

CANTANKEROUS Cats



A ferocious feline card game of
Cunning, Mischief, & Schadenfreude



CANTANKEROUS CATS

GAME MANUAL

You are a Cat. You live in a House. You share this House with your pet Hoomin. Your goal is to smother this Hoomin with Affection, then cause Mischief around your House.

The first Cat to score 9 Mischief Points wins the game!

NOTE: It is a good idea to set aside an extra 10-15 minutes to learn your first game with new players.

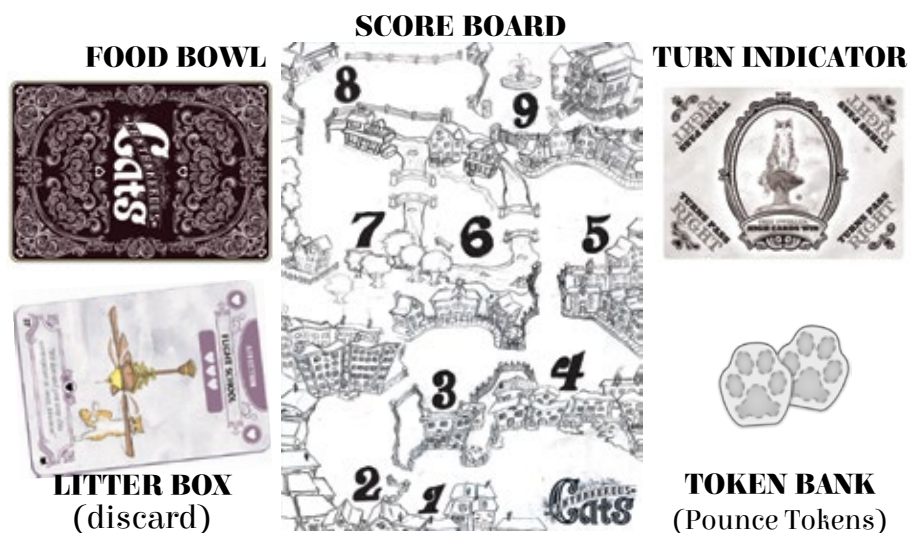
SETTING UP

Set up the table according to “fig 1” on the following page, then distribute these items to each player:

- *ONE Cat Card (Domestic side up)
 - *ONE matching Cat Token on the Start Here space.
 - *ONE Pounce Token from the Token Bank.
- (If this is your first game, you will not use these until you learn the STANDARD GAME on page 8.)
- *SIX cards from the Food Bowl.

NOTE: For added fun and chaos, allow each player to take their OWN six cards from the Food Bowl at the same time!

fig 1 - The Neighborhood

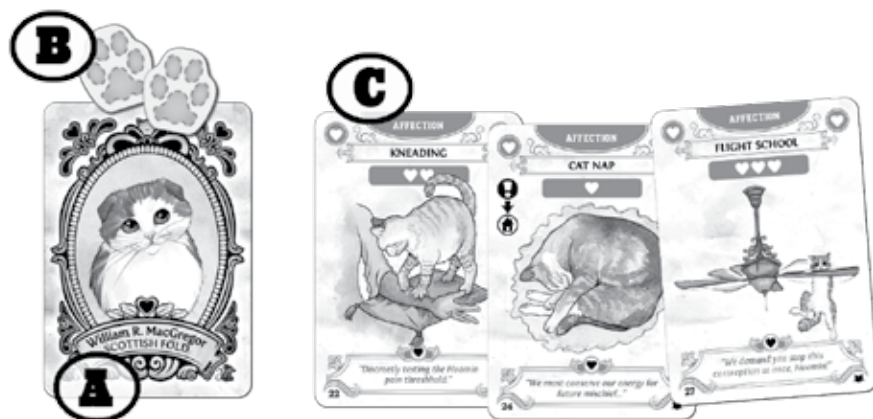


Your House/Territory

The space in front of each Cat is their House. You share this House with your pet Hoomin. Your goal is to bank Affection with this Hoomin in order to score Mischief.

If you try to score Mischief without building enough Affection, you will be banished from your House as a Feral Cat!

fig 2 - Your House



A: Cat Card - **B:** Pounce Tokens - **C:** Play Area

NOTE: A DOMESTIC CAT'S play area is called their House. A FERAL CAT'S play area is called their Territory.

Card Types

There are THREE types of cards you will encounter in a game of Cantankerous Cats:

fig 3 - Card Types



AFFECTION CARDS:

The lavender cards are Affection Cards. The amount of Affection is represented by the number of hearts at the top of the card. These cards are banked in your house until they are spent.

NOTE: Affection Cards do NOT make change. You must spend the entire card at once.

MISCHIEF CARDS:

If you have Affection banked in your House, you may play a burgundy Mischief Card to score Mischief Points. The paws on the top represent the SCORE and the slashed hearts near the bottom are the COST. In order to score, you must pay the cost by discarding banked Affection Cards.

NOTE: If you are ever unable to pay for a Mischief Card, you will lose ALL of your banked Affection and become FERAL.

INCIDENT CARDS:

Green "Event" and Yellow "Frenzy" cards are rule-breaking cards that do not cost any Affection to play. Follow the instructions written on the card, then place the card into the Litter Box.

The First Bite

To determine the starting player, every Cat must bet one card from their hand to get the First Bite of the Food Bowl. Check the Turn Indicator to see whether HIGH RANK or LOW RANK cards win.

NOTE: To add some variety, you may flip the Turn Indicator like a coin to determine the direction of play at the start of the game.

To see a card's RANK, check the number in the bottom left corner. When you have made your decision, place your bet FACE DOWN in your House. When everyone has placed a bet, reveal the cards. The Cat with the winning card takes the First Bite and the Cat Toy. Discard all the bets in the Litter Box.

The game can now proceed.

All players start as a Domestic Cat. The first Cat to score NINE Mischief Points while holding the Cat Toy wins the game!

NOTE: The best way to learn the game is to use the Basic Game rules, then introduce the Standard Game after all players are comfortable.

THE BASIC GAME

The Domestic Turn

1. Meal Time: Take the Cat Toy, then draw THREE cards from the top of the Food Bowl. (Om, nom, and nom!) Declare that you are taking cards to your fellow Cats.

2. Play Time: After you have drawn three cards, you MUST take TWO ACTIONS from the following list:

NOTE: Every Action you take in this game MUST be declared. You may not take your Actions in secret. You may NOT play Actions simultaneously.

a. Bank ONE Affection Card: Play ONE Affection Card into your House or Territory. Affection Cards remain there until they are spent or discarded.

