
Designed by
Sam Mitschke and Randy Scheunemann

Illustrated by
Simon Tofield

President/Editor-in-Chief: Steve Jackson

Chief Executive Officer: Philip Reed

Chief Operating Officer: Samuel Mitschke

Executive Editor: Miranda Horner

Production Artist: Alex Fernandez

Production Assistant: Bridget Westerman

Project Manager: Darryll Silva

Prepress Checker: Miranda Horner

Marketing Director: Rhea Friesen

Director of Sales: Ross Jepson

Development Help: Andrew Hackard

Playtesters: Jason Cates, Chris Crowson,
Al Greigo, James Segerson, and Tim Sinnot

Artwork copyright © Simon's Cat Ltd. 2009. Simon's Cat ®
is a registered trademark of Simon's Cat Ltd. *Simon's Cat
Card Game* and the all-seeing pyramid are trademarks or
registered trademarks of Steve Jackson Games Incorporated.

Simon's Cat Card Game is copyright © 2016 by
Steve Jackson Games Incorporated. All rights reserved.

simonscat.sjgames.com

HOW MANY DINOSAURS CAN YOU CATCH?
ROLL THE DINO HUNT DICE AND SEE!



STEVE JACKSON GAMES
dino hunt dice.sjgames.com



Simon's
Cat®

CARD
GAME



Based on the sensational
series by Simon Tofield!

STEVE JACKSON GAMES

Contents

- 12 **Simon** cards (red)

- 36 **Mischief** cards:



10 **Cat** cards
(pink, numbered 3-12)



8 **Kitten** cards
(blue, numbered 3-10)



6 **Hedgehog** cards
(yellow, numbered 3-8)



6 **Dog** cards
(purple, numbered 1-6)



4 **Mouse** cards
(orange, numbered 1-4)



2 **Gnome** cards
(green, numbered 1-2)

How to Play

Set aside the **Simon** cards. They will be used later.

Shuffle the **Mischief** cards together to form one deck, and deal an equal number

to each player. Set any remaining Mischief cards face up to one side of the table, out of play.

Players look at their cards. The player with the **Cat 3** plays that card face up to the center of the table. If the **Cat 3** is one of the cards set aside earlier, play the **Cat 4** instead (and if that one is also set aside, the **Cat 5**, and so on). On your turn, play one card from your hand. Play passes to the left.

To play a card, match the *color* or *number* of the last card played.

If you cannot play a card, you must take the pile of cards from the center of the table. This is called a **mess**, and it may consist of one or more cards. Place each new mess face up in front of you, separate from any previous messes, so the last card played on you is visible to the other players.



If you have any cards remaining in your hand, choose one and play it to start the next mess.

Play continues until all players have played all cards from their hands. No one takes the final mess – leave it in the center of the table. This is the end of the round.

The player with the most messes takes a Simon card. If there is a tie, *all* tied players take a Simon card! If no one has collected three Simon cards, shuffle all of the Mischief cards and play another round.



End of Game

The game ends when at least one player has collected three Simon cards. These unlucky players have taken the blame for all the mischief around the house, and the remaining players win the game!

It is possible, though unlikely, that all players will lose the game. If that happens, you should play again immediately.