

## CAT-ASTROPHE'S MASTER RULES FOR ESCAPE

**Overview:** This is a collaborative board game for 4 players, who play as cats trying to escape their owner's apartment. The object of the game is to build an escape rig and leave the house before the human notices your disruption and foils your plan.

Every round, each cat will have the opportunity to move around the apartment and utilize their skills to take actions on their turn. At the end of the round, the human will act in the form of an end-of-round event. Depending on the outcome of these end-of-round events, the human may become progressively harder to distract. The goal is to build an escape rig and bust out of the apartment before the human can stop you!

**Setup:** At the beginning of the game, you should have the following materials:

**Game board** - this is the layout of the apartment! Place it in the center of the gameplay space.

**Cat and human markers** - every cat and human should have a marker to show their place on the board. Every cat begins in the entryway. The human begins off the board.

**Character cards and Human Distraction DC Tracker** - these cards will tell you which die to roll for each character's individual traits, as well as the current DC for distracting the human. Give each player their cat's specific character card. Place the tracker in a place where every player can see it.

**Item cards** - item cards should be shuffled and placed to the side.

**Event cards** - Find the card labeled "Event 1" and place it at the top of the event pile. All subsequent event cards should then be shuffled and placed into a separate pile, with "Event 1" on top.

**Found or Broken (!) tokens** - these tokens show when all items have been found in a specific room or when a piece of the house has been successfully broken. Place these in a pile to the side of the board.

**Main Objective and Character Features:** In order to escape, you need to fulfill the following requirements. The items you receive along the way will help you track your progress.

1. You must create an **opening in the apartment** (a broken window, unlocked door, or other portal to the outside).
2. You must **find at least two items in the apartment and combine them** to ease your escape.
3. Once you have created your opening and eased your escape, you must **distract the human** so you can leave.

In order to successfully escape, your cats will need to utilize their powerful skills of **strength, craft, and cuteness**. You will roll for each of these traits on your turn, or when you are instructed to by an item or event card. Each cat is specialized in certain skills, which is represented by the type of die they roll for that trait.

**Strength (lightning bolt)** refers to your character's ability to move heavy items and break objects within the house.

**Craft (cat face)** refers to your character's ability to find, combine, and activate certain items to build your escape rig.

**Cuteness (heart)** refers to your character's ability to cause distractions and catch the attention of the human.

**On Your Turn:** On your turn, you may move into an adjacent room and perform one action. Examples of actions include looking for items, interacting with items, distracting the human, or destroying part of the apartment. To succeed in your action, you need to roll at or above the printed DC.

To **find an item**, make a craft check in the room of your choice. Each room will give you different types of items. On a 3 or higher, you have successfully found the item.

Each cat can only find one item in each room. Mark that you found an item in the room with a Found token corresponding to your character.

Remember: not all items are meant to ease your escape. Some item cards may help you destroy or distract as well!

To **use or combine items**, make a craft check. The DC for this check is printed on the item card.

Every item's use is different. To **use** an item, follow the instructions in the item's description.

You may **combine** any items that are labeled "ESCAPE" in their item description. To combine items, make a craft check. The DC for this check is equal to the sum of both of these items' *combine scores*, which are in the item description. You need to combine at least two items into one combined item in order to escape the apartment.

You may also **drop** items or **trade** them with another player. You may drop an item or give it to another player as a free action. Dropped items stay in the room in which they are dropped until another cat finds and collects it; there is no finding DC for dropped items, and they may be collected as a free action on a cat's turn.

To **distract the human (?)**, make a cuteness check. The DC for successfully distracting the human begins at a 4, and may increase or decrease depending on the outcome of the end-of-round events. When the human is successfully distracted, you may choose your desired effect:

1. The human follows you into an adjacent room.
2. The human is charmed by you and does not notice any shenanigans happening in their current room. This removes the added difficulty of making ability checks while the human is in that room, but you won't be able to contribute to the end-of-round event.

To **destroy a piece of the apartment (!)**, make a strength check. The DC for each check is printed on the board or on the item you are trying to break.

On a success, that item is broken! Place a Broken token (SYMBOL) on the broken item's location on the board. Depending on the nature of the

broken item, you will either create an opening in the apartment or successfully distract the human with the thing you broke.

**End-of-Round Events:** After all cats have taken their turn, the human will initiate an event! Draw the top card from the event pile and read it out loud, following the instructions on the card.

Your group of cats may be moved around the house, or you may have to make individual or group skill checks to influence the human's behavior. Your level of success will affect the difficulty of subsequent rounds.

The DC for distracting the human may increase or decrease at the end of this event, depending on the outcome printed on the card. Track the DC for distracting the human using the Human Distraction DC Tracker.

Any changes in the human's distraction DC are permanent, and can only be combated with a success on a subsequent event card.

**If the human's distraction DC becomes higher than 8 before you have successfully escaped, you will lose the game.**

After the human has entered the house, if you occupy the same room as the human, the DC for any ability check you make is increased by 2, to account for your increased need for stealth. You can combat this difficulty and help your fellow cats by making a cuteness roll to distract the human on your turn.

**GOOD LUCK, AND LET CHAOS REIGN!**