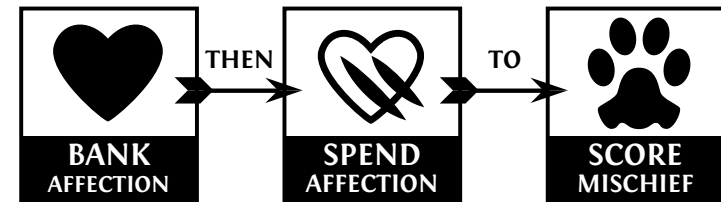
b. Score ONE Mischief Card: Play ONE Mischief Card into your House. You must pay the COST at the bottom of the card by moving banked Affection Cards into the Litter Box. Move your Cat Token the appropriate number of spaces on the Score Board, then place the Mischief Card in the Litter Box.

c. Play ONE Incident Card: Follow the directions on the card. Place the card into the Litter Box after it has been resolved.

d. Picky Eater: Place your hand of cards into the Litter Box, then take an equal number from the top of the Food Bowl.

f. Buy ONE Pounce Token: If you are playing the Standard Game, you may buy Pounce Tokens from the Token Bank. To do this, place TWO cards from your hand into the Litter Box.

fig 4 - Core Concept



NOTE: You MAY choose to take the same Action TWICE.

3. Grooming Time: When you have completed TWO Actions, discard down or draw up to the hand limit of FIVE cards.

NOTE: If the Food Bowl is empty, reshuffle all of the cards in the Litter Box to make a new Food Bowl. You must wait until a new card needs to be drawn from an empty Food Bowl before reshuffling.

4. Nap Time: Wake the next Cat in the neighborhood with a hearty "Meow!" before taking a well deserved nap.

Pass the Cat Toy to the next player.

NOTE: For a simple game, you may keep playing with the Basic Game and ignore all card text that refers to Feral Cats or Pounce Tokens. Remove the following cards from the deck: *Enemy of My Enemy* (36), *Scavenger* (76), *Animal Control* (83), *Escape* (4), and *Adoption Day* (5, 84). Skip to page 8.

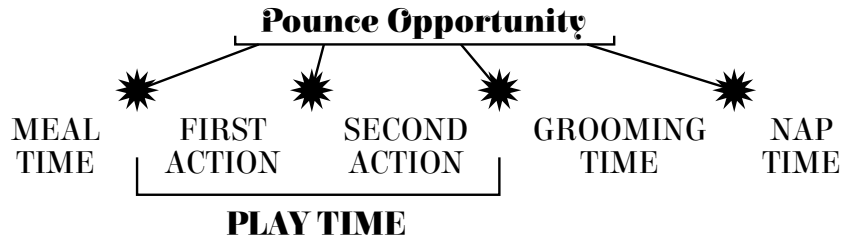
If everybody feels comfortable with the Basic Game; it's time to learn about Pounce Tokens and Feral Cats!

THE STANDARD GAME

The Pounce

You may Pounce on the Cat Toy by saying “Pounce,” then placing your Pounce Token on the Cat Toy. There are two ways you can Pounce:

Fig 5 - When to Pounce



1. ATTACK with a Mischief Card: You may attack the Cat holding the Cat Toy with a Mischief Card. The target Cat must pay the cost of this card using the Affection banked in their House. If they are unable to pay for the card, the target Cat loses ALL of their Affection and becomes a Feral Cat. (See pg. 7) The attacker does not score any Mischief Points. **IF** the target successfully pays the cost of the Mischief Card, they score HALF of the card's value rounded DOWN.

2. PLAY ONE Incident Card: You may play any Event or Frenzy Card. Follow the instructions on the bottom of the card.

The Counter

If you are the target of a Pounce, you may spend your Token to Counter. You have two options to Counter:

1. BANK Affection Cards: You may bank any amount of Affection Cards from your hand to meet the cost of a Mischief Card played against you.

2. PLAY ONE Incident Card: You may choose to play an Event or Frenzy Card from your hand. Follow the instructions on the bottom of the card.

NOTE: You are never REQUIRED to Counter. You may choose to save your Pounce Token and accept the consequences of a Pounce.

POUNCE TOKEN GENERAL RULES:

1. You may hold multiple Pounce Tokens. As long as there is a Token in the Bank, you may purchase one as an Action.
2. You may NOT replenish your hand after performing a Pounce or Counter.

NOTE: It IS possible to have ZERO cards in your hand during your turn. If this ever happens and you must take an action, the only Action you can take is “Picky Eater” for ZERO cards.

POUNCE RULES:

1. You may only Pounce on the Cat who is holding the Cat Toy unless you are FERAL. (see “Feral Cats”)
2. Pounces cannot cancel a card that has already been placed on the table unless an Incident Card allows it.

COUNTER RULES:

1. Cats cannot win a game with a Counter. If you would have scored enough points to win, you score ZERO Mischief Points.

Feral Cats

If you cannot pay for a Mischief Card placed in your House, you will be forced to wander the streets as a Feral Cat! Discard ALL of your banked Affection and continue the game with these modifications:

1. HOMELESS: Since you do not have a Hoomin to interact with, the following conditions apply:

***Limited Food:** Place TWO of the three cards you draw during Meal Time into the Litter Box.

***Pounce Tokens:** Pounce Tokens cost THREE cards.

***Blameless:** You cannot be attacked with Mischief Cards. You are not able to score Mischief Points.

***Troublemaker:** You may attack any Domestic Cat as an Action. You do not need a Pounce Token for this.

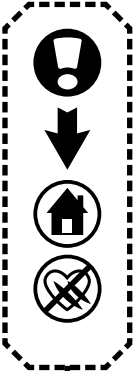
2. ADOPTION CHECK: If you have FOUR Affection Points in your Territory at the start of your turn, you IMMEDIATELY continue playing as a Domestic Cat.

NOTE: When you are Adopted, KEEP ALL of your banked Affection.

Instant Actions

Instant Actions are BLACK and WHITE icons at the top left of some cards. They represent opportunities to sneak in an extra card or two during the course of the game.

Fig 6 - Instant Actions



If ANY Player uses this Card Type:



AFFECTION



MISCHIEF



EVENT



FRENZY



DOG

You may INSTANTLY do this:



BANK or SCORE
in your HOUSE



PLAY



AT
NO COST

FOR EXAMPLE:

When an EVENT card is played, you may BANK or SCORE
this card for NO AFFECTION COST

NOTE: Instant Actions can trigger each other! Use this to your advantage for big plays during your turn.

Winning the Game

When a Cat is about to score their NINTH point, they must announce their intention to the neighborhood. There will be one final chance for any Cats with Pounce Tokens to perform a Pounce AFTER the winning card is played. If no one can prevent the victory, the game ends.

The winning point MUST be scored by playing a Mischief Card in your House while holding the Cat Toy.

FERAL VICTORY: In the STANDARD GAME a Feral Cat may claim victory if they manage to Bank NINE Affection Points while holding the Cat Toy. If a Feral Cat is about to claim victory, they must also give every player with a Pounce Token the opportunity to prevent the victory.

