

**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, Score this card for ZERO Affection as one of your actions.

2

**AFFECTION**

**SUNDAY BEST**

★★★★



♡

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

3

**EVENT**

**ESCAPE**



⚠

Immediately continue playing as a Feral Cat. Discard HALF the value of your 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**

10

*"The long ears are delicacies to our people."*

**MISCHIEF**

**HORTICULTURE**

11

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

**MISCHIEF**

**LAND MINE**

12

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

**AFFECTION**

**NOSE BOOP**

13

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

**EVENT**

**MIDNIGHT SNACK**

14

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

**MISCHIEF**

**TUMMY TRAP**

15

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

**MISCHIEF**

**SHRED THE CURTAINS**

16

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

**MISCHIEF**

**SCRATCHING POST**

17

*"We were simply performing some basic durability tests."*

**AFFECTION**

**SUNBATHE**

18

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

**AFFECTION**

**CUDDLE THE DOG**

Three hearts icon



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**

Two hearts icon



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

21

**AFFECTION**

**KNEADING**

Two hearts icon



"Discreetly testing the Hoomin pain threshold."

22

**AFFECTION**

**CAT IN THE BOX**

One heart icon



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

23

**AFFECTION**

**CAT NAP**

One heart icon



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

24

**AFFECTION**

**STRETCH**

One heart icon



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

25

**AFFECTION**

**CUDDLE THE HOOMIN**

Two hearts icon



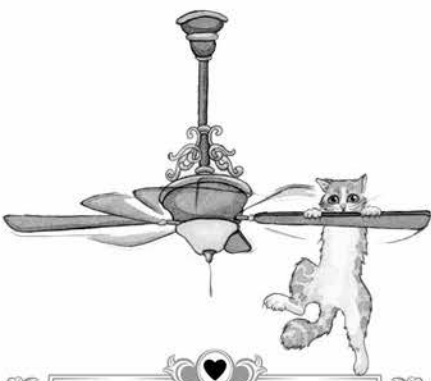
"Don't get too comfortable. I am just stealing your warmth."

26

**AFFECTION**

**FLIGHT SCHOOL**

Three hearts icon




"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**




46

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

**AFFECTION**

**CAT NAP**



47

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

**MISCHIEF**

**FOUNTAIN**



48

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

**MISCHIEF**

**HAIRBALL**



49

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

**MISCHIEF**

**PLAY THE CELLO**



50

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

**MISCHIEF**

**PEACE OFFERING**




51

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

**EVENT**

**MIDNIGHT SNACK**



52

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

**EVENT**

**NEW DOG**




53

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

**AFFECTION**

**CAT FISHING**



54

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



**AFFECTION**

**KNEADING**

♥ ♥



55

"Discreetly testing the Hoomin pain threshold."

**AFFECTION**

**STRETCH**

☀️ ↓ 🏠 ♥



56

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

**AFFECTION**

**EXPOSE TUMMY**

♥ ♥



57

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

**AFFECTION**

**STRETCH**

☀️ ↓ 🏠 ♥



58

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

**MISCHIEF**

**CONFETTI**

🐾 🐾




59

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

**AFFECTION**

**EXPOSE TUMMY**

♥ ♥



60

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

**MISCHIEF**

**DYE THE SHEETS**

🐾 🐾 🐾



61

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

**AFFECTION**

**CAT IN THE BOX**

♥



62

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

**MISCHIEF**

**DYE THE SHEETS**

🐾 🐾 🐾



63

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

**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

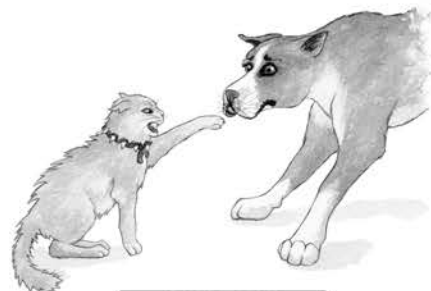


"The pretty ones have the best flavor."

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**

Four crossed-out heart icons.

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

82

**EVENT**

**ANIMAL CONTROL**

Place this card on top of any Feral Cat. They must 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**

Five crossed-out heart icons.

