



AGE  
**3+**

PreSchool

# Card Game Rules

## Contents

50 Cat's Pajamas Jumbo Color and Shape Cards and 2 Sticker Sheets

## Object of the Game

Be the first player to get rid of all your cards by making pairs to win!

## Setting up the Game

Shuffle the card deck. If playing with two players, deal each player seven cards face down. If playing with three or more players, deal each player five cards. This is your hand; hold these cards and don't let the other players see them! After dealing, place the remaining cards in the center of the table face down. This is the draw pile.

## Playing the Game

To play The Cat's Pajamas Card Game you must first learn to speak 'cat'! Don't worry, it's quite simple. "Meow!" means "No!" And, "Meow, Meow!" means "Yes!" If a player speaks in a language other than cat, you must ignore them! You can only speak cat while playing this game!

The youngest player goes first.

On your turn, ask any player if they have one of the cards in your hand. Players should describe the card by the color and shape as shown on the corners of the card. This is also the pattern of the Cat's Pajamas on the card.

*Example: "Josie, do you have a yellow square?"*

If she does, she must say "Meow, Meow!" and give you the card. You have now made a pair; place these cards face up in front of you on the table.

If she doesn't, she must say "Meow!" and then you draw a card from the draw pile and add it to your hand. If, when drawing a card, you make a pair with one of the cards in your hand, you may place it face up on the table in front of you.

Your turn is now over.

Play continues this way going clockwise.



## Winning the Game

The first player to get rid of all the cards in their hand wins the game!



# Matching Game Rules

## Object of the Game

Match the most pairs by flipping over cards to win!

## Setting up the Game

Separate five pairs of cards from the deck. Ten cards total. Shuffle these cards. Lay the cards face down in two rows of five.

*NOTE: For a more challenging game, use more pairs of cards. Use an odd number of pairs to prevent ties.*

## Playing the Game

The youngest player goes first.

On your turn, flip over any two cards. If you have a match, take the pair of cards and place them face-up in front of you. If not, turn the cards back over face down.

Your turn is now over.

Play continues this way going clockwise.

## Winning the Game

Once all of the cards have been matched, the player with the most matches wins.



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