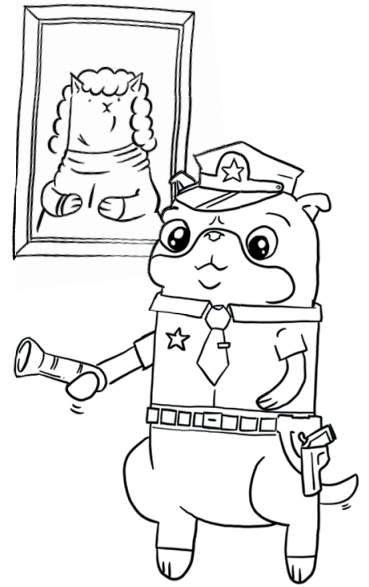


# CAT BURGLAR



A fun fast-paced push your luck, card drafting game.



**2-6 PLAYER | AGES 10+ | 30MINS**

The Museum of Exquisite and Ornate Works (MEOW), is set to launch its most expensive and prized season, with a prestigious gala dinner.

Exhibiting plenty of money, jewellery and fine art, all being guarded by a crack security team.

This is your chance to get as much loot as you can get your grubby paws on... without getting caught.

## Components:

Cat Burglar is made up of x95 cards (x74  positive cards: x16 5K, x12 10K, x8 25K, x6 50K, x4 75K, x2 150K, x2 300K and x1 500K. x7 cat burglars, x4 distraction cards, x6 steel, x6 double cross) (x21  negative cards: x12 evidence (x2 0\*, x2 1\*, x8 2\*), x9 security guards (x4 2\*, x4 3\*, x1 4\*)). These cards and their actions are explored later.

## Objective:

By hook or by crook, the mission is to end the game with the most money.

## Game set-up:

Separate the cat cards from the deck and deal a cat to each player. The remaining cats get shuffled into the pack and placed face-down in the middle of the playing surface. Each player places their cat face up in front of them. The last person to have stroked a cat starts the game.

## Game play:

A turn consists of taking the top card of the deck, if the card is positive another can be taken until they're satisfied or scared they might get caught. If at any point a negative card is picked up this ends the players turn (unless a 'distraction' card is used\*).

\* 'Distraction' card explained overleaf.

Once a players turn has concluded by choosing to stop (the positive cards are banked), or has picked up a negative card (the cards are lost) the turn passes to the next player.

Once a negative card is picked up, read its consequence. Any cards picked up prior to this card (on this turn) are placed under the negative card, this mini deck topped with the negative card is placed face up in front of the player. The majority of negative cards have a star value, once x10 stars are accumulated that player is arrested. From the tenth star being picked up and going to jail, on your next turn you need to either pay £100K to get out of jail, ready for your next turn to resume picking cards up. Or substitute your cat to take your place in jail, ready for your next turn to be able to pick up cards again. If a cat is substituted that player can no-longer use it, however if some swaps hands with that player, the cats exchange hands, and the cats swap position. To redeem a cat and make its ability actionable again costs £100K.

Alternatively a player can action a cats ability during their turn performing as instructed per the card (explained overleaf). If a cat is picked up from the deck once banked it can go face up in front of the player to be utilised, alongside the players original cat.



### Positive cards:

There are seven cat character cards in the game, each has an ability or feature, which is either actionable or benefits the player. Once an action is performed/completed the cat is turned to be face down.



Calvin (Cheat), as an action Calvin's ability is to swap banked hands with another player, this includes Calvin and other cats. This swap doesn't concern negative stars or decks. If the swapped opponent has a cat in jail, that cat comes out to join the other player and Calvin will take their place.



Castor (Arson), as an action Castor can take two evidence or security decks of choice. These decks are the cards under any negative card picked up, in front of any player. Castor cannot look through any of the decks with as to what their content is and has to take both decks on the same turn.



Charlton (Thief), as an action Charlton can steal a single card blind from three opponents.



Chelsea (Thug), as an action Chelsea can steal three cards blind from a single opponent.



Chester (Counterfeit), at the end of the game if Chester has any jewellery banked the value is doubled.



Claus (Forger), at the end of the game if Claus has any paintings banked another card from their banked hand can be used to equal the same value as the painting (replacing its original value).



Crispin (Evasion), it takes x13 stars as opposed to x10 to catch this player.

### Other positive cards:



Distraction (once banked), if a security guard is picked up the tennis ball can be used to distract the guard and continue to pick cards up. The cards picked up can be banked but you will end your turn with the acquired stars.



Cash (5K - 500K), if banked this will add to your end-game total.



Paintings and Jewellery, if banked add to your end-game total, these can be influenced by Claus or Chester respectfully.



Steel (once banked), on a turn as action it can be used to steel a card from another player.



Double cross (once banked), on a turn the player can use the card to swap their entire banked hand with another players banked hand (does not swap cats).



### Negative cards:

There are several negative cards in the game varying from zero to four stars. Once a negative card is drawn a turn ends\*\*. Once a player accumulates ten stars they're arrested\*\*\*. Some cards also have alternative consequences.



Security guards, there are three levels of security guard, Rufus four star (x1), Rumbold three star (x4) and Randy two star (x4).

Evidence, there are three levels of evidence:



Two star knocking a vase over (x3), caught on camera (x3), paw prints (x2).



One star evidence, Catnip which requires the person to give away a banked card of choice from their hand.



Zero star evidence, a distracting laser pen halts a turn, but carries no harmful consequence.

\*\*A 'distraction' card can be used vs a security guard to continue a turn. \*\*\*Crispin (if owned) requires x13 stars to be caught.



Please scan the qr code, fill in the questionnaire if you played the game and check out some other games.

