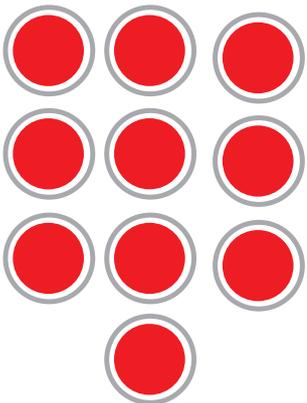


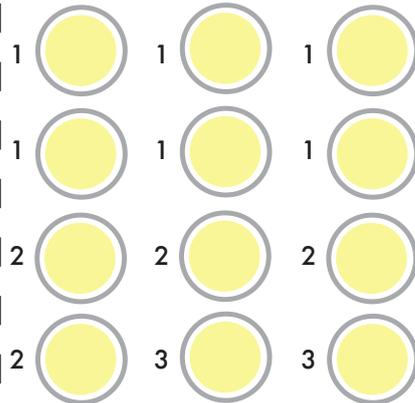
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### Blockers



### Creams

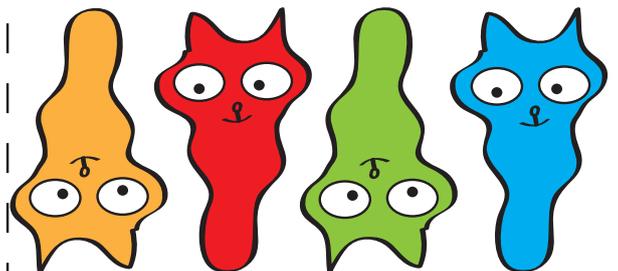
Draw the numbers indicated on the underside of each cream.



### Catnip



### Cats



# CAT FIGHT

## the game of strategic scratching and clawing

*Move your cats around the board and sip as much cream as possible. And try not to be watched. Or blocked. Or tripped out on catnip.*

### THE OBJECT

1. Win by collecting as much cream as possible (you score the number on the back of the cream - keep them secret!).

### SETTING UP AND GENERAL RULES

Cut out the pieces on the other page. They should provide: CATS x4 (1 per player), CREAMS x12, BLOCKERS x10, CATNIP x4 (1 per player).

1. Shuffle the creams then sort them into piles (saucers) of three creams apiece. For a 2 or 4 player game, make 3 saucers of cream. For a 3 player game, make 2 saucers of cream.
2. Take turns to roll a green or a purple die. Place saucers of cream on the squares indicated. Reroll if needed.
3. Share the (10, red) blockers out evenly at the start. You may **not** place blockers on the blue spaces.
4. The player with the most cats goes first, and play passes clockwise.
5. Your cat starts off the board. Your first turn is placing your cat in a place of your choice on the blue area.
6. Cats can only see in the direction they are facing.
7. If a saucer of cream is totally blocked off by blockers, it is removed.
8. In case the final scores are tied, both cats walk away in a very superior manner, confident in the knowledge of who the true winner is.

### PLAYING THE GAME

#### -YOUR TURN

**If another cat is looking at you at the start of your turn, you must either move, place a blocker so that cat can't see you, or initiate a catfight.**

1. Place as few or as many blockers as you like. Cats may not move through or see through them.

**Blockers MAY NEVER be placed in the blue area.**

#### -MOVEMENT

1. a) Move your cat once (like a queen in chess).
- b) Turn your cat in a direction of your choice.

#### -OR-

If you are next to AND facing a saucer of cream at the start of your turn, you may sip cream (take a cream).

#### -CATFIGHTS

- a) If you land on the same square as another cat, roll one die each. The loser of the cat fight has to leave the board - their next turn consists of placing themselves somewhere around the edge (just like their first turn).
- b) If you lose a catfight, you may sacrifice a cream of your choice and continue the fight, forcing both players to reroll. This may be done until the losing player has no remaining cream.
- c) The winner of a catfight gets to turn their cat in a direction of their choice, then have a complete turn. Play then continues to their left.

#### -CATNIP

Place your catnip at any point on your turn (you only get to do this once per game). All cats that have a direct line of sight to the catnip, even if they are looking in another direction, must immediately move to the catnip and have a catfight.

The winner of this particular catfight does not get to have another go, as they are far too busy with their catnip trip.

If no cat has a direct line of view to a catnip it remains on the board until a cat is attracted to it. This happens even if a direct line of sight occurs in the middle of a cat's move across the board, in which case they are diverted to the catnip and end their turn there.

Once a catnip has caused one or more cats to move into the square in which it was placed, it is consumed, and leaves the board.

#### -EXTRA ITEMS

1x Purple Dice

1x Green Dice

2x Other dice, in case of very large catfights.