ThinkFun

Who's to Blame Logic Game

# CAT CRIMES

## INSTRUCTION MANUAL

**AGES 8 to Adult**

Single Player

## INCLUDES:

• Game Board • 6 Cat Tokens (with token stands) • 6 Crime Tokens
• 40 Challenge Cards with Solutions

## INTRODUCTION

When you agreed to pet sit your neighbor's six Cats, you expected a relaxing weekend filled with cuddles and gentle purrs. Instead, you repeatedly find spilled coffee, broken flower pots, and a missing bird! Which of the six furry fiends was responsible for each Cat Crime? These Cats may be stealthy, but they've got nothing on your logical deduction skills. With a little problem solving you'll be able to use Cat traits, paw prints, toy placement and the location of other items to figure out exactly where each Cat was sitting at the time of the crime. In short order you'll be able to name the culpable Cat!

### SASSY:

**Age:** 4 years

**Breed:** Ragdoll

**Height:** 1 foot 5 inches

**Weight:** 15 pounds

**Can be Identified By:**
• Long hair • White paws

Sassy is not the sharpest cat of the crew. She often needs help finding her way back out of the litter box. But don't let her goofy antics fool you – are they just a guise to distract from her guilt?

### TOM CAT:

**Age:** 7 years

**Breed:** Siamese

**Height:** 1 foot 4 inches

**Weight:** 10 pounds

**Can be Identified By:**
• Blue eyes • Wears a bow

A smooth operator with a penchant for crime, Tom Cat seems to have finally retired from his troublemaking ways. Is he ready to settle down in a patch of sunlight, or is he plotting one more heist?

## MR. MITTENS:

**Age:** 5

**Breed:** Tuxedo Cat

**Height:** 1 foot 4 inches

**Weight:** 11 pounds

**Can be Identified By:**
• White paws • Bell on collar

Mr. Mittens was once a tough outdoor cat who knew the streets like the back of his paw. You can take the cat out of the streets, but can this street cat forget his old mischievous ways?

## GINGER:

**Age:** 8

**Breed:** Tabby

**Height:** 1 foot 2 inches

**Weight:** 7 pounds

**Can be Identified By:**
• Striped coat • Blue eyes

Ginger's always been skittish, but she seems even jumpier than usual lately. Is it the catnip, or is she nervous because she has something to hide?

## DUCHESS:

**Age:** 13

**Breed:** Long-haired Persian

**Height:** 1 foot 2 inches

**Weight:** 15 pounds

**Can be Identified By:**
• Long hair • Wears a bow

Duchess lives a luxurious life and has a taste for finer things. Of all her expensive tastes, her taste for crime may be the strongest.

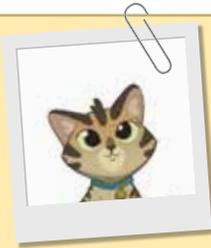## PIP SQUEAK:

**Age:** 16 weeks

**Breed:** Toyger

**Height:** 8 inches

**Weight:** 3 pounds

**Can be Identified By:**
• Bell on collar • Striped coat

Don't let his innocent and cute face fool you. Pip Squeak may be small, but his claws and teeth are sharp!
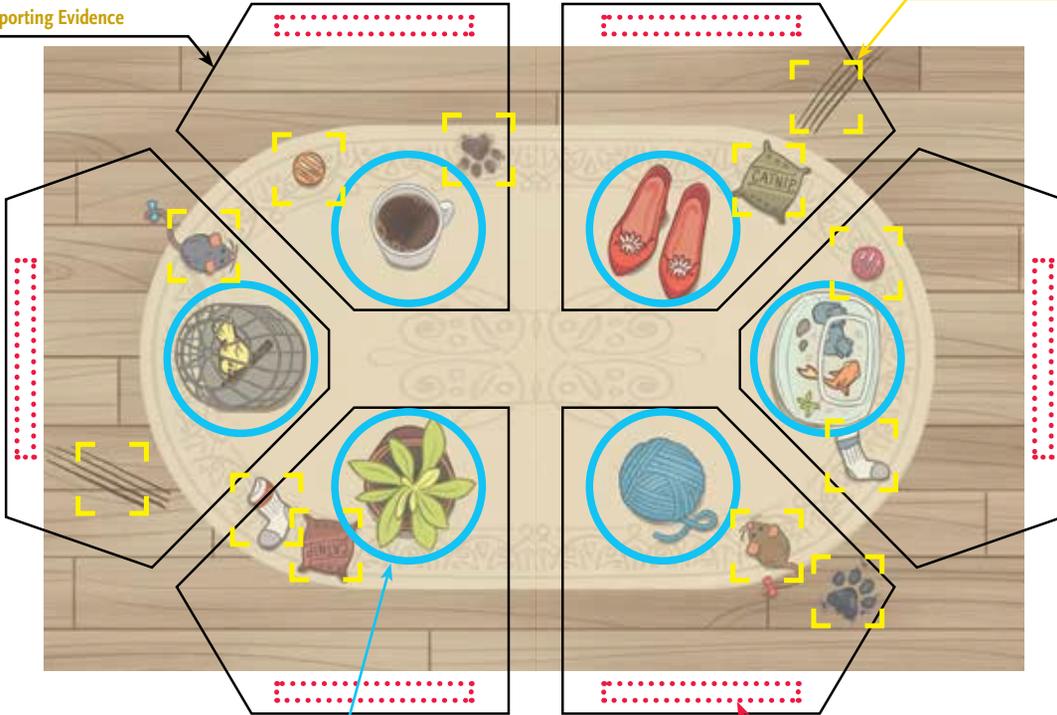
# GAME BOARD LEGEND

