

-If a Monster takes the last card from the City, it refills to 6 cards instantly.

**Dumpster Dive :** A werecat can take 1 Food Counter and place it upon itself. That's it. (this is usually only used when a cat is too weak to eat any villagers.)

**Scare the City :** Take any cards in the City and place them at the bottom of the deck. Draw 6 new cards to form the new City Area. Do not shuffle!!! Each Player can only do this once per Round.

### Endgame and Scoring :

**Game ends** at the end of any round in which ;

- there are no cards remaining in the Villager Deck.
- any player has 8 werecats (including your starting werecat)
- any player has created werecats with every Family Jewel colour. (red, yellow, green, blue, violet)

### Scoring :

- score 1vp for each Card in your Graveyard Pile.
- score 2vp for each Werecat that you converted. (don't count starting cat)
- score 10vp if you have created werecats with every Family Jewel Colour.

or

choose 1 family jewel colour. Score 3vp for each werecat you created that has that jewel colour.



**Example :** This player has 8 cards in her Graveyard pile (1vp each) (2 of them are "high value" (2vp each)) (10vp total)  
 Player has created 5 werecats(2 vp each) (10vp total)  
 Player does not have werecats with all of the different jewels so she chooses to score werecats with yellow jewels. She has 3 Werecats with yellow jewels (3vp each) (9vp total).

players score adds up to 29. (10 for graveyard, 10 for werecats, 9 for Jewels)



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# CULTS & COVENS WERECATS



**Werecat version :** In this version of the game, play as a hungry werecat with a taste for fancy folks. Players must eat delicious citizens to gain power, and convert the best ones into werecats to build their werecat team!

### Components



### 50 Villager Cards

### 4 Werecat Cards

**The Villager Card :** These cards represent the villagers of the city.

Each card has several stats;

- Vigor :** This is the number of food this villager can hold if turned into a cat
- Force :** Beat this number with your cat's Force to eat this villager.
- Will :** Beat this plus Force with your cat's Force to turn this card into a Werecat.



- Family Jewel :** Represents the villager's family. Score points for sets of jewels at endgame.
- Turn Order :** Monsters (cats, vampires, priests) take turns in order. Monsters with low numbers go first and higher numbers go after them.
- Corpulence :** The red drops on the right represent the physical size of the villager. Gain 1 Food Counter for each drop of corpulence when you eat a villager.
- Food Power :** Activate these when you eat the card.

**The Werecat Card :**

These cards represent the starting werecats. Werecats only have 3 stats;

- Vigor
- Force
- Turn Order

- Vigor :** This is the number of food the werecat can hold on it.
- Force :** This number is the werecat's base ability to eat or convert cards into werecats..




**Turn Order :** Werecats take turns in order. Each turn, the werecat with the lowest number goes first and all other werecats take their turns in order after.

## Setup :

- Each player select a Starting Werecat and place 2 Food Cubes on it.
- Thoroughly shuffle the Villager Cards.
- Draw 6 Villager Cards and Place them face-up between the players.

### City :

This area is called the City  
Werecats can Eat, Convert,  
or Scare these Villagers.

At the start of the game  
replace any cards that have  
a Force  of 3 and

shuffle them back into deck.

(after setup, all Citizen  
Cards are welcome in the  
City Area)



## Gameplay :


This game is played over the course of several Rounds.  
During each Round, each Werecat, starting with the one with the lowest Turn Order Number, takes its turn in order until each Werecat has taken its Turn.

**Food Cubes :** Werecats get power from the food they eat. Werecats can spend food Cubes off of themselves to **temporarily** increase their own force. Each Food Cube spent **temporarily** increases the cat's Force by 1. (just long enough to take 1 action)


Players each begin with 1 Werecat, but as they create more Werecats, they get to take more Turns each Round.

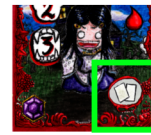
At the beginning of each Round,  
- Add cards to the City Area until it has 6 cards in it.

- Each Werecat, on its Turn, can take 1 Action.  
There are 4 possible actions a cat can take;

**Eat a Citizen :** A Werecat can eat any Villager that has a lower  force than it does. If the werecat's Force is not higher than the Villager's Force, it may spend Food Cubes off of itself to temporarily increase its Force. Stack the Villagers that you eat face-down to form a Graveyard pile.



After eating a Villager, place Food Cubes equal to the Villager's Corpulence upon the Werecat that ate it. (Corpulence is the # of red drops on right of card) Remember : Werecats can only hold as many Food Cubes as their Vigor  number. (discard extra cubes)



**Food Powers :** When a cat eats a Villager with a symbol on the lower right of the card, it may use the indicated Food Power!

There are 6 different powers in this version of the game ;



**Sharing :** When you eat this Villager, you can place the food received onto any of your werecats.



**Peer Pressure :** Drag another card from the City to your Graveyard after eating this Villager. (you don't get food from 2nd card) (ignore any powers)



**High Value :** This card is worth 2VP instead of 1 at endgame.



**Draw :** Draw a card and add it to the City Area.



**Extra Action :** after eating this card, player may pay a food off of **Starting Cat** (the one with gold border), to allow the Werecat that ate it to take a second action.






**ReAnimate :** player may, instead of getting food when eating this card, pay 2 Food from your **Starting Cat** (the one with gold border) to convert 1 card from your graveyard into a werecat.

Each **Werecat**, can only activate 1 food power per turn. If you take more than 1 card to your graveyard, you only get to use the first power.

Each of your cats can use a maximum of 1 food power per turn.

(this rule does not have any effect upon "high value" cards)

**Convert Werecat :** A Werecat can turn any Villager Card into a Werecat if its Force  is Higher than the sum of the Villager's Force  plus its Will .

(This often requires spending of Food to increase force of the cat who is converting the Villager.)

After creating the Werecat, place it in numerical order (Turn Order) with your other cat(s). (low numbers at top, higher numbers below). (see example on right of page)

- If 2 cats have same Turn Order #, red border goes first.

Example : To convert a Villager with Force of 2 and Will of 1 into a werecat(2+1= 3), my cat would need Force of 4 (4 is bigger than 3) . If the cat I am using has Force of 2, I would need to spend 2 food to convert the Villager (2+2=4).

