

WERE KITTENS

2-3
player


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5-10
minute

Components: 10 pennies, 6 nickels, 6 dimes, 1 quarter, 1 Card per player

The Player Card: has 6 turn order spaces  numbered 1-6 in which cats can be placed.


 **eat area** is for eating victims. **scare area** is used for some abilities.

The Pieces: The pieces in this game are coins. The location and orientation of each coin indicates whether it is a **villager**, a **cat**, or a **victim**.

Villagers: coins in **supply area** and **city** are **villagers**.

Cats: coins on the **turn order spaces** of a player card are **cats**.


heads-up cats can take actions, **tails-up cats** can't take actions.


Victims: coins in a player's possession that are in a player's **hand**, **scare**, or **eat area** are **victims**. **victims** can be eaten to increase a **cat's claw**. 


Setup: each player take a **player card** and place in front of self.

- each player take 2 starting coins. take either **2 pennies**, **2 nickels**, or **2 dimes**.

- one of these coins will be your starting cat and one will be your starting victim.

Pennies: place one penny as a **cat** in **turn order space**  **6 Heads-up**.
other penny goes in **hand** as **victim**.

Nickels: place one nickel as a **cat** in **turn order space**  **5 Heads-up**.
other nickel goes in **hand** as **victim**.


Dimes: place one dime as a **cat** in **turn order space**  **4 Heads-up**.
other dime goes in **hand** as **victim**.

Supply Area: place all remaining coins between players (**supply area**).



- Place Quarter between players.



Claw

In this game, all **actions** require the use of a cat's **claw**  number.

The **claw** represents the power of the **cat**, **victim**, or **villager**.

Cats: Penny Cats: claw  3, Nickel Cats: claw  2, Dime Cats: claw  1

Villagers: penny villagers: claw 1, nickel villagers: claw 2, dime villagers: claw 3.


Eating: the **claw** number of a **cat** may be temporarily increased by **eating victims**.

To **eat**, move **victim** from  **eat area** to **supply**. then add **victim(s)**' **claw** to your **cat's claw**.

Dime victims add 3, **nickels** add 2, and **pennies** add 1. no limits on how many **victims** cats can eat.

Gameplay: Each **Round** is divided into 3 Phases;

Phase 1 Place Victims:

Place **victims** on  **eat area** of **player card** to eat them during **Phase 2: Action**.

place **victim** on **scare area** to enable special actions available to some of the characters.

- players do **not** need to place all of their coins during this **phase**.

- first player to finish placing coins takes the **quarter**.

Populate City: Starting with player who has **quarter**, players take turns taking coins

from the **supply area** and placing them in the **city area**, until there are **4 coins** in **city**.

(the **city area** is **between the players**, next to **supply area**).

- Whenever a player takes the last coin from the **city area**, **populate city**.

- any time that there are not **4 coins** in **city** at end of **Phase 1**, add coins until there are **4** in **city**.
(populating **city** always starts with player who has **quarter**.)


Phase 2 Action:




each **cat** takes its **action** in order. **cat 1** can take action, then **cat 2** take action, then **cat 3, 4, 5** etc.

- each **cat**, on its **turn**, may take **1 action**. there are **3 possible actions** a **cat** can take.

- only **heads-up** cats can take actions. flip cat to **tails** after it has taken its **action**.

- if both players are taking **action** with **cats** that have **same number**, player with **quarter** goes first.

Actions: below are the 3 actions 


1) **Take victim:** If **cat** has **claw**  that is higher than or equal to **claw**  of a **villager** in the **city**, **cat** may take that **villager** into **hand** as a **victim**. **victims** can be **eaten** to increase **claw**.
Villager's Claw  is: 3 for **dimes**, 2 for **nickels**, and 1 for **pennies**.

2) **Make Cat:** When making a **cat**, choose **coin** from **city** to make into **cat**, then choose the **turn order slot** that the new **cat** will be placed in. subtract the number of the **turn order slot** the **cat** will be placed in, from the **make cat** cost of the **type of coin** that is being made into a **cat**.

Pennies: have a **make cat** cost of 11. subtract **turn order** of new cat from this number.

Nickels: have a **make cat** cost of 10. subtract **turn order** of new cat from this number.

Dimes: have a **make cat** cost of 9. subtract **turn order** of new cat from this number.

If your **cat's claw**  is greater than or equal to this number, take your new **cat** from **city** and place **tails-up** in its **turn order slot** (**cats** need to **Eat Victims** to increase their **claw** enough to **make cat**)

Example: my **penny cat** (**claw 3**) is making a **nickel** in **city** into **cat**. **nickel** has **make cat** cost of 10.

I want to place the **cat** in my **turn order 4 slot**. I subtract **turn order** from **make cat** (10-4=6) so my **cat**

must have a **claw** of 6 or more to make the **cat**, so my **penny cat** eats a **dime** to add 3 to its **claw**.

(3+3=6) enough to make the **cat**, I now place the **nickel tails-up** in **turn order slot 4**.

3) **re-populate:** place any coins left in **city** back in **supply** and then **populate city** normally.

Phase 3: refresh: (if no **coins** in **city** or **supply**, go to **Endgame**. if not, continue)

During this **Phase**, flip all of your **cats** to the **heads-up** position.

- return any **victims** from **scare area** to **hand**.

- move any **victims** remaining on **eat area** to **supply**. (if game ended, do **not** perform this step!)

- begin new **round**

Endgame and Scoring: (do **not** perform **Phase 3** of **final round**, keep any **victims** on **eat area**)

Game ends at **end of round** in which **no coins** left in **city** or **supply**.

Cats: 2vp penny cat, 3vp nickel cat, 2vp dime cat

Victims: 2vp per each of the type(s) of **victim** you have the most of, 1vp per each of type(s) you

have 2nd most of, and 0vp for type you have least of.

example 1: I have 3 penny victims, 2 dime, and 1 nickel. I get 2vp per penny, 1 per dime, and 0 per nickel. (8vp total).

example 2: I have 2 penny victims, 2 dime, and 1 nickel. I get 2vp per penny, 2 per dime, and 1 per nickel. (9vp total).

Player with most vp wins.