CANTANKEROUS Cats

Kitten Rules for Families and Young Children



2-6 Players
PLAYERS



10-20 Min
GAME TIME



●○○○○○
DIFFICULTY

www.cantankerouscats.net

Game Setup

1. REMOVE the following cards:

MULTIPLIKITTY (1)

ESCAPE (4)

ADOPTION DAY (5, 84)

BUSH DWELLER (20)

ENEMY OF MY ENEMY (36)

TREE DWELLER (65)

SANTA CLAWS (74, 85)

SCAVENGER (76)

ANIMAL CONTROL (83)

2. Follow the Setup Diagram on the back of this rule sheet.

3. The player who most recently pet a cat goes first. (Or you may defer to the youngest player)

How to Play

1. DRAW two cards from the deck, Om Nom! (The deck is also called the Food Bowl)
2. You must take TWO Actions from the list to the right.

How to Play (continued)

ACTION LIST

- a) **Bank ONE Affection card.**

Place ONE Affection card next to your Cat card. This is your House.

NOTE: Affection cards STAY in your House until you spend them on Mischief. They do not make change.

- b) **Score ONE Mischief card.**

Place ONE Mischief card in your House, then perform the following steps:

*Check the slashed hearts near the BOTTOM of the Mischief card. Discard enough Affection from your House to meet or beat that number.

**Check the number of paws at the top of the card. Move your Cat Token up the Scorecard that number of spaces, then place the Mischief card in the Litter Box.

- c) **Play ONE Event or Frenzy card.**

Read the text at the bottom of the card out loud. Follow those directions, then place the card into the Litter Box.

- d) **Be a Picky Eater.**

Place ALL of the cards in your hand into the Litter Box. Draw FIVE new ones from the deck.

3. Pass the Cat Toy to your right and say "Meow!" to end your turn.

4. The first cat to score NINE Mischief points is the winner!

NOTES

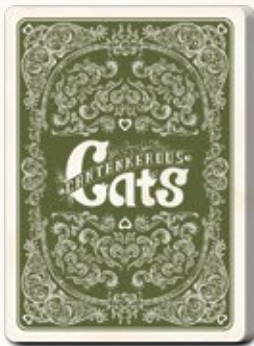
Some cards have special conditions in **BLACK TEXT on the bottom of the card. You must follow these rules unless a card says you "may" do something.

***Ignore ALL rules that refer to Pounce Tokens.

CANTANKEROUS Gats

Kitten Rules Setup

Place this in the center of the table



Deck
(Food Bowl)



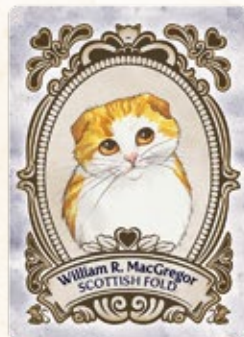
Scorecard



Discard
(Litter Box)

Give each player the following:

Cat Token
(Place on the
Starting Space
of the Scorecard)



Cat Card



FIVE Cards
(in your hand)

FREQUENT QUESTIONS

DO I HAVE TO SAY “MEOW” AT THE END OF MY TURN?

YOU DO NOT HAVE TO SAY “MEOW!”, BUT YOU MUST SAY SOMETHING TO SIGNIFY THE END OF YOUR TURN. THIS LETS EVERYONE ELSE KNOW THAT YOU ARE DONE WITH YOUR TURN AND THE NEXT PLAYER CAN BEGIN.

YOUR FRIENDS MAY ALSO JUDGE YOU HARSHLY IF YOU DO NOT SAY “MEOW.” YOU ARE, AFTER ALL, PLAYING A CAT GAME.

WHAT CARD IS THE “CURRENT” CARD?

THE MOST RECENT CARD TO HIT THE TABLE FROM THE PLAYER HOLDING THE CAT TOY IS THE “CURRENT” CARD. THIS IS TRUE EVEN IF THAT CARD IS A PART OF A CHAIN.

CAN I TAKE EXTRA ACTIONS WITH MY POUNCE TOKEN?

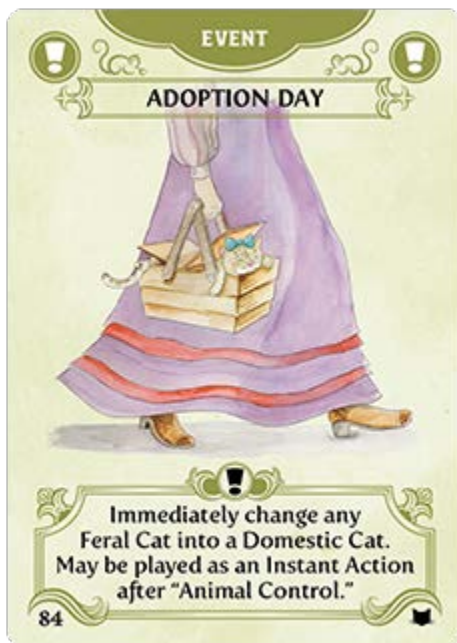
NO. POUNCE TOKENS ARE ONLY USED TO TAKE POUNCE OR COUNTER ACTIONS. IT IS NEVER POSSIBLE TO HAVE MORE THAN TWO ACTIONS ON YOUR TURN.

YOU MAY, HOWEVER, CHAIN MULTIPLE CARDS IN ONE ACTION IF YOU’VE STACKED YOUR HAND CORRECTLY.

A CARD MADE ME DO SOMETHING. DOES THAT COUNT AS AN ACTION?

NO. IF YOU ARE COMPELLED TO DO SOMETHING BY A CARD, IT DOES NOT COUNT TOWARDS YOUR ACTIONS FOR THIS TURN.

CARD CLARIFICATIONS & TACTICS



"ADOPTION DAY"

BASICS:

Instantly change any Feral Cat into a Domestic Cat.

TACTICS:

On the surface, this card is simple: Get back into your House so you can start scoring Mischief Points. In the hands of a skilled player, this is a great way to prevent a Feral Cat from claiming a sneaky Affection victory...



“BLAME THE DOG”

BASICS:

Nullify the Value and Cost of a Mischief Card as it is being played.
Requires a Pounce Token to play.

TACTICS:

This card is great for preventing a cat from scoring a game winning card. It is also a powerful defensive card that will make short work of high powered Attack cards like “Air Strike.”



"ENEMY OF MY ENEMY"

BASICS:

Forces another opponent to do your dirty work. If they are able to attack, you can play a follow up Attack yourself OR take the opportunity to bank some Affection. If they are not holding any Mischief cards, this card has no effect.

TACTICS:

This is a great card for locking down an opponent with a large amount of Affection built up. It allows you to damage an opponent's scoring potential by forcing them to play a Mischief card while dealing with the Affection bank of a second player. If you have some great Attack cards, this is also a great way to turn a point leader into a Feral Cat at low risk to you.



"ESCAPE"

BASICS:

Force the target Domestic Cat to continue playing as a Feral Cat. The target must discard HALF of their banked Affection, rounded down.

TACTICS:

This is one of the trickier cards to utilize well. It's two primary purposes are making yourself Feral or making an opponent Feral. If you are aiming to win as a Feral Cat, this card could set you up if you find yourself with a lot of Affection, but not many Mischief Points on the board. It can also be used to antagonize an opponent that has some larger Affection cards in their House like "Bath Time" or "Santa Claws". Because the card has an IMMEDIATE effect; is also useful for preventing victory in the right hands.



