

Cat a Comb

A group of mischievous cats are trying to play tricks and pranks on each other. That's just the way they have fun when there are no humans around to annoy by uncomfortably staring at them, demanding attention, and throwing things over the edges of their desks. These sneaky cats will either group together to become troublesome crews or assert ownership over every surface of the place. Sometimes they get distracted by balls of yarn, but that's ok. They're cats afterall!

Components



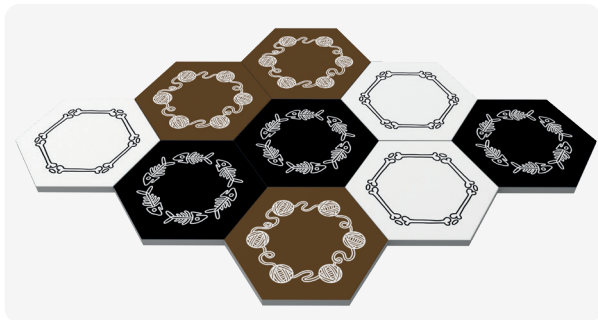
9 Region Tiles
(3 brown, 3 black, 3 white)



15 Cat Cubes
(3 brown, 6 black, 6 white)

Setup

1. Shuffle the Region tiles and randomly place them face up so that they form the following shape.



2. Each player takes all of the white or black Cat Cubes. This will dictate their player color, and these Cats are considered to be in their reserve.
3. The player who last combed a cat will place all 3 of the Neutral Cats (brown cubes). This player must place 1 Neutral Cat onto a Region tile of each color.
4. The other player will be the starting player for the game.

Gameplay

Players will alternate performing turns, choosing to either place new Cats or move Cats already in play.

Golden Rules

The following two rules are considered to always be in effect. No action may be performed that breaks either of them.

1	2
There can never be more than 3 Cats in a stack at the end of a player's turn.	2 Cats of the same color can never be touching each other in a stack.

Player Turn

For their turn, the active player must choose one of the following two actions:

- **Place a Cat**
Place one cat from their reserve on top of a Neutral Cat or an opponent's Cat that is sitting directly on a Region tile. **This must create a stack of exactly 2 cats.**



• Move Cats

Select one stack of 1-3 Cats. Pick this stack up and place the bottom-most Cat onto an adjacent Region tile. Do this again, starting from the Region tile the first Cat **was placed on**, and continue until all picked-up Cats have been placed. The player may move back to the original Region tile as part of this action.



Winning the Game

A player wins immediately if either of the following conditions are met at the end of their turn:

- A Cat of their color is the top Cat on all region tiles of the same color (brown, black or white).



There are Black Cats on top of every white region, so the black player wins.



- A Cat of their color is on top of 3 or more stacks that are made up of exactly 3 Cats.



Black wins because they have their cats on top of at least 3 stacks that have exactly 3 cats in them.



Credits

Game Design: Pierpaolo Paoletti

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Digital Rules

Digital rulebook available at thundergryph.com/rulebooks



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