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

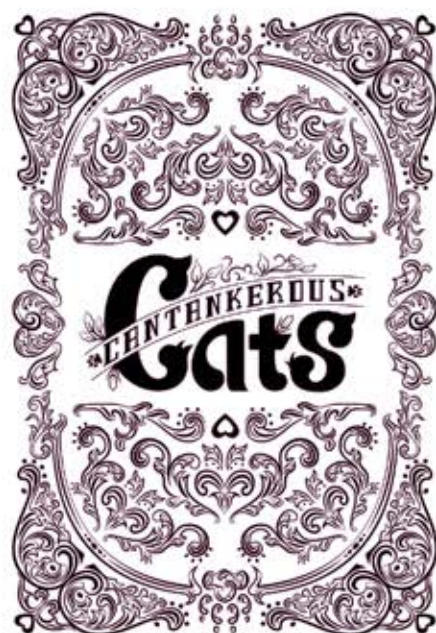
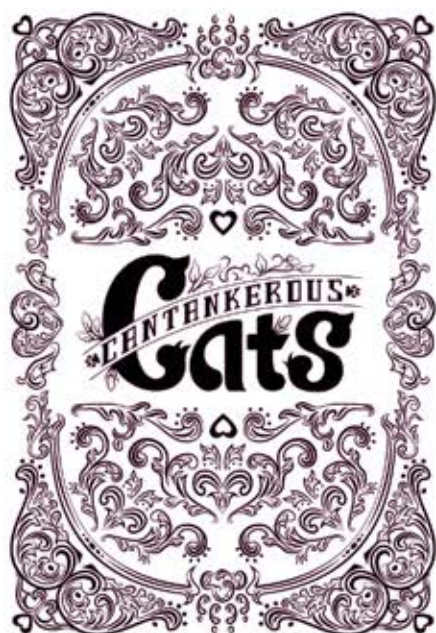
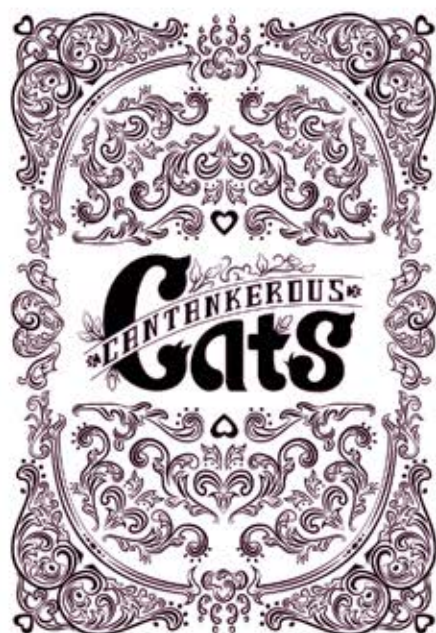
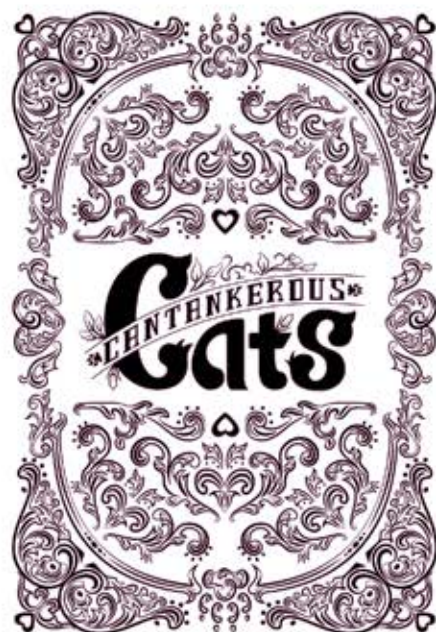