“LASER POINTER”

BASICS:

Cancels ALL of the effects of the CURRENT card on the table. This basically resets the state of the game to the moment just before the target card was played. Any cards that were spent, discarded, or gained as a result of that card are returned and refunded. The target card is placed in the Litter Box.

TACTICS:

Laser Pointer is the trickiest card in the game. It is most often used to prevent a player from scoring Mischief or playing powerful Incident cards. There are TWO in the deck and they are also useful for preventing a victory. It is wise to keep one of these in your hand when you are about to win the game.



“MIDNIGHT RUN”

BASICS:

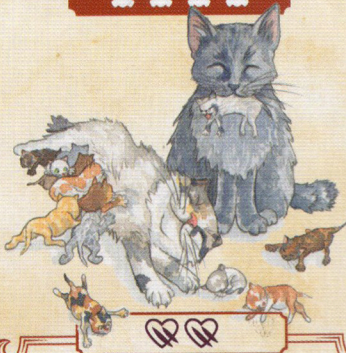
Immediately play ANY two cards.

TACTICS:

One of the most powerful cards in the game. When we say ANY two cards, we mean it. If it would normally cost multiple actions to play a card, it still counts as ONE card. This card is a linchpin for scoring large amounts of points or banking a lot of Affection at once. If you can stack your hand with the right Instant Action cards before playing this, you will be nearly unstoppable.

MISCHIEF

MULTIPLIKITTY



You must spend ONE Pounce Token to score this card.
"We heard you like kittens, so we decided to make some for you!"

1

MISCHIEF

SANTA'S HELPER



If "Santa Claws" is on the table, you may Score this card for ZERO Affection as an Action.

2

AFFECTION

SUNDAY BEST

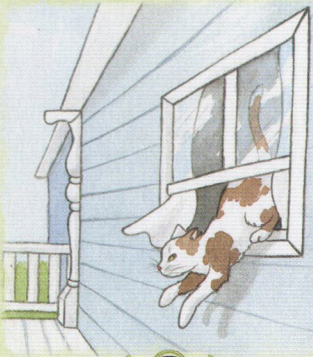


You must use TWO Actions to Bank this card during Play Time.

3

EVENT

ESCAPE



The target Domestic Cat immediately becomes a Feral Cat. Discard HALF the value of their banked Affection.

4

EVENT

ADOPTION DAY

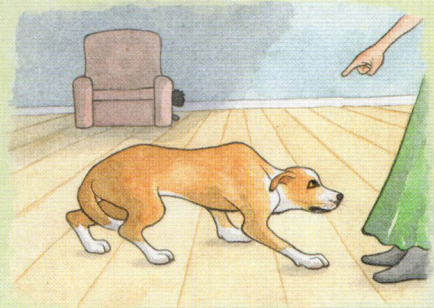


Immediately change any Feral Cat into a Domestic Cat. May be played as an Instant Action after "Animal Control."

5

EVENT

BLAME THE DOG



Ignore the cost of ONE Mischief card as it is being played. The target card is now worth ZERO Mischief Points. Must spend a Pounce Token to use.

6

EVENT

LASER POINTER



Immediately cancel the effects of the current card. Must spend a Pounce Token to use.

7

MISCHIEF

BREAK THE CHINA

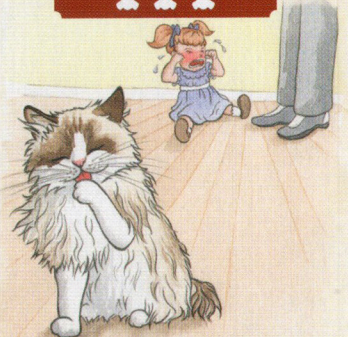


"We decided to punish your poor taste in decor."

8

MISCHIEF

WOUND THE CHILD




"Someone had to teach that thing a lesson about personal space."

9

MISCHIEF

EAT THE RODENT

Three paw prints



Five hearts


"The long ears are delicacies to our people."

10

MISCHIEF

HORTICULTURE

One paw print



Three hearts

"We are extricating some voracious vermin from your garden."

11

MISCHIEF

LAND MINE

Two paw prints



Two hearts

"We understand you enjoy a game called Minesweeper..."

12

AFFECTION

NOSE BOOP

Three hearts



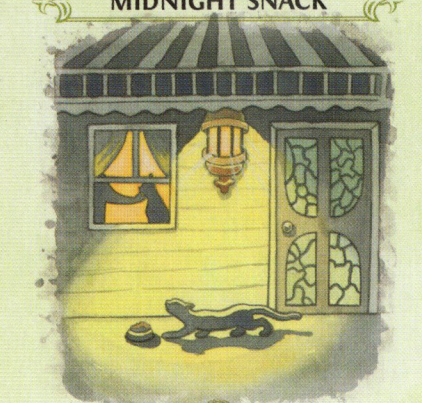
Two hearts

You must use TWO Actions to Bank this card during Play Time.

13

EVENT

MIDNIGHT SNACK



Two exclamation marks

Take a random card from the hand of any other cat. Place that card into your hand.

14

MISCHIEF

TUMMY TRAP

Two paw prints



Three hearts

If "Expose Tummy" is in your House, you may discard it to Score this card as an Action.

15

MISCHIEF

SHRED THE CURTAINS

Two paw prints



Three hearts

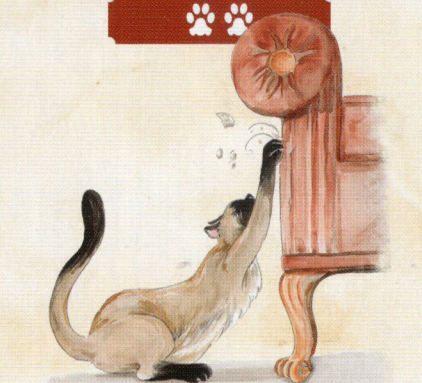
"With your help, I have finally scaled Mt. Veranda."

16

MISCHIEF

SCRATCHING POST

Two paw prints



Three hearts

"We were simply performing some basic durability tests."

17

AFFECTION

SUNBATHE

Three hearts



Two hearts

You must use TWO Actions to Bank this card during Play Time. Steal ONE banked "Cat Nap" card & place it in your house.

18

AFFECTION

CUDDLE THE DOG

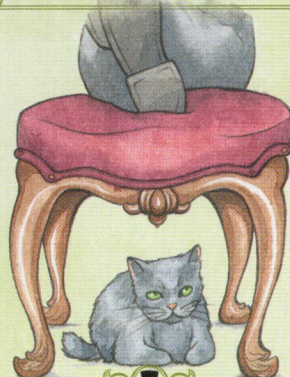


You must use TWO Actions to Bank this card during Play Time.

