

<p>SCARDEY CAT</p> <p>Can get 2 moves before the enemy can move (when encountered).</p> <p>Goal: If they mark 3 locations they win.</p>	<p>BRUTE CAT</p> <p>Get's a plus 1 in combat rolls.</p> <p>Goal: If they mark 3 locations they win.</p>	<p>SPEEDY CAT</p> <p>Get's a plus 2 in movement rolls.</p> <p>Goal: If they mark 3 locations they win.</p>
<p>FRIENDLY CAT</p> <p>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.</p> <p>Goal: If they befriend all of the characters from each location, they win.</p>	<p>JERK CAT</p> <p>The jerk cat draws 2 Event cards and select the card they want.</p> <p>Goal: If they mark over 10 areas from other players they win.</p>	<p>HUNTER CAT</p> <p>The hunter gets points for each of the critters it hunts and kills.</p> <p>Goal: If they kill 10 critters they win.</p>
<p>LUCKY CAT</p> <p>On a roll of 1 the player will get another roll for either combat or movement.</p> <p>Goal: If they mark 3 locations they win.</p>	<p>FERAL CAT</p> <p>During combat if the player rolls a 3 they win automatically as well as usual combat. Don't mess with feral cat!</p> <p>Goal: If they mark 3 locations they win.</p>	<p>BRAVE CAT</p> <p>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.</p> <p>Goal: If they mark 3 locations they win.</p>
<p>JUMPY CAT</p> <p>On a movement of 5 or 6 the player can jump a wall.</p> <p>Goal: If they mark 3 locations they win.</p>	<p>HOME CAT</p> <p>If this cat loses a fight in a location they are sent home with no loss of food.</p> <p>Goal: If they mark 3 locations they win.</p>	<p>HUNGRY CAT</p> <p>This cat can go to another cat's house and collect a food and leave.</p> <p>Goal: If they steal 6 meals from the other players the win. This can be multiple visits to the same house.</p>















<p>EASY PREY</p> <p>There's a slow critter here in the JUNKYARD.</p> <p>If a player is in the junkyard they get a critter chip and then they return this card.</p>	<p>EASY PREY</p> <p>There's a slow critter here in the JUNKYARD.</p> <p>If a player is in the junkyard they get a critter chip and then they return this card.</p>	<p>NICE PLACE TO STAY</p> <p>The EMPTY LOT has a nice comfy space for the player.</p> <p>If a player is in the empty lot they get one extra food for their home.</p>
<p>NICE PLACE TO STAY</p> <p>The EMPTY LOT has a nice comfy space for the player.</p> <p>If a player is in the empty lot they get one extra food for their home.</p>	<p>LIFE ON THE FARM</p> <p>Life on the FARM teaches the cat how to fight.</p> <p>If a player is on the farm when this card is pulled they loses a turn BUT gets a combat +1 chip.</p>	<p>LIFE ON THE FARM</p> <p>Life on the FARM teaches the cat how to fight.</p> <p>If a player is on the farm when this card is pulled they loses a turn BUT gets a combat +1 chip.</p>
<p>ATTENDANT LOVES CATS</p> <p>A human working at the GAS STATION likes this cat.</p> <p>The player can use this card to drop an extra marker chip ONCE in the opposite side of the location.</p>	<p>ATTENDANT LOVES CATS</p> <p>A human working at the GAS STATION likes this cat.</p> <p>The player can use this card to drop an extra marker chip ONCE in the opposite side of the location.</p>	<p>LIBRARIAN LOVES CATS</p> <p>The Librarian in the LIBRARY loves this cat:</p> <p>This cat can enter and leave the library with no roll for the Librarian.</p>
<p>LIBRARIAN LOVES CATS</p> <p>The Librarian in the LIBRARY loves this cat:</p> <p>This cat can enter and leave the library with no roll for the Librarian.</p>	<p>MAYOR'S LIMO</p> <p>The Mayor at CITY HALL lets this cat travel anywhere they want in their next turn.</p>	<p>MAYOR'S LIMO</p> <p>The Mayor at CITY HALL lets this cat travel anywhere they want in their next turn.</p>
<p>FREE FOOD</p> <p>The woman at the PET SHOP loves cats! Any cat in that area gets 1 FOOD chip for their home.</p>	<p>FREE FOOD</p> <p>The woman at the PET SHOP loves cats! Any cat in that area gets 1 FOOD chip for their home.</p>	<p>KING LIKES YOU</p> <p>The big old mean cat King is roaming the MARKET likes this cat and follows them!</p> <p>Next time combat happens King helps out with a plus 2.</p>
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CAT Around TOWN

◆ BE THE CAT! ◆

For 2 to 4 Players ◆ Ages 13 +

<p>RANDOM MEDIUM DOG!</p> <p>A dog appears and combat ensues. Dog attack is 3.</p> 	<p>RANDOM BIG DOG</p> <p>A dog appears and combat ensues. Dog attack is 4.</p> 	<p>RANDOM COYOTE</p> <p>A coyote appears and combat ensues. Coyote attack is 5.</p> 
<p>RANDOM YAPPY DOG</p> <p>A dog appears and combat ensues. Dog attack is 2.</p> 	<p>RANDOM ANGRY CAT</p> <p>A cat appears and combat ensues. Cat attack is 3.</p> 	<p>RANDOM HUGE RAT</p> <p>A huge rat appears and combat ensues. Rat attack is 2.</p> 
<p>A MOUSE</p> <p>The mouse has a 3 to escape.</p> 	<p>A BIRD</p> <p>The bird has a 4 to escape.</p> 	<p>A LIZARD</p> <p>The lizard has a 2 to escape.</p> 
<p>A MOUSE</p> <p>The mouse has a 3 to escape.</p> 	<p>A BIRD</p> <p>The bird has a 4 to escape.</p> 	<p>A LIZARD</p> <p>The lizard has a 2 to escape.</p> 



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
food.




