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Are you a **Meow?** Or a **Not Meow?**

Not Meows have infiltrated the secret Meow meeting! Find them first, and win! Meow is a light bluffing game for 2 to 9 players, ages 8 and up. It takes 1 to 5 minutes to play.

Setup

Shuffle the deck and place it face down in the center of the table. Choose a start player.

On your turn, draw a card from the deck, look at it, and say 'Meow'.

Any player may accuse you of being a 'Not Meow'. If they do, you reveal your entire hand. If there are any 'Not Meow' cards, they win! Otherwise, they are out of the game. After, or if nobody wants to accuse you, play passes to your left.





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You win if:

- 1) You successfully accuse a Not Meow.
- 2) You are the last player left in the game. Remember, if a player accuses incorrectly, they are eliminated!
- 3) You draw a second 'Not Meow' card into your hand. You win immediately, before anyone is allowed to accuse you!

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