Bobcats & Blues
a game about cats and communication

Intro
Interpersonal communication. It is one of the most effective ways we can get our ideas across to other people—but how good are you at it really? Hopefully you answered “very” because you and your friends are about to find out. You all have been kidnapped by a witch! To make matters even worse, it seems like she is in the process of turning you into her cat familiars. It’s time to make an escape! Luckily, the previous unfortunate souls that were turned into cats are trying to help you make your way out. But it seems only one of you is “cat” enough to understand them! Prepare to shout, nod, draw, and do anything you can to escape.

Contents
- 40 unique cat cards
- 160 restriction cards
- 10 voice restriction cards
- 1 twenty-sided die
- 50 paw tokens

Overview
In Bobcats & Blues, players work together to select the chosen cat each round. The game is played with a teller, the one who must describe the chosen cat, and finders, the ones who must properly select the chosen cat.

Gameplay consists of several rounds of increasing difficulty as the players gain more and more restrictions on the actions they can take.

At the beginning of each round all players draw a new restriction card, some of which are temporary while others are permanent.

During the round, the teller rolls a die in secret to determine the chosen cat for the round. They must then use whatever means available to them to communicate the chosen cat to the finders. The finders must use their limited tokens to try to select the chosen cat. If the teller and finders work together to successfully identify the chosen cat, then it is placed in the points pile. If they fail, however, it is placed in an incorrect pile.

The game ends once all cats have been guessed or the finders run out of tokens.

Setup
Decide who will be the teller based on who talks the least (or any other way you want). The other players will be finders.

Deal out one purple backed voice restriction card to each player and set aside the rest. In this way, players should rely more on their nonverbal communication skills. Give the tokens to the finders.

Example voice restriction cards

Then lay out cat cards face-up in a 5x4 grid. Set aside the rest in a pile. Also set aside a pile of rule cards.
Gameplay
At the start of each round, each player draws a restriction card. These cards come in two types: temporary and permanent. Temporary restrictions must be followed only for the current round while permanent restrictions last for the rest of the game.

The finders look away from the board and the teller rolls a dice whose number shown corresponds to the chosen cat for the current round. After observing the chosen cat, the teller turns around and begins to describe the cat to the finders.

The finders then place one or more tokens onto the grid to select the cat they believe to be the chosen cat. To end the round, the teller then takes each card with a token on it and separates them into the correct or incorrect cat pile. The tokens placed on those cards cannot be used again and are set aside.

Motives & Goals
More often than not, most communication occurs nonverbally. However, most people are not consciously aware of how they communicate in this way.

Players foster their awareness and use of nonverbal communication skills which are essential in building strong interpersonal relationships. As an essential aspect of human well-being, players should come out of the game with a better understanding of one another as well as skills they will be able to apply even to other relationships into the future.

Ending the Game
Once the tokens have all been used or there are no more cats to choose from, count up the cards in each pile. Each correct cat is worth 5 points while each incorrect cat is worth -2 points.