

SCARDEY CAT

Can get 2 moves before the enemy can move (when encountered).

Goal: If they mark 3 locations they win.

BRUTE CAT

Get's a plus 1 in combat rolls.

Goal: If they mark 3 locations they win.

SPEEDY CAT

Get's a plus 2 in movement rolls.

Goal: If they mark 3 locations they win.

FRIENDLY CAT

Instead of combat rolls, the player rolls for likability. Should the player roll a 3 or above with a character at a location, they collect the character chip. For the PET SHOP they collect the chip without rolling.

Goal: If they befriend all of the characters from each location, they win.

JERK CAT

The jerk cat draws 2 Event cards and select the card they want.

Goal: If they mark over 10 areas from other players they win.

HUNTER CAT

The hunter gets points for each of the critters it hunts and kills.

Goal: If they kill 10 critters they win.

LUCKY CAT

On a roll of 1 the player will get another roll for either combat or movement.

Goal: If they mark 3 locations they win.

FERAL CAT

During combat if the player rolls a 3 they win automatically as well as usual combat. Don't mess with feral cat!

Goal: If they mark 3 locations they win.

BRAVE CAT

During combat if the player rolls a 5 or 6 they stare down their enemy. For the duration of the game this enemy will leave them alone.

Goal: If they mark 3 locations they win.

JUMPY CAT

On a movement of 5 or 6 the player can jump a wall.

Goal: If they mark 3 locations they win.

HOME CAT

If this cat loses a fight in a location they are sent home with no loss of food.

Goal: If they mark 3 locations they win.

HUNGRY CAT

This cat can go to another cat's house and collect a food and leave.

Goal: If they steal 6 meals from the other players the win. This can be multiple visits to the same house.

CATS



EASY PREY

There's a slow critter here in the JUNKYARD.

If a player is in the junkyard they get a critter chip and then they return this card.

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NICE PLACE TO STAY

The EMPTY LOT has a nice comfy space for the player.

If a player is in the empty lot they get one extra food for their home.

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LIFE ON THE FARM

Life on the FARM teaches the cat how to fight.

If a player is on the farm when this card is pulled they loses a turn BUT gets a combat +1 chip.

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A human working at the GAS STATION likes this cat.

The player can use this card to drop an extra marker chip ONCE in the opposite side of the location.

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LIBRARIAN LOVES CATS

The Librarian in the LIBRARY loves this cat:

This cat can enter and leave the library with no roll for the Librarian.

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MAYOR'S LIMO

The Mayor at CITY HALL lets this cat travel anywhere they want in their next turn.

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FREE FOOD

The woman at the PET SHOP loves cats! Any cat in that area gets 1 FOOD chip for their home.

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KING LIKES YOU

The big old mean cat King is roaming the MARKET likes this cat and follows them!

Next time combat happens King helps out with a plus 2.

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CAT Around TOWN

◆ BE THE CAT! ◆

For 2 to 4 Players ◆ Ages 13 +

RANDOM MEDIUM DOG!

A dog appears and combat ensues.
Dog attack is 3.



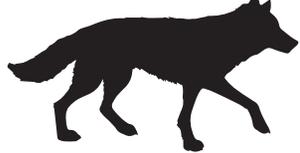
RANDOM BIG DOG

A dog appears and combat ensues.
Dog attack is 4.



RANDOM COYOTE

A coyote appears and combat ensues.
Coyote attack is 5.



RANDOM YAPPY DOG

A dog appears and combat ensues.
Dog attack is 2.



RANDOM ANGRY CAT

A cat appears and combat ensues.
Cat attack is 3.



RANDOM HUGE RAT

A huge rat appears and combat ensues.
Rat attack is 2.



A MOUSE

The mouse has a 3 to escape.



A BIRD

The bird has a 4 to escape.



A LIZARD

The lizard has a 2 to escape.



A MOUSE

The mouse has a 3 to escape.



A BIRD

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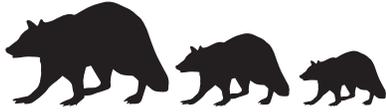
A LIZARD

The lizard has a 2 to escape.



RACCOON FAMILY

A family of raccoons surround the cat.
THE CAT IS FREAKED OUT!
No movement for one round.



