

CAT pageant

2-4
player 
 30
minute

© 2023
www.niceboardgames.com
@niceboardgames

Components: 42 Cat Cards, 6 Fancier Cards, 4 Timecards, 2 help cards.

20 cubes(8mm) and 8
paperclips (not included)
are required to play this
version of the game.



Cat Cards have 2 stats.

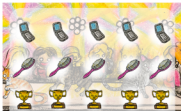
Trick(bottom left): Indicates the trick a fancier can unlock by training this cat. It also indicates the type of pageant the cat can participate in.
Moxie(bottom right): Is the number of cc (cat cred) a fancier gets for showing this cat. A fancier can never have ungroomed cats whose total moxie exceeds the fancier's moxie. (cats with more moxie are harder to handle, but worth more cc)



Fancier Cards have 2 stats (Moxie and Hustle). These stats can be increased by grooming.

Moxie: The total Moxie of a fancier's ungroomed cats can never exceed the fancier's moxie (it is kind of like a "cat capacity"...or "cat-pacity").

Hustle: Add this to the number of cubes you placed on hustle when finding initiative. (it is just an initiative bonus).



Place **time cubes** on **time card** to indicate how your hero spends time each round.

Setup:

- Shuffle the deck of Cat Cards and place face-down.
- Each player take a Fancier Card and 2 paperclips. (Use paperclips to keep track of your hero's moxie and hustle.) (begin game with clips on lowest moxie and hustle for your character)
- Each player take a timecard and 4 time cubes.



Gameplay: - Each round in the game has 4 phases;

- 1) **Place Time Cubes:** place cubes on time cards to indicate the actions you will take this round.
- 2) **Adopt:** take turns adopting cats from the play area.
- 3) **Groom:** prepare cats for show, increase stats, and learn tricks.
- 4) **Show:** groomed cats can be shown for cc (cat cred).



Phase 1: Place time cubes: All players hold all of their available time cubes in their hands. (each player starts the game with 4 time cubes). Players count down from 3 and then simultaneously place their cubes on their timecards. (you can use your hand to hide what you are doing.)

hustle: each cube here allows player to adopt 1 cat. Also, initiative is determined by adding speed to the number of cubes placed on hustle.

groom: cubes placed here can be used to groom cats for show, increase fancier's stats, or activate one of your cat's tricks.

show: each cube here allows player to show a cat. showing cats is the main way to score cc (cat cred) and win the game.



Phase 3: Groom: continued;

train: move 1 cube off of the groom area of your time card to increase your fancier's moxie or hustle by 1. use paperclips to track stats. stats can't be increased beyond the highest number on the fancier card.

learn trick: move 1 cube off of groom area of your time card to activate one of your cat's tricks. you cannot learn trick from a cat with a cube on it (you can't learn trick from a cat that you just adopted)

- you can learn trick from groomed or ungroomed cats.
- after learning trick, slide cat card under time card so that the trick is visible. these cats can never be shown in pageants and must stay under time card until game ends.
- once activated, a trick may be used as much as a player wants.



example: this player has activated 3 cat tricks.



Tricks: all tricks are cumulative. You can take as many as you want of each.

cube: take a cube from the supply. Now you have 1 more cube than you started with.

show bonus: during Phase 4, each cube you spend off of show allows you to show an extra cat. If you have one copy of this trick, each cube lets you show 2 cats. If you have 2 copies of this trick, each cube lets you show 3 cats, etc.

cat groom bonus: during Phase 3, when grooming, you may groom an extra cat for each cube spent. If you have one copy of this trick, each cube spent on grooming lets you groom 2 cats instead of 1. This trick has no effect on training or learning tricks.

media bonus: +1 cc (cat cred) for each different special ability you have (except for this ability). If I have all 3 other bonuses, I would get 3cc for this trick. each media bonus has a maximum value of 3cc (cat cred).

registration: each of these allow a player to, once per round, show 1 cat in a pageant that it does not have the right trick to participate in.

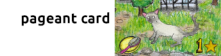


Phase 4: Show: players can show their cats in initiative order (player with highest total hustle goes first, etc.)

group pageants: Most of the pageants in the game will be "group pageants". in a group pageant, players can only show cats that have the same trick as the "pageant card".

pageant card: if 1* cat remains in play area from phase 2, that cat will become pageant card for the round. if 0 cats remain after phase 2, draw a cat from top of deck to be show card for the round.

spend cube(s) off of show area of time card to show cat(s). each cube spent lets you show 1 cat in a pageant. To show your cat, place your groomed cat next to the pageant card. then place each cat you showed in the pageant face-down in your score pile.



in **group pageants**, the player who shows the most cats gets to add the pageant card to score pile of cat. if no player has the most (if its a tie or nobody shows), the pageant card goes back into the deck of cats.

