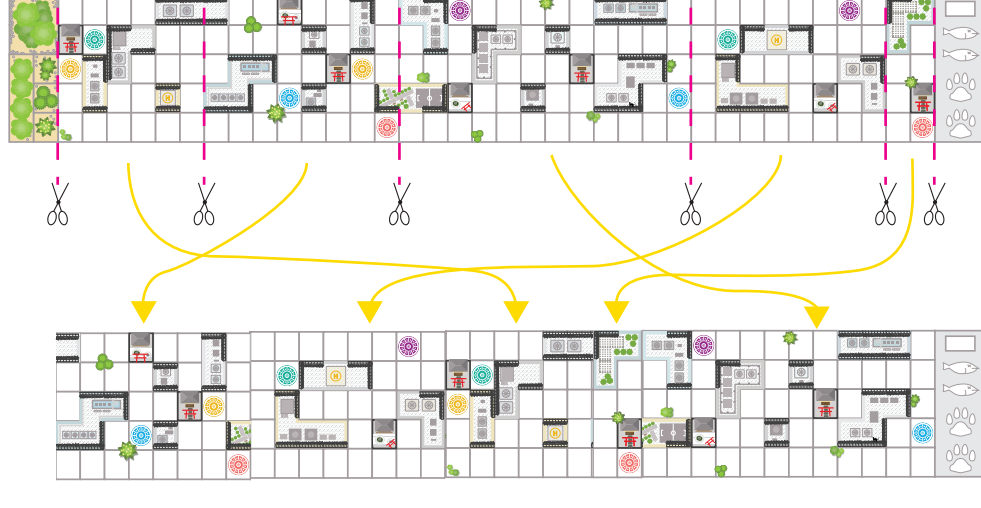


**6 PLAYER CO-OP (2v2v2):** Give teammates a similar color writing instrument, and set up the game as you would a 3 player game, but alternate drawing fish & cats between teams. Each player will end up drawing a single cat, and one to two fish on the opposite side of the map. It is up to the team how to share their two special moves. Teammates may jump over each other for free. The first team to get both of their cats back with fish is the winner!

### VARIANTS

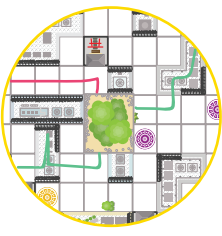
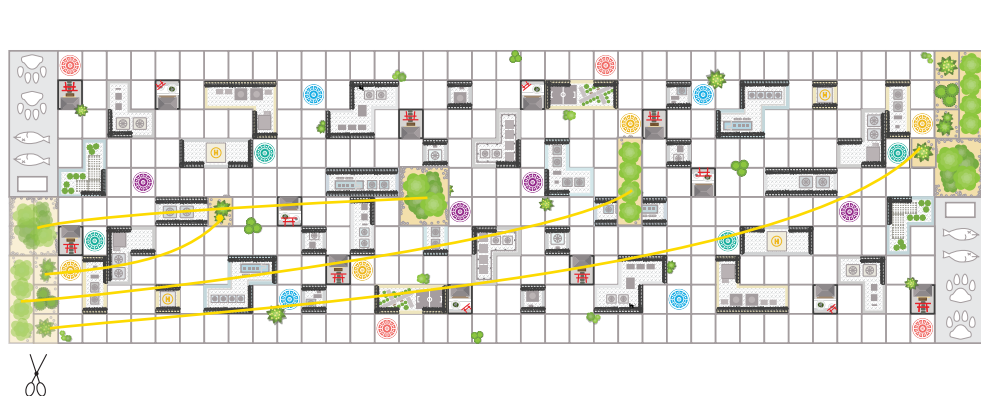
Any of the following game rule or modification variants can be added into any of the normal player count games. Feel free to mix and match to find your favorite!

**CUT IT UP:** Grab some scissors and cut the tape on the vertical grid lines, then re-arrange the cut portions into any random arrangement you like! As long as you follow the vertical lines the map will always fit together again, creating very unique neighborhoods.

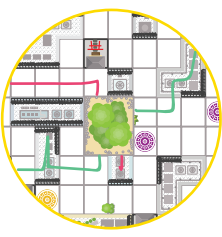


\*Don't worry if you don't cut it perfect or mess up, you'll still be cool.

**FORESTS & SHRUBS:** Built right into your roll of tape is an expansion! To use the forest & shrubs in your game, simply cut out as many forest or shrub sections as you like, and stick them onto the map grid anywhere you like.

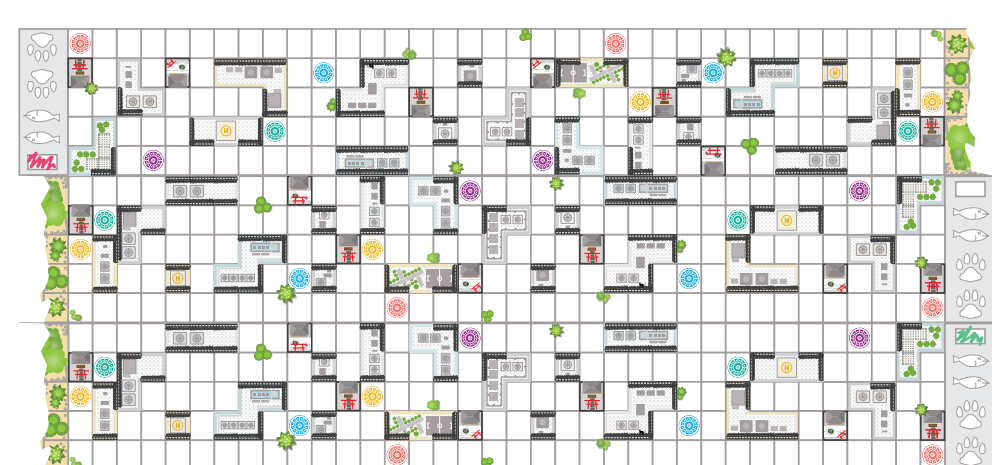


**ENTERING THE FOREST:** If you enter the forest on your turn, it is just like entering a building, except you will not fill in the interior. Any number of players may be inside the forest together at any given time. If you enter the forest, you will always end your turn inside of it.



**EXITING THE FOREST:** On a subsequent turn, you may exit the forest in any open direction that is valid, even if it means you will enter into a building or sewer.

**LONG GAME:** If you want to play a longer game, or add more area to the map for variability, try layering extra sections of tape vertically. Just make sure the top and bottom of the finished map have the red sewers, so there will be room to draw your fish and cats.



**2P SEWER POPPERS:** Use all of the regular 2 player rules, except now special moves may only be used to 'super sewer pop.' You cannot walk on top of a sewer without using it for a special move.

**3P+ SEWER POPPERS:** Use the standard rules and map layout for your player count, except now special moves may only be used to 'super sewer pop.' You cannot walk on sewer drains to block them without using a special move, if playing with a map that is wider than the standard 2 player setup.

**JINJA MODE:** In this mode, all of the standard rules are the same, with the addition that after you use at least 1 special move, you may enter a jinja shrine space as if it were a building in order to gain back a previously-used special move. You are always capped at 2 unused special moves, and if you have 2 unused, you may not enter a jinja space.

