SLAP CAT!

IDW GAMES

2-6 Players · 15-20 Minutes · Ages 8+
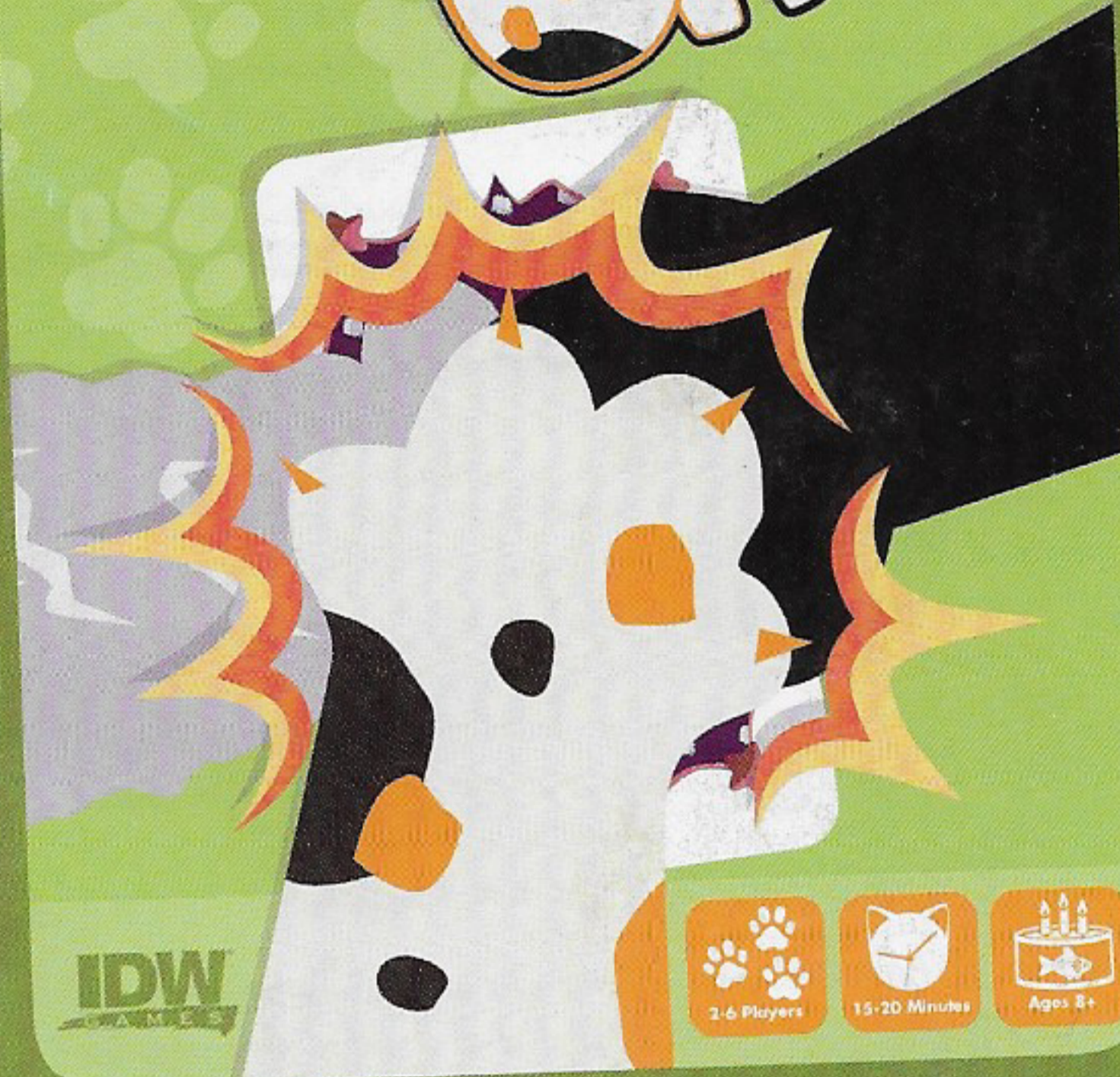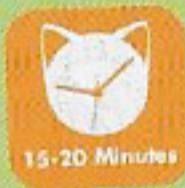
RULEBOOK

SETUP

Shuffle and deal the cards into roughly equal stacks so that each player has a Draw pile. Place the draw piles around a central playing surface. The player that most recently pet a cat becomes the first player. That's all there is to it—prepare yourself for the catfight!

GAMEPLAY PHASE 1: SLAP

All players put a hand on their Draw pile. To start, all players count aloud "3-2-1", and then simultaneously reveal 1 card, placing the card near the center of the Play area. Players then rapidly decide which 1 card to take, slapping their hand onto the desired card. In the case of a dispute, the player whose hand covers the majority of the card wins. Each player must take a card, even if it is undesirable. Sorry.