* if multiple cats remain in play area from phase 2, each one becomes a pageant card with its own pageant.

Phase 2: Adopt Cats: Initiative: determine which fancier is going first(start player). each fancier add its hustle to the number of time cubes that fancier has on the hustle area of timecard. Fancier with highest total has initiative. (if it's a tie, fancier with lowest starting hustle has initiative).

draw cats: fancier with initiative draws cat cards equal to number of players + number of cubes on fancier with initiative's hustle, and places them face-up between players.

example: in 2 player game, if starting player has 3 cubes on hustle. Draw 5 cats (2 for number of players + 3 for number of cubes on start player's hustle area of time card.)



adopt:

Starting with player who has highest hustle + cubes on hustle* and moving around the table (player with 2nd highest total hustle goes 2nd, etc.), players take turns taking cats from the play area, one at a time, until no cats remain, or no players want or are able to take any of the available cats. *if players are tied, fancier with lowest starting hustle goes first.

- to take a Cat, take a cube off of Hustle and place it on the Cat Card you just took.
- place the cat to the left of your time card. (ungroomed cats are face-up to the left of time card).
- The total Moxie of all of your ungroomed cats can not be higher than your Fancier's Moxie.

example: the fancier has a moxie of 5 (but already has 2 ungroomed cats with a total moxie of 3). I can take the cat with the moxie of 1 (the cat with the moxie of 3 is too much moxie). I take cube from the hustle area of my time card and place on the cat card to indicate that I took it. If you don't have cube on hustle, you can't take cat.



When players are done adopting cats, leave any remaining cats between the players. Then begin Phase 3.

Phase 3: Groom: player with initiative grooms first. spend cubes off groom area of time card to; groom cats: move ungroomed cats to the right of time card (groomed) so they can be shown. train: increase your fancier's moxie or hustle by 1 for each cube. learn trick: activate the trick from one of the cats you adopted. You cannot show the cat if you do this.

groom cats: grooming moves a cat from the left of the fancier card (ungroomed) to the right of the fancier card (groomed). only groomed cats can be shown in pageants. move 1 cube off groom area of timecard to groom 1 cat.

Cats with cubes on them can't be groomed (you can't groom a cat that you adopted this round).



open pageants: If there are no cats left on table from phase 2 and there are no cards left in the deck, there is an open pageant (most games end with an open pageant). in an open pageant, players may spend cubes off of the show area of their time cards to show any number of cats of any type. There is no pageant card in an open pageant.

wild cards: there are 2 wild cards in the game that do not have a trick symbol. these cats can be shown in any pageant.



if the pageant card is one of these wild cards, any cat can be shown in the pageant.

at end of show phase, make sure that any remaining pageant cards go back to the bottom of the deck. then begin next round with phase 1.

example: there is 1 cat remaining on table from phase 2 so it becomes the pageant card. pageant card has a cube on it, so only cats with a cube symbol may be shown in this pageant.

player x spends 2 cubes off of show area of time card to show 2 cats, player z spends 1 cube to show 1 cat. the 1 cat player z showed is placed in player z's score pile. the 2 cats player x showed go in player x's score pile. player x showed more cats so player x places pageant card in player x's score pile as well.



Endgame & Scoring: game ends when there are no cat cards left in the deck. The game ends at the end of any round in which no cards remain in the deck of cats. (the game only ends when the players have taken every cat card.)

scoring: - add up the moxie of all of the face-down cats in your score pile. - add in any media bonuses that you have. the total is your cat cred(cc). Player with the most cat cred wins. in case of a tie, the player with the most ungroomed cats wins.



example of a show with multiple pageant cards: there are 2 cats remaining on table from phase 2, so each of them become pageant cards.

player x shows one cat under pageant card 1, and one cat under pageant card 2. player z show two cats under pageant card 2, and none under pageant card 1. players both place the cats they showed in their respective score piles.

Player x showed more cards under pageant card 1, so pageant card 1 goes in player x's score pile. Player y showed more cards under pageant card 2, so pageant card 2 goes in player y's score pile.