19

EVENT

BUSH DWELLER



Reverse the Turn Indicator. If the result matches this image, draw a card from the Food Bowl.

20

AFFECTION

CAT FISHING



When you Bank this card, you may trade it for any other Cat's Pounce Token.

21

AFFECTION

KNEADING



"Discreetly testing the Hoomin pain threshold."

22

AFFECTION

CAT IN THE BOX

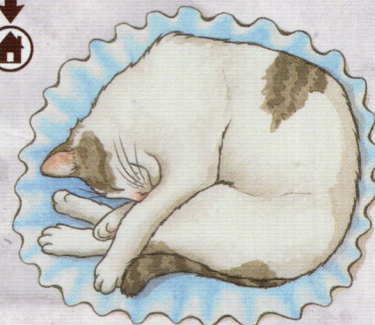


"We can make ourselves fit. Just give us a minute or five..."

23

AFFECTION

CAT NAP



"We must conserve our energy for future mischief..."

24

AFFECTION

STRETCH

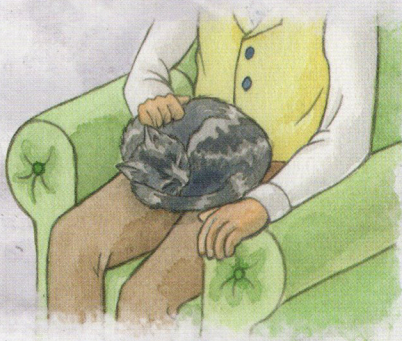


"Our favorite way to wind down from the mayhem we create."

25

AFFECTION

CUDDLE THE HOOMIN

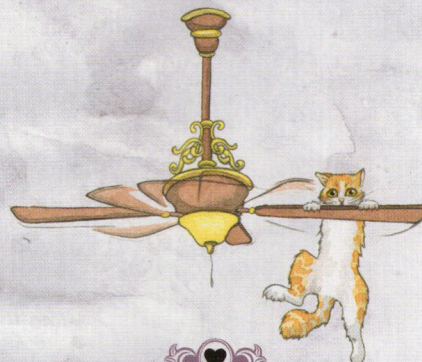


"Don't get too comfortable. I am just stealing your warmth."

26

AFFECTION

FLIGHT SCHOOL

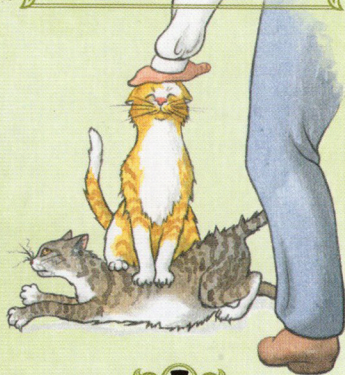


"We demand you stop this contraption at once, Hoomin!"

27

EVENT

PLAY DATE



If you are a DOMESTIC Cat; Steal ONE banked Affection card from any DOMESTIC Cat. Place that card in your House.

28

MISCHIEF

PLAY THE CELLO

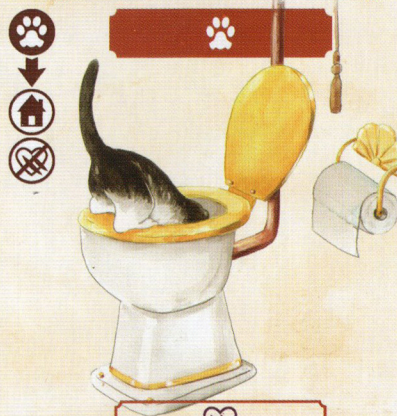


"Our performance is best appreciated by a live studio audience."

29

MISCHIEF

FOUNTAIN



"Toilet must be the Hoomin word for watering hole..."

30

MISCHIEF

PEACE OFFERING



"We don't enjoy these bits. You may have them."

31

MISCHIEF

EXCREVATION



If you Score this card, you may place any Frenzy card from the Litter Box into your hand.

32

MISCHIEF

PEACE OFFERING



"We don't enjoy these bits. You may have them."

33

MISCHIEF

SHOE POLISH



"We thought your shoes could use some spit and polish."

34

MISCHIEF

AMBUSH

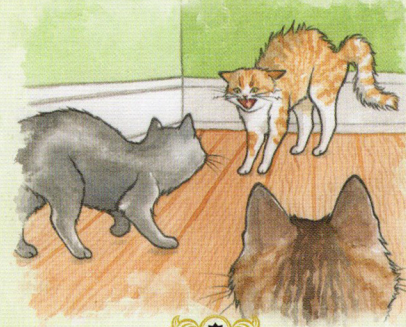


When you score this card, you may steal ONE banked "Nap" card and place it in your House.

35

FRENZY

ENEMY OF MY ENEMY



Force ANY other player to Attack ANY Domestic Cat of your choice (If possible). If they Attack, you may Attack the same Cat or Bank any ONE Affection card.

36

MISCHIEF

HAIRBALL



"We would beg your pardon, but you are beneath us, Hoomin."

37

AFFECTION

YAWN



"We are not tired, Hoomin. You are simply boring."

38

AFFECTION

CAT NAP

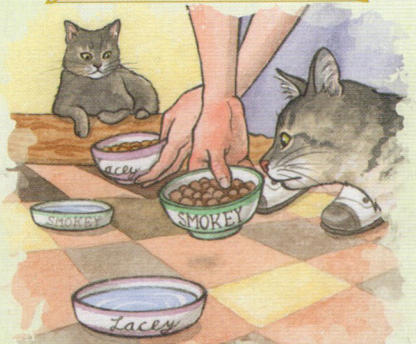


"We must conserve our energy for future mischief..."

39

FRENZY

SOMETHING'S FISHY



Force any TWO Cats to trade hands. You may then bank any ONE Affection card.

40

AFFECTION

NUZZLE

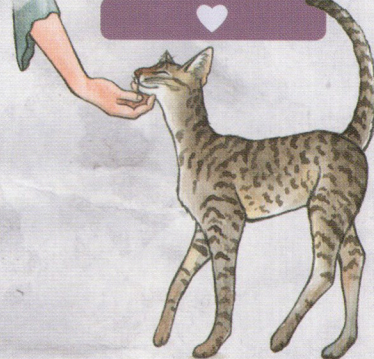


"With this, we hereby declare ownership of this Hoomin."

41

AFFECTION

CHIN SCRATCH



You may immediately Bank this card after any "Nap" card has been played.

42

AFFECTION

CAT NAP



"We must conserve our energy for future mischief..."

43

AFFECTION

YAWN



"We are not tired, Hoomin. You are simply boring."

44

AFFECTION

CHIN SCRATCH



You may immediately Bank this card after any "Nap" card has been played.

45

AFFECTION

NUZZLE



"With this, we hereby declare ownership of this Hoomin."