Repeat this process until each player has a hand of 8 cards.

After the hand size is reached, the first phase ends. Combine the players' Draw piles into 1 Draw pile and place it in the center of the Play area.

GAMEPLAY PHASE 2: CONSTRUCTION

Play resolves in the following order during the Construction phase:

1. Reveal Card

2. Resolve Primary Card Actions

3. Cat Construction

4. Secondary Card Actions

1. Reveal Cards

Players secretly select 1 card from their hand and place it facedown toward the center of the Play area.

As soon as all players have selected a card, players count "3-2-1", then flip the cards face-up.

2. Primary Actions

These actions are resolved immediately after cards are revealed.

SWAP

A player who reveals a card with a SWAP icon must switch this card with an opponent's card.

Clarifications:

- If 2 or more SWAP cards are revealed, all players who revealed a SWAP card must race to slap the card they wish to swap with. Keep your hand on your desired card until all swapping players have chosen a card.

- You may take any card other than your own, including a different card that has a SWAP icon. However, the SWAP action only occurs once (i.e., if you reveal a SWAP and switch with another card with a SWAP icon, you do not get to switch cards again).

PAWS IN!

The PAWS IN! icon **cancels all SWAP icons**. No cards will be swapped this turn.

When a PAWS IN! icon is revealed, all other players must race to cover this card with one hand. The last to get their hand on top is the loser of the fight. The loser must discard the card they chose to reveal this turn.

Clarifications:

- The player who revealed a PAWS IN! card does not need to cover it with their own hand. Just sit back and watch your neighbors scramble!

- If more than one player reveals a PAWS IN! card, all players who did not reveal a PAWS IN! card must discard their revealed cards.

- If everyone revealed a PAWS IN! card, everyone must discard their revealed cards.

3. Cat Construction

After Primary Actions are resolved (or if no Primary Actions were revealed), the card now in front of you must be moved to your Cat Construction area (the general area directly under your nose). You have three options at this time:

1. Start a new cat: place 1 card on its own to begin building.

2. Add to an existing cat: place 1 card next to a cat you have already built. When adding a middle piece, you are allowed to separate 2 previously connected cards in order to wedge in the new card.

3. Rebuild a head/tail on an existing cat: place a head/tail card on top of an existing head/tail (other players can also rebuild your head/tail if they use a Donate action).

Clarifications:

» During Cat Construction you can start with any piece, you can build one long cat, and you can build multiple short cats.

» Middle pieces are stuck on your cat. You can have as many as you want, but they cannot be rebuilt or moved from one of your cats to another.

» Once in play, no pieces may be moved from one of your cats to another.

» Rats and fish bones do nothing when they are revealed unless an action is depicted on the card. When moving cards to your cat, rat and fish bone cards are placed off to the side.

4. Secondary Actions

Each player who just placed a card with a Secondary Action during Cat Construction will now activate that card's action. Secondary Actions are not cumulative — only the Action cards from this Reveal take effect. Beginning with the first player and moving clockwise, each eligible player will take these actions:

DRAW

Players with a DRAW action will take the top 3 cards from the Draw pile, choose one card to add to their hand, and then place the remaining 2 cards at the bottom of the Draw pile.

Clarifications:

• Because DRAW is always resolved after SWAP, you could use a SWAP card to switch with a neighbor's DRAW card, and now you will get to draw cards.

DONATE

Players with a DONATE action will choose 1 card from their hand and immediately add that card to an opponent's Cat Construction area. You could choose to extend one of their cats with a middle piece, OR you may choose to rebuild one of their cats by replacing its head or tail (usually with one of lesser value!), OR you can unload your rats and fish bones beside their cats.

Clarifications:

- If a card is donated that has a secondary action (DRAW or DONATE) the player who receives it must then immediately perform that action. This continues in a chain reaction until all actions have been resolved.

- You can use DONATE to get rid of those nasty rats and fish bones by placing them beside an opponent's Cat Construction area—they are stuck with the rats/bones for the rest of the round.

- You can also use DONATE to end the game faster, as the game ends when a player has no cards to reveal.

- Because DONATE is always resolved after SWAP, you could use a SWAP card to switch with a neighbor's DONATE card, and now you will get to donate a card.

ENDING THE ROUND

The round ends when any player has no cards available to reveal in the Construction phase.

Clarifications:

- If a player's last revealed card has a DRAW icon, that player would gain a card, so the end of the game would not be triggered.

- If a player's last revealed card is a DONATE, no cards are donated.

- If a player's next-to-last revealed card is a DONATE, the player would donate their last card, and thus the round would end.

