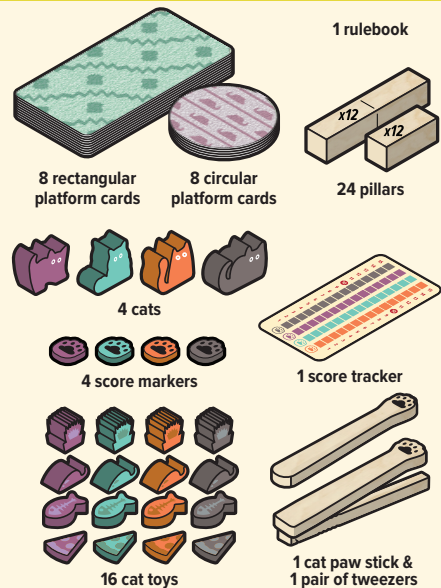


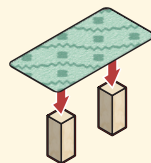
CONTENTS



SETUP

- 1 Start by placing a random rectangular platform on top of 2 short pillars positioned in the center of the play area.
- 2 Each player receives a cat along with a matching set of 4 toys. Then, place the corresponding paw print on the score tracker.
- 3 Ensure the stacks of platform cards, pillars, tweezers, and cat paw stick are within easy reach of all players.

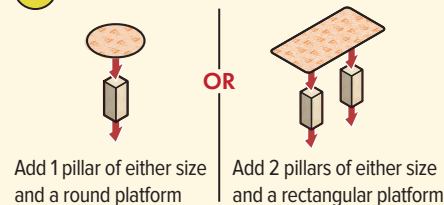
The player who was most recently woken up by a cat takes the cat paw stick and goes first.



2

HOW TO PLAY

1 BUILD ONE PLATFORM



- If there are not enough pillars or platforms left to build, then skip this step.
- Pillars can be placed on another platform or directly on table surface (they do not have to connect to the rest of the tower).
- Platforms cannot touch other platforms.
- When building, you may gently nudge any cat or toy aside with the pillar. But if you knock anything over, your turn ends, and you score zero.

3

2 PLACE YOUR CAT AND TOY

Using the tweezers, pick up and place your cat onto a platform that does not already have a cat on it. You may not move your cat back to the same platform during this turn.

Then, using the tweezers, move any one of your toys to the platform where your cat is.

3 BAT A TOY

Using the cat paw stick, bat your toy off the edge of the platform onto another platform. It's okay to use multiple bats to achieve this.

4 SCORING

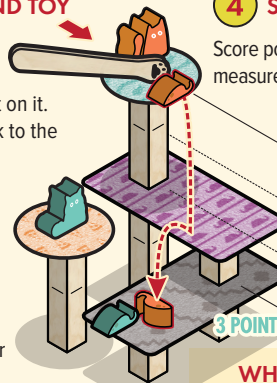
Score points based on the distance the toy fell, measured in pillar lengths:

1 short pillar = 1 point
1 tall pillar = 2 points

If the toy lands on a platform with a matching icon, gain **1 bonus point!**

If the toy landed on the table surface, score **0 points**.

Play then passes to the player on your left.



TIP

Aim for other cats or toys to help prevent your toy from bouncing off!

4

WHAT IF THE TOWER FALLS?

If any part of the tower falls during your turn, you score **0 points**, and your turn ends.

Return any platforms that are not entirely supported by pillars, as well as any pillars without platforms, back to the supply.

If the entire tower has fallen, redo Step 1 of SETUP and continue play.

5



CATS KNOCKING THINGS OFF LEDGES™

TheOpGames.com

Cats Knocking Things Off Ledges, The Op and The Op logo are trademarks of USAOPOLY, LLC. © 2026 USAopoly, LLC. All Rights Reserved. Designed & manufactured by USAopoly, LLC. 5999 Avenida Encinas, Ste. 150, Carlsbad, CA 92008, USA. **MADE IN TAISHAN CITY, GUANGDONG, CHINA.** Colors and parts may vary from those pictured.

The Op Customer Service | Tel: 1-888-876-7659 (toll-free)
| Email: customerservice@usaopoly.com

Designed by Sen-Foong Lim & David Killing.

END OF GAME

When a player reaches a score of **10 or higher**, each other player gets one final turn to try to exceed the highest score.

After all players have taken their final turn, the player with the highest score wins! *In the event of a tie, shake paws and share the victory.*



6

MEET THE CATS



RUBEN

LIKES: Escaping and running around the neighborhood

DISLIKES: Cuddling



IVY

LIKES: Eating and sleeping on her hammock

DISLIKES: Loud noises



CHEESE

LIKES: Catnip and eating house plants

DISLIKES: Being ignored



FLAPJACK

LIKES: Sleeping and sitting in boxes

DISLIKES: Exercise

7

NOTE FROM THE DESIGNER

There are lots of games made about cats, but we wanted to answer the age-old question, “What would a game be like if it was made by cats?”

Thus, we embarked on a journey to explore the psyche of the domesticated house cat. We spent months drooping on cat towers, knocking things off mantelpieces, and lying belly up in sunbeams, all to really, truly understand the mind space of a cat.

After years of intense study and many discarded prototypes, we were able to pinpoint exactly what cats want in a game. We finally had something that we were proud to put in their greedy little paws. While 9 out of 10 cats stared at us blankly after playing the game, 1 meowed loudly – and so Cats Knocking Things Off Ledges was born!

We would like to thank our families and playtesters for sticking with us through all the iterations. And thanks to everyone at The Op for getting this game out to cats everywhere!

-Sen-Foong Lim & David Killing

8



A GAME BY SEN-FOONG LIM
& DAVID KILLING