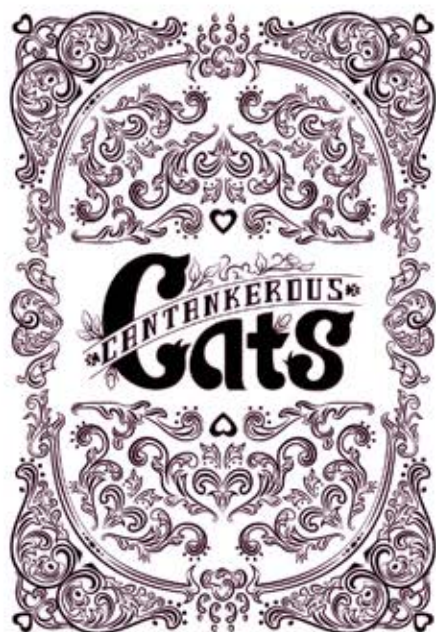
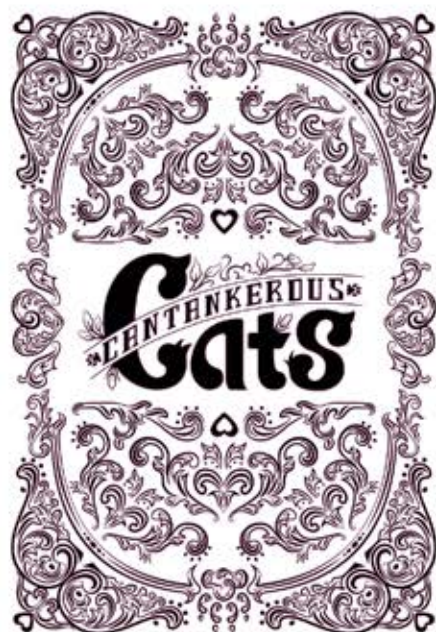
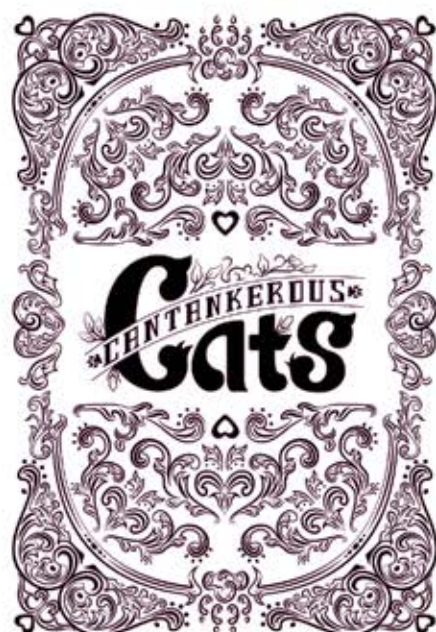
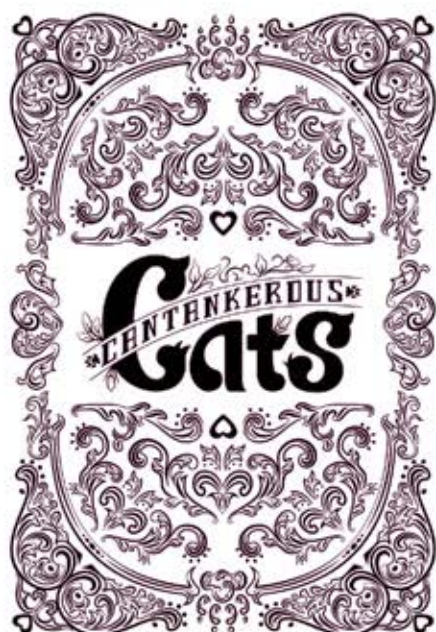
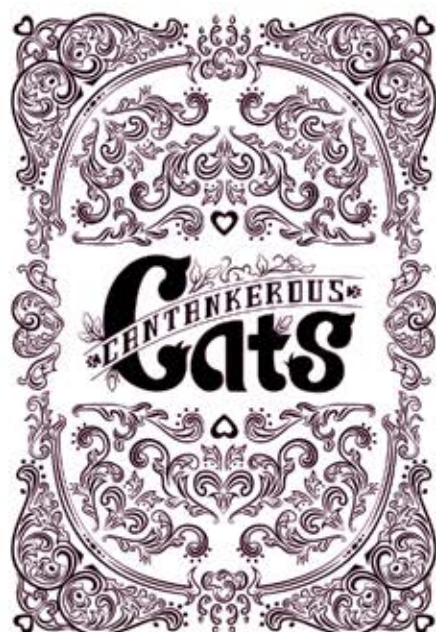




