At the end of the round, all players will have (hopefully) assembled some glorious cats in front of them. Players are stuck with dead rat toys and fish bones even if they are left over in their unplayed hands. Place these next to your cat for scoring. Tally your points after each round, and first player moves clockwise to start the next round.

SCORING

Scoring is easy! All you do is count the completed star connections, bonus points, and any negative points from rats and fish bones.

Stars: Each Cat has between 1-5 stars on the bottom of the card. When scoring, each connection is worth the lower amount of star points. For example, if an orange cat with 3 stars is connected to a grey cat with 5 stars, that connection is worth 3 points.

This cat scores 5 points: 3 points for the grey/orange connection, and 2 points for the orange/black connection.

Bonus Points: Certain cards give bonus points for features like hats, cat toys, nubby tails, cat poop, and the prized Pug-cat creature! You get 1 bonus point for each of these features pictured on your cat. You get 2 bonus points for the Pug card.

The first 2 cards are worth 2 bonus points for both a hat and a toy. The last 3 cards are all worth 1 bonus point.

Negative Points: Subtract 1 point from your score for each dead rat toy or fish bone card you have next to your cats or left in your unplayed hand. These cards are marked with a black star.

Gross moldy fish bones and a torn up rat toy. Yuck!

Heads and Tails: A cat needs a head and a tail or else it scores 0 points.

Tally your points at the end of each round. After 3 rounds, the player with the most points wins! (See next page for example.)

This cat scores 4 points: 3 points for stars, 1 bonus for a toy, 1 bonus for a nubby tail, but -1 point for a rat.

In the case of a tie, look at the cats built in the final round. The player with the most played cards of a single color wins (the "purebred" tiebreaker). If there is still a tie, the first player to slap the top of the Draw pile wins.

VARIANTS

2 PLAYER VARIANT:

Remove cards with a PAWS IN! icon.

Build a hand of 10 cards.

Building your hand: Each player has 2 Draw piles and reveals 2 cards at once (so 4 cards will be face-up on the table). Players race with both hands to slap 2 of the revealed cards.

Playing your hand: A played SWAP card automatically swaps both players' cards, 2 played SWAP cards cancel each other out.

ADVANCED PLAY:

Want to go beyond the stars and score in even more strategically exotic ways? Incorporate any/all of the following scoring meowtrics to your game:

- *Longest Meow:* Award 4 bonus points to the player with the longest cat. Ties score 2 points per tied player.

- *Cat Hoarder:* Award 4 points to the player with the MOST constructed cats. Ties score 2 points per tied player.

- *EpiCalico:* Award 6 points to any player able to construct a cat utilizing all 4 colors in the game (orange, white, grey, black).

- *Purebred:* Award 6 points to a player able to construct a minimum 4-length cat utilizing only one color of Cat cards.

- *Shoot the Meown:* Award 13 points to any player who can successfully end a round with only negative cards in their Cat Construction area.

CREDITS

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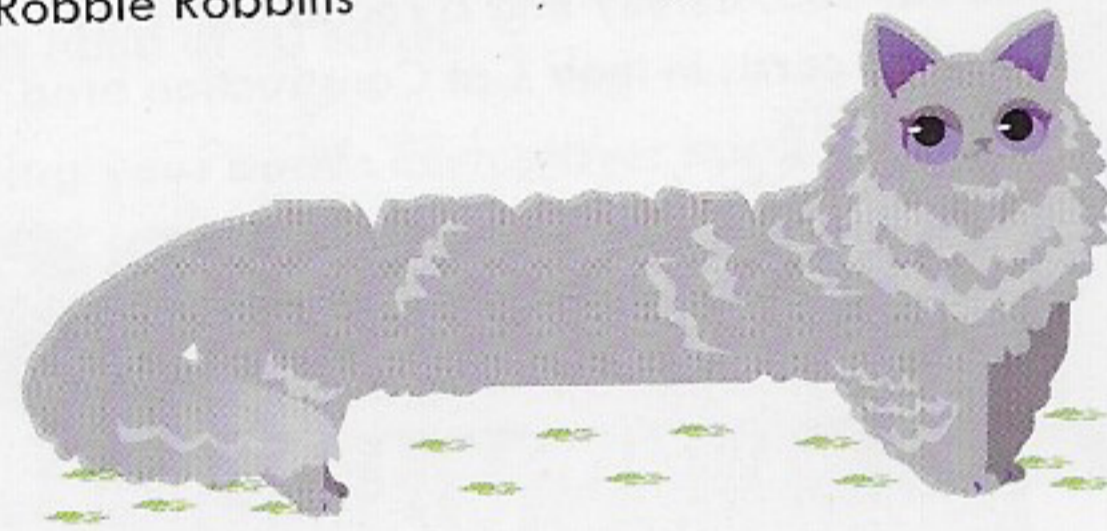
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