



2+ Players | Ages 5+

The purrfect race game of fur flying fun!

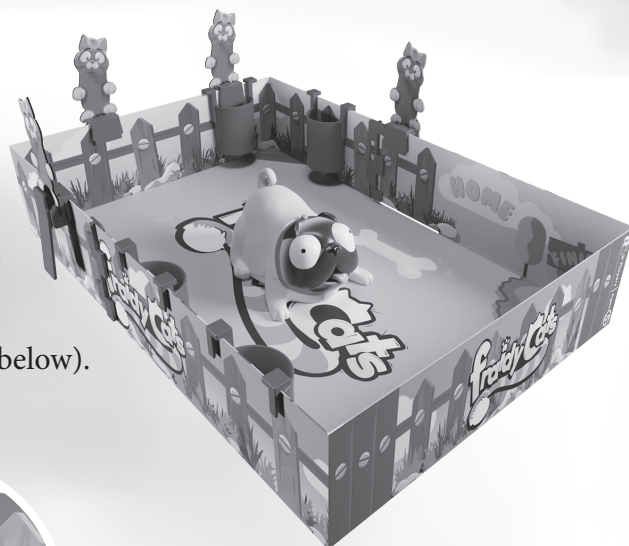
#### Contents.

Motorised Dog, 4 Cat Pawns, 4 Cat Launchers, 4 Trash Barrels, 4 Corner Fence Supports, 4 Fence Sections, Gameboard, 2 Dice, Instructions.

#### Assembly.

Here is what the game board looks like fully assembled.

1. Open the box and place it on a flat surface in front of you.
2. Use the clips to secure the side of the box together, (see images below).



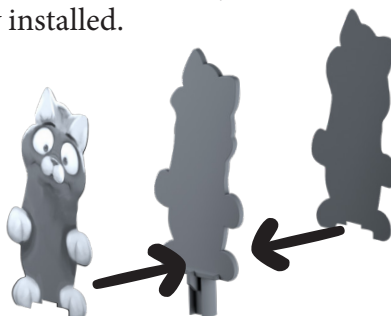
#### Install Mugs' Batteries

Unscrew Mugs' battery doory and insert 3 x AAA alkaline batteries. Be sure to match the + and - battery symbols. Replace door and screw shut. Test the batteries by pushing down on the button on Mugs' collar. If Mugs' wheels start to turn, hot dog! You're all set. If they don't turn, the batteries may be weak or improperly installed.



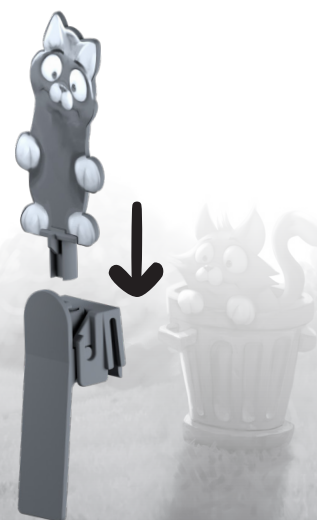
#### Apply Stickers to Cats

Apply the stickers to the front and back of the four cats pawns.



#### Getting ready to play.

1. **Loading the Launcher:** Choose a cat pawn and load it onto the cat launcher that has the matching colour paw label. All players do the same.
2. Place your cat and launcher on one of the four tall fence posts behind Mugs' doghouse. All players do the same.
3. Place Mugs on the game board in front of his doghouse. Make sure he faces out into the yard!



## How to Play.

Choose a player to go first. Play then continues clockwise.

## On your Turn

When its your turn, roll both dice onto the game board. What you roll determines what you do next:



**If you Roll 2 Numbers**, move your cat clockwise along the fence posts the total number shown on the dice. This ends your turn.



**If you roll a number and a picture of Mugs**, first move your cat clockwise along the fence posts the number shown on the dice. **Now remove the dice from the game board.** Then press the button on Mugs' collar to send him chasing after the cats. This ends your turn.



**If you roll 2 pictures of Mugs**, remove the dice from the game board. Then press the button on Mugs' collar to send him off to chase the cats! This ends your turn.

## How to Move your Cat.

Hold your cat and move it (with its launcher) clockwise along the fence posts the total show on the dice. Each fence post counts as '1' on your dice roll. When moving, jump over any cats in front of you. Do not occupy spaces as part of your dice roll. Count barrels as regular fence post spaces. Mugs can't reach your cat if it's sitting in a barrel.

## Mugs on the Move

When you press the button on Mugs' collar, he will start moving around the game board, bumping into the fence - or maybe even into your cat to send it flyin'! Mugs will keep moving for about 12 seconds before he stops to catch his breath. Once Mugs stops, leave him where he is.

## Whee!! Flyin' Kitties!

If Mugs bumps into your cat and send it flyin' into the air, reload your cat onto its launcher and move it back to the nearest unoccupied barrel. If Mugs sends more than one cat flyin', reload each cat onto its launcher. Move the first cat that was knocked off back to the nearest barrel; move the second cat that was knocked off back to the second nearest barrel, etc. If you cannot move back to a barrel, return to one of the tall fence posts behind Mugs' doghouse and start from there on your next turn.

**Booiiinn99!**

## How to Win!

The first player to move his or her cat along the entire fence and back to Mugs' doghouse is the winner!

**MEEEE0000WWWWWW**



**WARNING:** Recommended for children over 8 years of age. Not suitable for children under 36 months due to small parts that may represent a choking hazard.

Authorised Representative in the EU (for the purposes of Toy Safety Directive): Delphic HSE (Europe) B.V., The Base B, Evert van de Beekstraat 104, Schiphol, 1118CN, Netherlands.

3 x 1.5v AAA batteries are required. Do not use rechargeable batteries. Never use different batteries to those recommended. Never mix old and new batteries, or different types of battery. Do not attempt to recharge non-rechargeable batteries. Remove and carefully dispose of exhausted batteries (recycle if possible). Batteries must be inserted with the correct polarity. The spring in the battery compartment corresponds to the negative (-) end of the batteries. Do not short circuit the supply terminals.

**Mains Electricity:**  
Never connect to mains electricity. Children should be instructed about the dangers of mains electricity.  
**Recycling:** Please recycle used batteries and electrical products using the facilities provided by your local authorities.

Designed and manufactured by:  
PlayMonster UK Ltd.  
Artisan, Hillbottom Road  
High Wycombe HP12 4HJ.  
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Rules for PlayMonster Games can be downloaded from: [playmonster.co.uk](http://playmonster.co.uk)



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