46

AFFECTION

CAT NAP

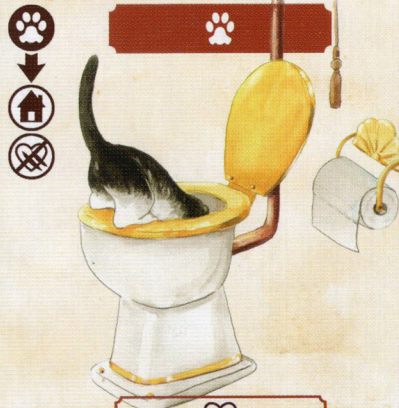


"We must conserve our energy for future mischief..."

47

MISCHIEF

FOUNTAIN



"Toilet must be the Hoomin word for watering hole..."

48

MISCHIEF

HAIRBALL



"We would beg your pardon, but you are beneath us, Hoomin."

49

MISCHIEF

PLAY THE CELLO

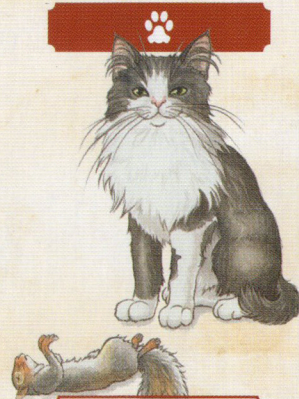


"Our performance is best appreciated by a live studio audience."

50

MISCHIEF

PEACE OFFERING

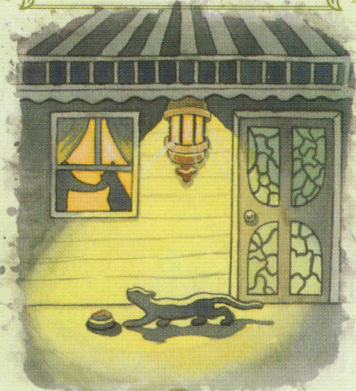


"We don't enjoy these bits. You may have them."

51

EVENT

MIDNIGHT SNACK



Take a random card from the hand of any other Cat. Place that card into your hand.

52

EVENT

NEW DOG



All Cats MUST place the highest value Affection card from their House into the Litter Box.

53

AFFECTION

CAT FISHING



When you Bank this card, you may trade it for any other Cat's Pounce Token.

54

AFFECTION

KNEADING



"Discreetly testing the Hoomin pain threshold."

55

AFFECTION

STRETCH



"Our favorite way to wind down from the mayhem we create."

56

AFFECTION

EXPOSE TUMMY



"No Hoomin can resist the lure of our angel soft tummy..."

57

AFFECTION

STRETCH



"Our favorite way to wind down from the mayhem we create."

58

MISCHIEF

CONFETTI



"We decorated the House for your big dinner party..."

59

AFFECTION

EXPOSE TUMMY



"No Hoomin can resist the lure of our angel soft tummy..."

60

MISCHIEF

DYE THE SHEETS



"We thought yellow would be the perfect color for your linens."

61

AFFECTION

CAT IN THE BOX



"We can make ourselves fit. Just give us a minute or five..."

62

MISCHIEF

DYE THE SHEETS



"We thought yellow would be the perfect color for your linens."

63

FRENZY

FEEDING FRENZY



Draw FOUR cards from the Food Bowl. Keep two of them. Give the remaining cards to any number of opponents.

64

EVENT

TREE DWELLER

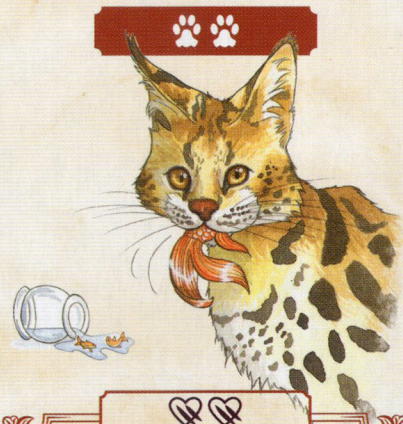


Reverse the Turn Indicator. If the result matches this image, draw a card from the Food Bowl.

65

MISCHIEF

EAT THE GOLDFISH

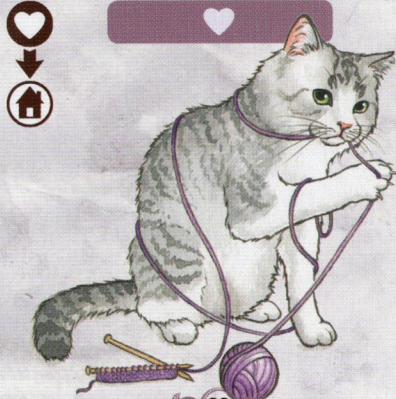


"It just jumped out of the bowl. We were simply mounting a rescue..."

66

AFFECTION

KNITTY KITTY



"Our claws make us naturally suited for this task. Now look away."

67

MISCHIEF

TUMMY TRAP



If "Expose Tummy" is in your House, you may discard it to Score this card as an Action.

68

AFFECTION

SUNDAY BEST

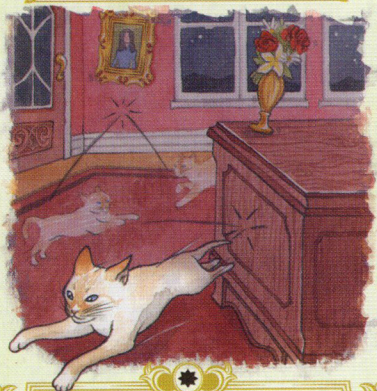


You must use TWO Actions to Bank this card during Play Time.

69

FRENZY

MIDNIGHT RUN



Immediately play any TWO cards from your hand. "We must do ALL of the things right MEOW!"

70

MISCHIEF

CONFETTI

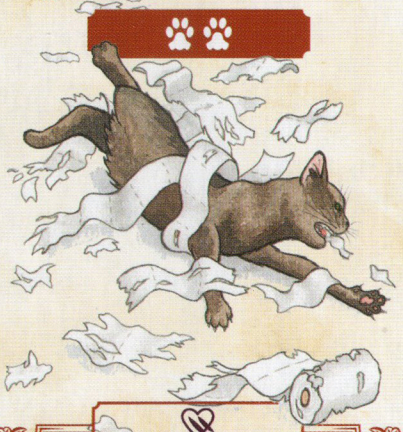


"We decorated the House for your big dinner party..."

71

MISCHIEF

CONFETTI



"We decorated the House for your big dinner party..."

72

AFFECTION

NOSE BOOP



You must use TWO Actions to Bank this card during Play Time.

73

AFFECTION

SANTA CLAWS

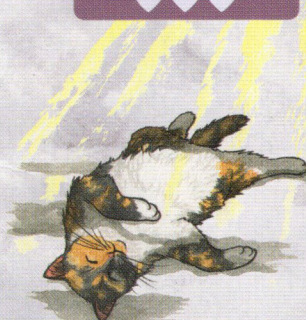


Gift a Pounce Token from the Token Bank to any other Cat. If there is no Token, gift them one of yours if possible.

74

AFFECTION

SUNBATHE



You must use TWO actions to Bank this card during Play Time. Steal ONE banked "Cat Nap" card & place it in your house.