# CANTANKEROUS CATS

## 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.

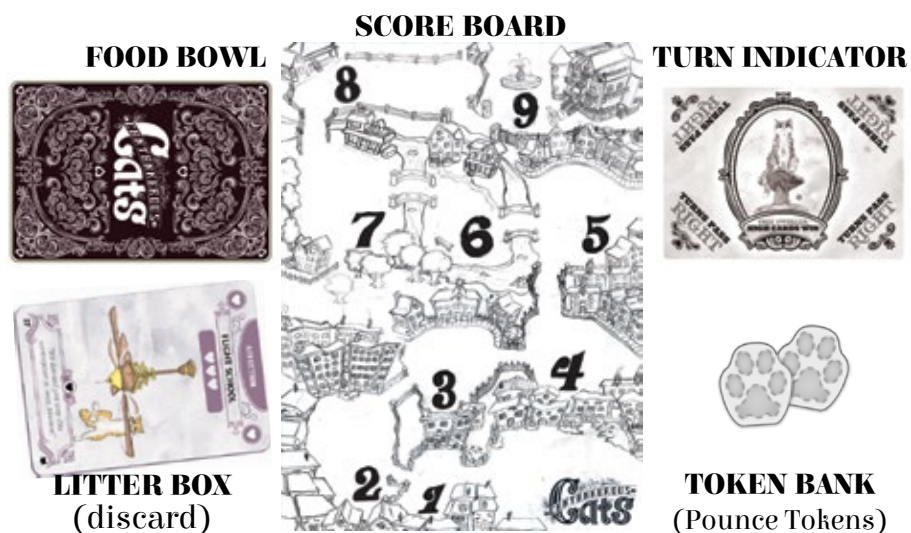
## SETTING UP

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

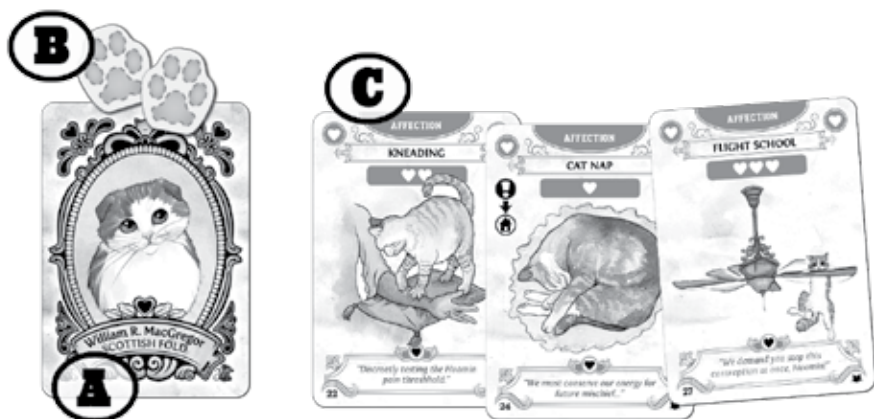


## Your House/Territory

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.

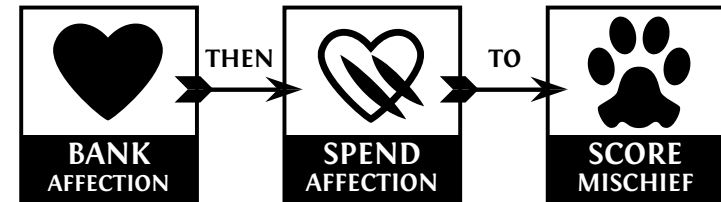
**b. Score ONE Mischief Card:** Play ONE Mischief Card into your House. You must pay the COST at the bottom of the card by moving banked Affection Cards into the Litter Box. Move your Cat Token the appropriate number of spaces on the Score Board, then place the Mischief Card in the Litter Box.

**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!

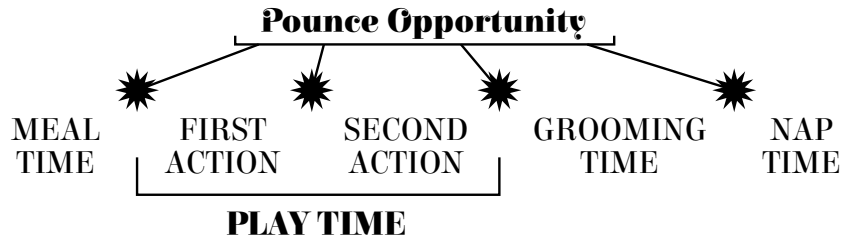


# THE STANDARD GAME

## 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.

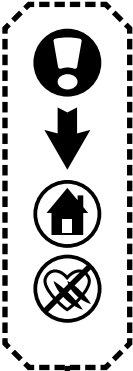
**2. ADOPTION CHECK:** If you have FOUR Affection Points in your Territory at the start of your turn, you IMMEDIATELY continue playing as a Domestic Cat.

**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.