

# Hherding Cats – Player Cheat Sheet

Card Name	Target	Power	Blocks	Points
Kitten	None	Add this card to your herd.	None	2
				Boosts Show Cats at scoring.
Show Cat	None	Add this card to your herd.	None	5 (or 7 if     has Kitten)
				Scores 7 if you have any Kitten.
Alley Cat	Opponent's hand	Pick a card from opponent's hand; discard it, or Alley Cat (same type)	1	Then add Alley Cat to your herd.
				If they reveal Alley Cat, discard this card.
Catnip	Opponent's hand	Pick a card from opponent's hand; steal it, or Catnip (same type)	1	Add that card and Catnip to your herd.
				If they reveal Catnip, discard this card.
Animal Control	Opponent's herd	Pick a face-down herd card; reveal it, or Animal Control (same type)	0	(face-down cards) If it is Animal Control, flip it face-up.
				Otherwise discard it; add this card to your herd.
Laser Pointer	None (on play)	Add this card to your herd.	Alley Cat, Catnip, 0	From hand, intercept Alley Cat or Catnip.
				Animal Control From herd, intercept Animal Control.

## Turn Overview

- **Play a card**
    - Choose any card from your hand, place it face-down, and declare its identity.
    - If the declared effect targets, you must name the target opponent as part of your declaration.
  - **Challenge window**
    - Other players may announce a challenge; only the first challenger participates.
  - **Target selection and intercept**
    - If targeting, pick the specific target (hand slot or herd card). Defenders may declare a Laser Pointer intercept (which may itself be challenged) before the reveal.
  - **Reveal and resolve**
    - If challenged, resolve the challenge first. Then apply the declared effect, handling interceptions or ineffective outcomes.
  - **Add to herd**
    - If the play stands and wasn't thwarted, the played card joins your herd face-down as the declared identity.
    - The card is discarded instead if your declaration was successfully challenged or if the effect was ineffective-against-itself.

## Quick Flow Reminders

- **Declaration → Challenge → Resolution**

- Every play may be challenged; only the first challenger participates.
- Truthful declarations resolve effects and add the played card to your herd unless the effect fizzles.

- **Ineffective vs. Same Type**

- Alley Cat, Catnip, and Animal Control all fail when hitting their own type.
- Your played card is discarded instead of scoring in that case.

- **Laser Pointer Substitution**

- A successful intercept swaps in the pointer, protecting the originally targeted card.
- The attacker's card still enters their herd.

- **Face-Up Herd Protection**

- Face-up cards cannot be targeted by Animal Control or Catnip.
- You can still discard a face-up Laser Pointer to intercept.

## Table Tips

- Keep a Laser Pointer accessible; it blunts the strongest targeted effects.
- Diving on every declaration is risky—failed challenges cost a blind card from your hand.
- Herd composition matters at scoring: sneak in a Kitten early so Show Cats hit 7 points.
- Watch discard piles to track which threats (Laser Pointers, Catnip) are still live.

## FAQ

- **What can Animal Control target?**

- Only face-down herd cards.
- If the revealed card is Animal Control, it flips face-up and your played Animal Control is discarded.

- **How does Catnip resolve?**

- You pick a specific card from the opponent's hand.
- You alone see what you stole; if it was Catnip, the attempt fails and your Catnip is discarded.

- **How do I declare a Laser Pointer intercept?**

- Announce the intercept before the targeted card is revealed.
- This announcement creates its own challenge window; resolve it before continuing.

- **How do I use a Laser Pointer to intercept an attack?**

- From your hand you can intercept Alley Cat or Catnip.
- From your herd you can intercept Animal Control.
- The original target stays put while the pointer handles the effect.

- **What happens to the Laser Pointer after a successful intercept?**

- Alley Cat discards the defender's hand pointer.
- Catnip steals that pointer into the attacker's herd.
- Animal Control discards the herd pointer face-up.

- **Can Laser Pointer intercepts be challenged?**

- Yes. If you truly have the pointer in the claimed zone, the challenger loses a random card.
- If you bluffed, you discard the presented card and the original attack continues.

- **How much is Show Cat worth?**

- It scores 5 points.
- It scores 7 if you finish with at least one Kitten in your herd.