75

EVENT

SCAVENGER

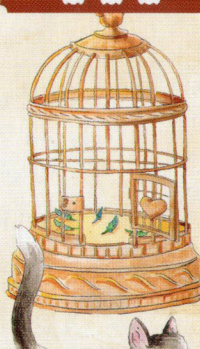


If you are a Feral Cat, search the Litter Box. Place any ONE card into your hand.

76

MISCHIEF

EAT THE BIRD

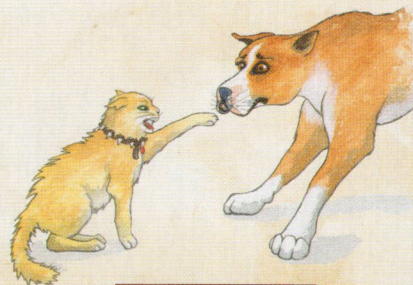


"The pretty ones have the best flavor."

77

MISCHIEF

SWAT THE DOG



If a "Dog" card is played; you may immediately Attack that player with this card. This does not require a Pounce Token.

78

MISCHIEF

LAND MINE

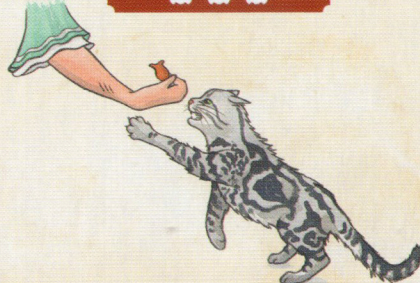


"We understand you enjoy a game called Minesweeper..."

79

MISCHIEF

LEAVE A SCAR

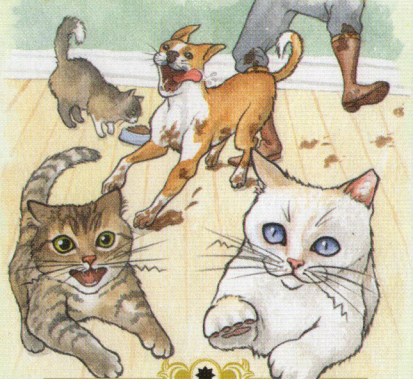


If "Kneading" is in your House; you may place it in the Litter Box to Score this card as one of your Actions.

80

FRENZY

DISASTROUS DOG



All Cats discard ONE random card from their hand. You may then draw TWO cards from the Food Bowl

81

MISCHIEF

BREAK THE CHINA

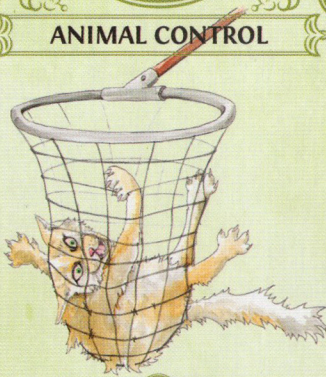


"We decided to punish your poor taste in decor."

82

EVENT

ANIMAL CONTROL



Place this card on top of any Feral Cat. They must remain Feral and skip Play Time on their next turn. Move this card to the Litter Box after it has taken effect.

83

EVENT

ADOPTION DAY



Immediately change any Feral Cat into a Domestic Cat. May be played as an Instant Action after "Animal Control."

84

AFFECTION

SANTA CLAWS



Gift a Pounce Token from the Token Bank to any other Cat. If there is no Token, gift them one of yours if possible.

85

AFFECTION

BATH TIME

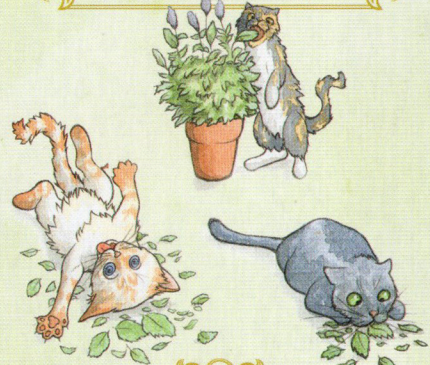


You must use TWO Actions to Bank this card during Play Time.

86

FRENZY

CATNIP FRENZY

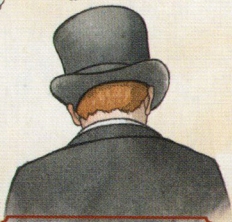


All players must immediately bank ONE Affection card if possible. You may then remove one banked Affection card from the game.

87

MISCHIEF

AIR STRIKE

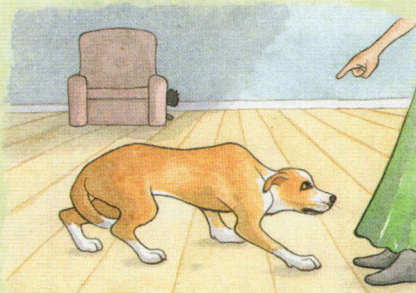


If "Flight School" is banked in your House; you may immediately Score this card for ZERO Affection.

88

EVENT

BLAME THE DOG



Ignore the cost of ONE Mischief card as it is being played. The target card is now worth ZERO Mischief Points. Must spend a Pounce Token to use.

89

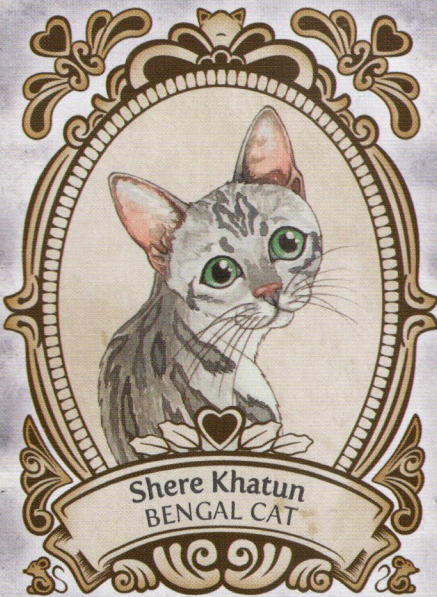
EVENT

LASER POINTER

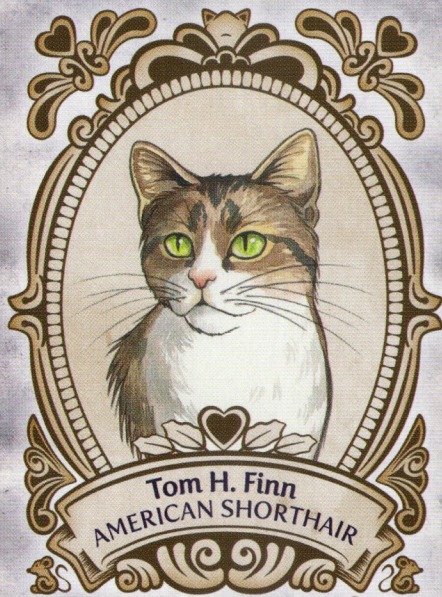


Immediately cancel the effects of the current card. Must spend a Pounce Token to use.