CATNIP

The cat enjoys some catnip and now
can't move for a round.



CROW ATTACK

A group of crows pelt the cat with
objects for two rounds. Taking a minus
two in movement in the next round.



PLAYTIME WITH A CAT

The cat can't move for a round because
play is too much fun.



CEMENT PUDDLE

The player needs to roll a 3 to escape or
they are stuck for 1 rounds.



BAD KITTY

A human sees the player and kicks them
out of the current area on a roll of 3.



OH NO! A TODDLER

The Cat doesn't move for a round
because they're trapped by a toddler.



OIL

The Cat doesn't move for a round
because they stepped in oil and have
to clean.



BALL OF YARN

The Cat doesn't move for a round
because they're playing with the yarn.



THUNDER

A thunderstorm happens on the
players and each needs to roll a 2 or
be petrified from fear for one round.



WIND & FALLING BRANCES

A windstorm happens on the players
and each needs to roll a 3 or be
petrified from fear for one round.



SLEEPY KITTY

When you gotta sleep you gotta sleep.
The player falls asleep for 1 round.



CAR

Any cat in the street around the Park
must roll a 4 or higher or they get hit
by a car and return home and lose a
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TIGHTROPE WALKER

The cat can use their next movement to go to any area adjacent to their current area.



GOOD KITTY

The enemy shown in the area closest likes the cat and will allow them to come and go as they like for the entire game.



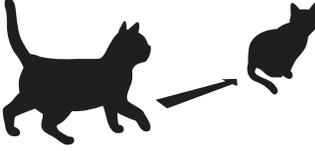
CAT FOOD

The cat finds food and eats for a round. Next round they can move 2x 1d6.



SWITCH SPOTS

The cat finds food and eats for a round. Next round they can move 2x 1d6.



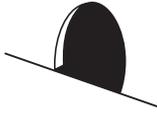
OPEN MAHOLE

The player can use this card to travel anywhere on the map in their next turn.



A HOLE IN THE WALL

Any wall in this area has one hole in it that will allow the player to come and go one way.



YOUR HUMAN

The cat has to evade their owners and move from their current spot to anywhere on the board.



HIDE

The player can move undetected for 2 rounds from any enemy in their current area. They can come in and leave this area only as they wish for 2 rounds.



CAT FRIEND

A friendly cat appears and will aid the player in their next combat with a plus 2 to their combat roll. Once used the card is returned to the deck.



ZOOMIES

The cat gets a x2 multiplier for the next round on their next roll and then miss a turn.



TURBO SCARY CAT

The cat can use this card to scare away any enemy guarding an area.

HISS!!



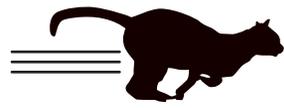
DOG FRIEND

A friendly dog appears and will aid the player in their next combat with a plus 3 to their combat roll. Once used the card is returned to the deck.



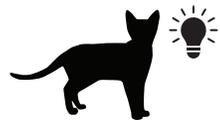
ZOOMIES

The cat gets a x2 multiplier for the next round on their next roll and then miss a turn.



THAT'S HOW YOU DO IT!

This cat sees how another cat fights. The player can take one combat win chip from another player.



TAKE YOUR FOOD

This cat swipes a kill from another cat. The player can take a critter chip from another player.



JUNKYARD DOG IS LOOSE

A mean junkyard dog is out patrolling the JUNKYARD. Any cat in that area must either:

Flee: Roll a 3 or above and leave the area
Fight: Roll a 5 or above and collect a Critter Chip.

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OWL ATTACK

A huge owl is hunting in the FARM. Any cat in that area must either:

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ATTENDANT HATES CATS

A human working at the GAS STATION is shooing any cats away. Any cat in that area must:

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Losing means all marking chips are removed after he cleans the station.

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MAYOR IS A CAT PERSON

The Mayor at CITY HALL loves cats! Any cat in that area must

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SHHH

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Flee: Roll a 2 or above and leave the area
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CLEANING TIME

The shop owner at the PET SHOP cleans out the shop.

All of the marker chips in the PET SHOP get removed.

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GUARD DOG IS LOOSE

A mean guard dog is out patrolling the EMPTY LOT. Any cat in that area must either:

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Fight: Roll a 4 or above and collect a Critter Chip.

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