

Rules

Mix the deck and deal 7 cards to each player.
Then place the card deck so all players can draw cards from it.
The player that loses his cards first wins the game.

The player that starts a round can play any card he wants.
Then next player in turn has to play a card with same or higher value then that card and so on.
All played cards are placed on top of one another, faced up, in a pile in center of the table.
If a player can't play a card on the pile, he gets to draw 3 cards one by one until he gets a card he can play. (He max gets to draw 3 cards), If he doesn't draw a card he can play the turn goes over to next player.

When a player plays the wolf pack card or the dog catcher card, the pile are closed and removed. The player now gets to turn the pile and start a new pile by playing a new card of his choice.
If no player has lost all his cards and the last card of the deck is drawn, and nobody can play a card, the player with the least amount of cards left on his hand wins the game.

The value of the cards:

- Cheese, Seed, Fish and Meat (1-9). You can play food cards no matter what kind of food it is. You go after the value on the cards (2 take 1, 3 take 2, 4 take 3 and so on...)
- Mouse takes all cheese and mouse cards.
- Bird takes all seed and bird cards.
- Cat takes all fish, mouse, bird and cat cards.
- Dog takes all meat, cat and dog cards.
- Wolf pack takes all meat, mouse, bird, cat and dog cards.

The food cards can be played in random as long as they have the same or higher value then the last played food card. You can play a mouse on a mouse, cat on a cat and a dog on a dog.
You can't play any card on a dog catcher or a wolf pack.

Have fun!