6 spaces around the game board are marked by black outlines in the diagram below. Each space contains:
• 1 **Cat Token Position**
• 1 **Crime Token Position**
• 2 Types of **Supporting Evidence**

**Supporting Evidence** (12 total)
6 types, 2 of each type on the board

**Crime Token Position** (6 total)
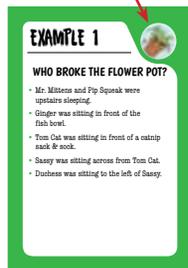Cat Crimes waiting to happen

**Cat Token Position** (6 total)
Where each Cat was seated at the time of the Crime (located just beyond the edge of the game board)
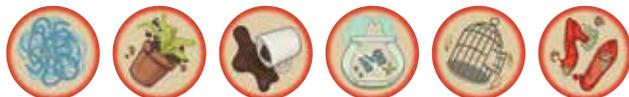
## TO START:

1. Select a Challenge Card.

2. Each Challenge Card will show the Cat Crime that was committed in the upper right corner. Select the Crime Token that matches the image on the Challenge Card, and place it over its corresponding Crime Token Position on the Game Board.

Crime committed



**EXAMPLE 1**

**WHO BROKE THE FLOWER POT?**

- Mr. Mittens and Pip Squeak were upstairs sleeping.
- Ginger was sitting in front of the fish bowl.
- Tom Cat was sitting in front of a catnip sack & sock.
- Sassy was sitting across from Tom Cat.
- Duchess was sitting to the left of Sassy.

Challenge Card

## CRIME TOKENS:



Ball of Yarn    Flower Pot    Coffee Cup    Fish Bowl    Birdcage    Shoes

## CRIME TOKEN PLACEMENT:



Continuing with the sample challenge at the top of the page, place the Flower Pot Crime Token on top of the Flower Pot illustrated on the Game Board, as shown.

## YOUR GOAL:

Use the clues given to place the Cats around the edges of the Game Board and determine the identity of the guilty Cat.

## HOW TO PLAY:

Read each clue on the Challenge Card. Determine the placement of Cats that would satisfy all of the clues listed. Once you've placed all the Cats around the edges of the Game Board and can name the Cat sitting in front of the Crime Token – you've caught the Cat culprit! **YOU WIN!**
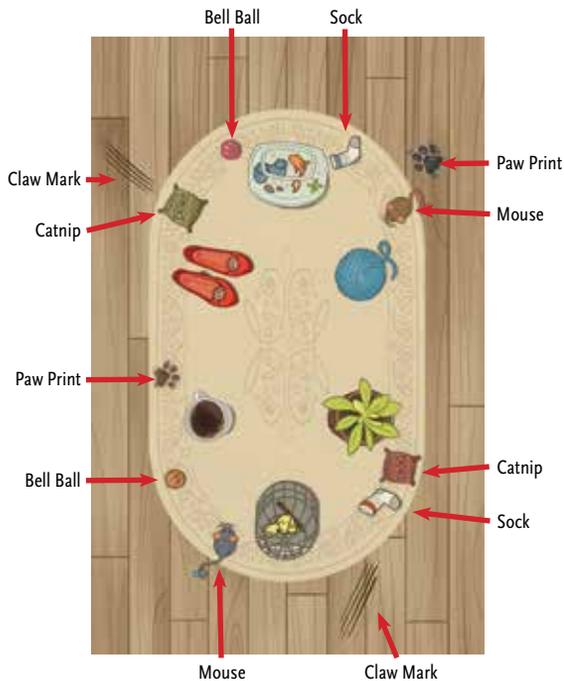
## INTERPRETING THE CLUES:

Each clue references a specific Cat, an identifying trait, a position relative to the Birdcage or Fish Bowl, or an item of supporting evidence illustrated on the Game Board.

Each Cat has two identifying traits that may be mentioned in the clues. These traits are listed in the Cat Bios on pages 3 – 5.

The Game Board contains six Crime Token Positions, plus illustrations of six types of supporting evidence (See "Game Board Legend" on pages 6 & 7). Each type of evidence appears twice, and each space on the Game Board includes a different combination of two forms of evidence.

## SUPPORTING EVIDENCE:



You're now ready to begin solving Cat Crimes!

## CRIME SOLVING GUIDE:

• If a clue says one or more Cats were "upstairs sleeping," this means the Cat(s) will not be used in the Challenge.

• If a clues says a Cat was sitting "in front of" something, this means the Cat is placed at the location closest to that item.



Tom Cat is sitting in front of a bell ball & sock.