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<p>TIGHTROPE WALKER</p> <p>The cat can use their next movement to go to any area adjacent to their current area.</p> 	<p>GOOD KITTY</p> <p>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.</p> 	<p>CAT FOOD</p> <p>The cat finds food and eats for a round. Next round they can move 2x 1d6.</p> 
<p>SWITCH SPOTS</p> <p>The cat finds food and eats for a round. Next round they can move 2x 1d6.</p> 	<p>OPEN MAHOLE</p> <p>The player can use this card to travel anywhere on the map in their next turn.</p> 	<p>A HOLE IN THE WALL</p> <p>Any wall in this area has one hole in it that will allow the player to come and go one way.</p> 
<p>YOUR HUMAN</p> <p>The cat has to evade their owners and move from their current spot to anywhere on the board.</p> 	<p>HIDE</p> <p>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.</p> 	<p>CAT FRIEND</p> <p>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.</p> 
<p>ZOOMIES</p> <p>The cat gets a x2 multiplier for the next round on their next roll and then miss a turn.</p> 	<p>TURBO SCARY CAT</p> <p>The cat can use this card to scare away any enemy guarding an area.</p> <p>HISSS!!</p> 	<p>DOG FRIEND</p> <p>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.</p> 
<p>ZOOMIES</p> <p>The cat gets a x2 multiplier for the next round on their next roll and then miss a turn.</p> 	<p>THAT'S HOW YOU DO IT!</p> <p>This cat sees how another cat fights. The player can take one combat win chip from another player.</p> 	<p>TAKE YOUR FOOD</p> <p>This cat swipes a kill from another cat. The player can take a critter chip from another player.</p> 

<div><div>JUNKYARD DOG IS LOOSE</div><div>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.</div></div>	<div><div>JUNKYARD DOG IS LOOSE</div><div>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.</div></div>	<div><div>OWL ATTACK</div><div>A huge owl is hunting in the FARM. 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.</div></div>
<div><div>OWL ATTACK</div><div>A huge owl is hunting in the FARM. 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.</div></div>	<div><div>ATTENDANT HATES CATS</div><div>A human working at the GAS STATION is shoos any cats away. Any cat in that area must: Flee: Roll a 3 or above and leave the area Losing means all marking chips are removed after he cleans the station.</div></div>	<div><div>ATTENDANT HATES CATS</div><div>A human working at the GAS STATION is shoos any cats away. Any cat in that area must: Flee: Roll a 3 or above and leave the area Losing means all marking chips are removed after he cleans the station.</div></div>
<div><div>MAYOR IS A CAT PERSON</div><div>The Mayor at CITY HALL loves cats! Any cat in that area must Flee: Roll a 3 or above and leave the area Losing means the cat is stuck in photo sessions for 2 rounds and can't move.</div></div>	<div><div>MAYOR IS A CAT PERSON</div><div>The Mayor at CITY HALL loves cats! Any cat in that area must Flee: Roll a 3 or above and leave the area Losing means the cat is stuck in photo sessions for 2 rounds and can't move.</div></div>	<div><div>SHHH</div><div>A human working at the LIBRARY thinks cats are too noisy. Any cat in that area must: Flee: Roll a 2 or above and leave the area Losing means the cat kicked out can't return for 2 rounds.</div></div>
<div><div>SHHH</div><div>A human working at the LIBRARY thinks cats are too noisy. Any cat in that area must: Flee: Roll a 2 or above and leave the area Losing means the cat kicked out can't return for 2 rounds.</div></div>	<div><div>CLEANING TIME</div><div>The shop owner at the PET SHOP cleans out the shop. All of the marker chips in the PET SHOP get removed.</div></div>	<div><div>CLEANING TIME</div><div>The shop owner at the PET SHOP cleans out the shop. All of the marker chips in the PET SHOP get removed.</div></div>
<div><div>GUARD DOG IS LOOSE</div><div>A mean guard dog is out patrolling the EMPTY LOT. 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.</div></div>	<div><div>GUARD DOG IS LOOSE</div><div>A mean guard dog is out patrolling the EMPTY LOT. 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.</div></div>	<div><div>KING ATTACKS</div><div>The big old mean cat King is roaming the MARKET. Any cat in that area must: Flee: Roll a 3 or above and leave the area Fight: Roll a 4 or above and collect a Critter Chip.</div></div>
<div><div>KING ATTACKS</div><div>The big old mean cat King is roaming the MARKET. Any cat in that area must: Flee: Roll a 3 or above and leave the area Fight: Roll a 4 or above and collect a Critter Chip.</div></div>		