90



Shere Khatun
BENGAL CAT



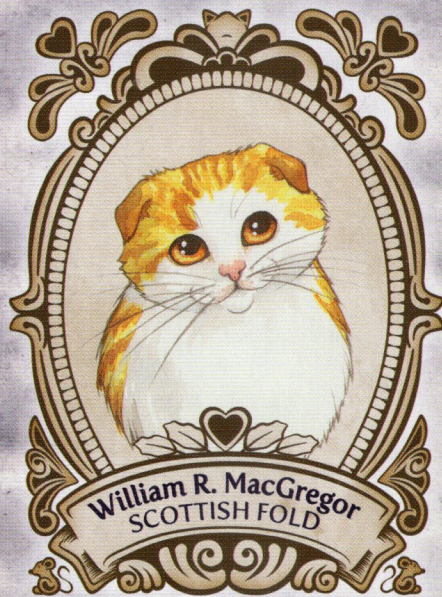
Tom H. Finn
AMERICAN SHORTHAI



Freyja & Bastet
SIAMESE



Annie O. Hemmingway
MAINE COON



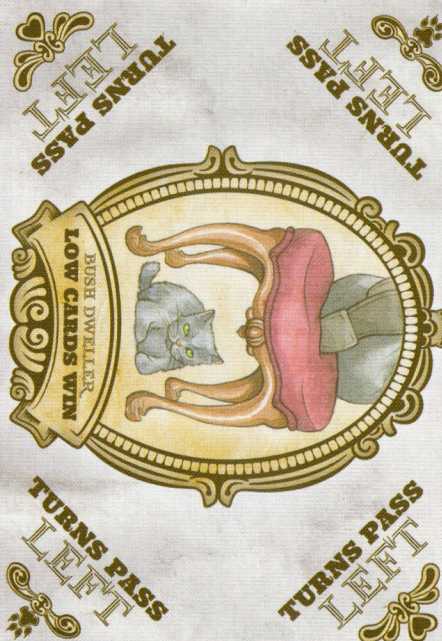
William R. MacGregor
SCOTTISH FOLD



Lord Purrcival XVII
PERSIAN

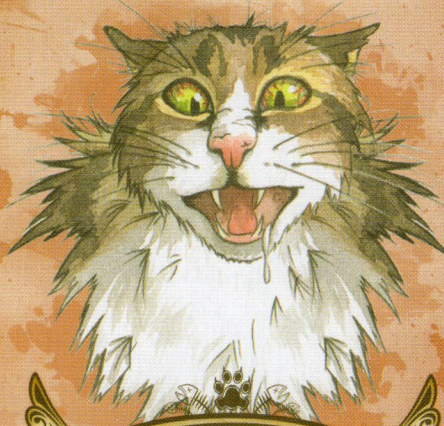


Phoenix S. Banderas
PUSS IN BOOTS





Freyja & Bastet
FERAL CATS



Tom H. Finn
FERAL CAT



Shere Khatun
FERAL CAT



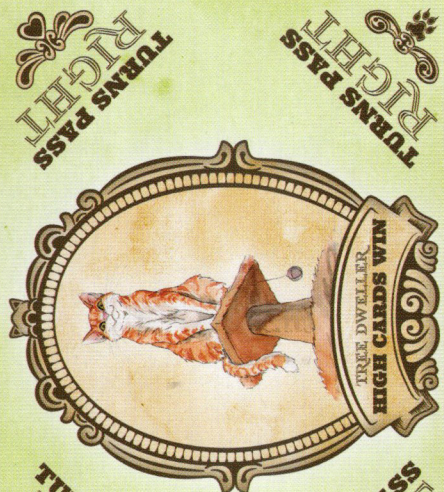
Lord Purrcival XVII
FERAL CAT



William R. MacGregor
FERAL CAT



Annie O. Hemmingway
FERAL CAT



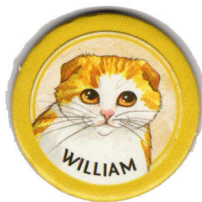
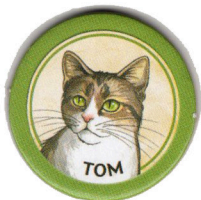
TURNS PASS
RIGHT

TURNS PASS
RIGHT

TREE DWELLER
HIGH CARDS WIN



Phoenix S. Banderas
FERAL CAT





QUICK REFERENCE CARD

BASIC FLOW

BANK Affection (♥) in your House. **LOSE** Affection (♥) when you **SCORE** Mischief (♠).

GLOSSARY

PLAY: Any legal action using a card.
SCORE: Play a Mischief card in your House.
BANK: Play an Affection card in your House.
ATTACK: Play a Mischief card against a Domestic cat.

INSTANT ACTIONS

IF ANY PLAYER USES ONE OF THESE CARDS:



YOU MAY USE THESE EFFECTS IMMEDIATELY

BANK or SCORE in your HOUSE	PLAY	ZERO AFFECTION
---	-------------	-----------------------

DOMESTIC CAT

Normal game state. May be Attacked. Score your NINTH Mischief point while holding the Cat Toy to win the game!

1. MEAL TIME

Draw THREE cards from the FOOD BOWL

2. PLAY TIME

Take TWO of the following actions

- A. Bank ONE Affection Card
- B. Score ONE Mischief Card
- C. Play ONE Incident Card
- D. Buy ONE Pounce Token
- E. Be a Picky Eater

You MAY take the same ACTION twice. You MAY NOT play actions simultaneously.

3. GROOMING

Discard down OR Draw up to the hand limit of FIVE cards.

4. NAP TIME

Pass the Cat Toy to the next player

FERAL TURN

1. ADOPTION CHECK

If you have FOUR Affection points in your Territory, become a Domestic Cat. Keep your Affection cards.

2. MEAL TIME

Draw THREE cards from the Food Bowl. Discard TWO of them.

3. PLAY TIME

Take TWO of the following actions

- A.** Bank ONE Affection Card
- B.** Attack any DOMESTIC Cat
- C.** Play ONE Incident Card
- D.** Buy ONE Pounce Token
- E.** Be a Picky Eater

With THESE Modifications

- *You CAN NOT score Mischief Points
- *You CAN NOT be Attacked
- **Bank NINE Affection Points while holding the Cat Toy to win!
- B.** Does not cost a Pounce Token.
- D.** Pounce Tokens cost THREE Cards.

You MAY take the same ACTION twice. You MAY NOT play actions simultaneously.

4. GROOMING TIME

Discard down OR Draw up to the hand limit of FIVE cards.

5. NAP TIME

Pass the Cat Toy to the next player with a Hiss!



CANTANKEROUS Cats

You Are a Cat
You live in a House.

You share this House with your pet Hoomin. Your mission is to shower this Hoomin with Affection while causing Mischief in their House. Other Cats in the neighborhood will be doing their best to thwart your efforts.

The first Cat to score 9 Mischief points is the winner of the game!



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