• If a clue says a Cat was sitting "near" a form of evidence, this means the Cat is placed at the location closest to the evidence.



Mr. Mittens is sitting near a paw print.

• If a clue says a Cat was sitting "next to" something, this means directly to the right or left of that item.
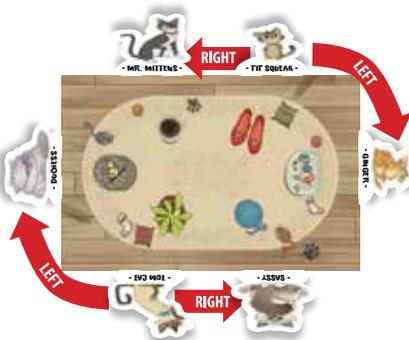


Sassy is sitting next to Pip Squeak. Tom Cat is sitting next to the fish bowl.

• If a clue says a Cat was sitting "between" two other Cats, this means there are two other Cats to its immediate right and left.



Ginger is sitting between Mr. Mittens and Duchess.

• If a clue says one Cat was sitting "to the left" of another Cat (Tom Cat for example), this refers to Tom Cat's left when he is facing the rug.
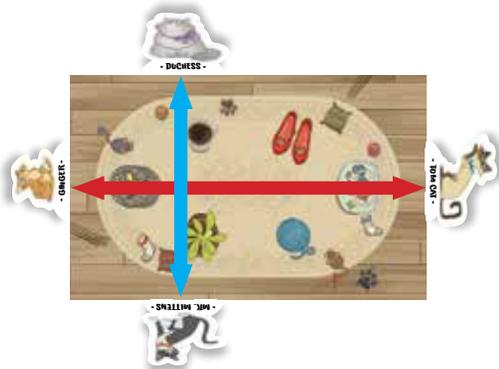


Sassy is sitting to Tom Cat's right, and Ginger is sitting to Pip Squeak's left.

• If a clue says one Cat is sitting 2 seats from another Cat, this means the second seat to the right or left of that Cat.



Mr. Mittens is sitting 2 seats from Tom Cat, and 3 seats from Sassy.
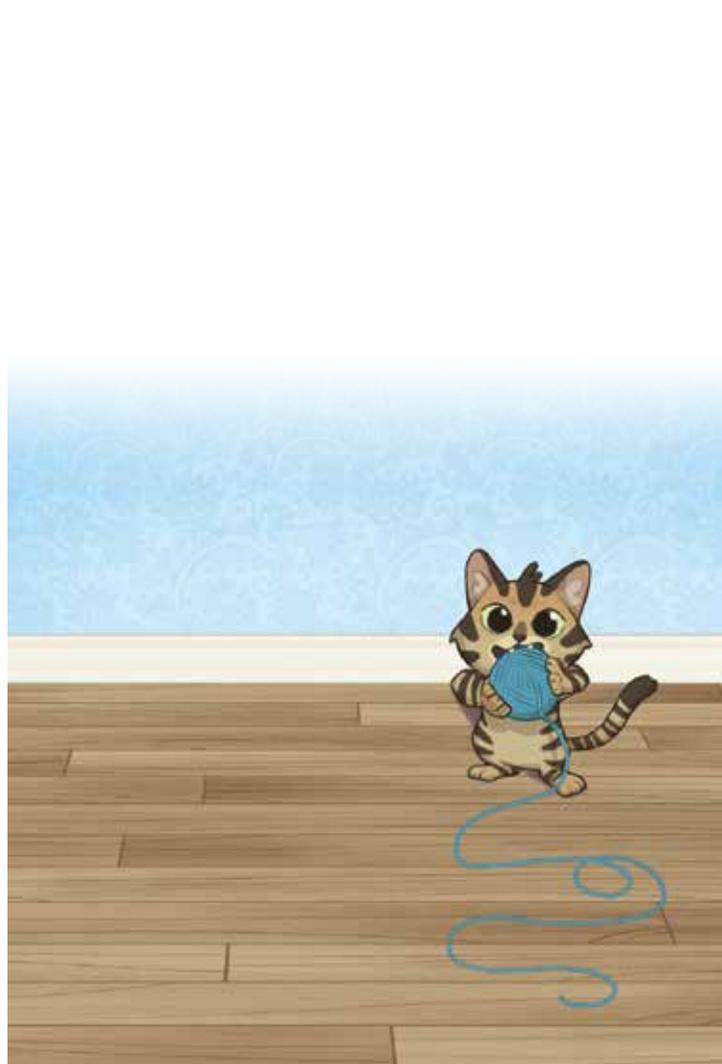
- If a clue says a Cat is sitting "across from" another Cat, this means the Cats are on opposite sides of the rug, directly across from each other.



Ginger is sitting across from Tom Cat (red arrow)
and Duchess is sitting across from Mr. Mittens (blue arrow).

## CRIME SOLVING TIPS

- Some clues state the exact location of a Cat by telling you the two forms of evidence in front of where a Cat is sitting. Start with these clues.

- Clues do not have to be used in the order given.

- Look for multiple clues that mention the same Cat, and see how you can use these clues together.

- Look to see if you can rule out placements where the information from one clue would conflict with another clue.

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