Players: 2-6 | Play Time: 30 - 45 Minutes | Ages: 10+

Don't want to read rules? Watch the how-to-play video at catastrophenation.com/rules

GAME COMPONENTS

1 GAMEBOARD

8 CHARACTER CARDS

8 PLAYER TOKENS

1 GRIM REAPURR TOKEN

8 PLAYER TOKEN BASES

1 GRIM REAPURR TOKEN BASE

30 YARN BALL TOKENS

6 DICE

108 MAIN DECK CARDS

52 CATASTROPHE CARDS

24 POWER CAT CARDS

SETUP

1. Place the game board in the center of the play area.

2. Put the Grim Reapurr token in its base, then place it on the Reapurr's Lair. Ooohhh, spooky!

3. Each player takes a character card and its matching player token. Return the remaining character cards and player tokens to the game box.

4. Each player takes a player token base and its matching color die. Each player puts their player token in their player token base, then places the assembled piece on the 9 space on the life track. Return the remaining player token bases and dice to the game box.

5. Each player places 3 yarn ball tokens on their Yarn Basket space on their character card. Place the remaining yarn ball tokens on the Yarn Ball Sanctuary space on the game board.

6. Separately shuffle the three card decks: Main deck, Power Cat deck, and CATastrophe deck. Place each deck face down in the play area. Leave space next to each deck for that deck's discard pile.

7. Deal 5 cards face down from the Main deck to each player. Then, deal 2 Power Cat cards face up on the table to each player.

   Main deck cards form each player's hand. Keep your hand secret. Power Cats are kept face up and are public knowledge.

8. Pick a player to go first. (Some sample criteria: most recently pet a cat, best cat noise, grumpiest, hairiest, highest die roll, etc.)

HOW THE GAME WORKS

Catastrophe is a game as spontaneous and unexpected as cats themselves.

Players start with 9 lives. Your goal is to survive the chaotic mayhem. You are eliminated when you lose all of your lives. The last cat standing is crowned champion! Power Cats will help guide you to victory with unique abilities, but be careful, it's no catwalk!

One second, you're slapping down attack and curiosity cards, the next you're rolling a die and playing fun catastrophic mini-games to determine your destiny. However, magical Yarn Balls may alter your fate. Beware of the villain, the Grim Reapurr, who is plotting your untimely demise and attempting to be the sole victor!

TAKING YOUR TURN

Turns go clockwise around the table, and each turn is made of three phases. On your turn, do all 3 phases in order, then your turn will end.

1 Claw Phase

Play any number of cards from your hand and/or your Power Cat cards in front of you.

Play a card by placing it in the play area and following its instructions. When finished with that card, place the card face up in the appropriate discard pile.

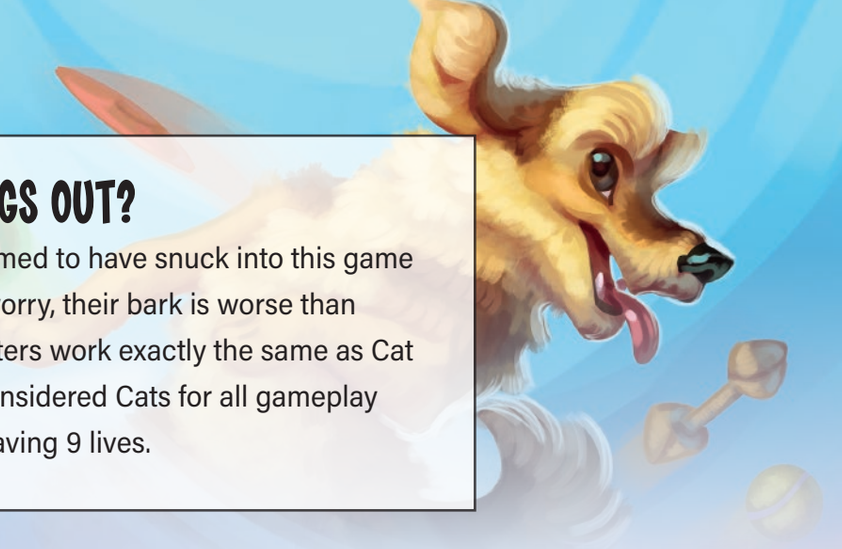
You can play any combination of cards in any order, or can play none at all.

2 Paw Phase

Draw 3 cards from the Main deck and add them to your hand.

3 CATastrophe Phase (last phase of each player's turn)

Reveal the top card of the CATastrophe deck, read it out loud, and follow its instructions. When finished with the CATastrophe card, place it face up in the CATastrophe discard pile. The CATastrophe deck consists of CATastrophic Events and Grim Reapurr cards.



WHO LET THE DOGS OUT?

Some pesky dogs seemed to have snuck into this game all about cats! Don't worry, their bark is worse than their bite. Dog Characters work exactly the same as Cat Characters and are considered Cats for all gameplay purposes, including having 9 lives.

A FEW MORE THINGS

Max Hand Size 7 | Max Power Cats 3 - If you ever have more than 7 cards in your hand, immediately discard cards until you have 7. If you ever have more than 3 Power Cats in front of you, immediately discard Power Cats until you have 3.

Draw From Main Deck - When you draw cards, always take them from the Main deck (unless specified otherwise).

Discard From Hand - When you discard cards, always discard them from your hand (unless specified otherwise). Power Cat cards are NOT in your hand.

Help! I'm Out of Cards - There is no special rule if you have no cards in your hand. Keep playing. You'll draw 3 more cards during your next Paw Phase.

Reshuffle Discard Piles When Decks Run Out - If a deck ever runs out of cards, shuffle its discard pile to make a new deck.

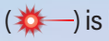
Turn Order Starts With Current Player - When a card refers to "turn order", start with the player whose turn it is, then proceed clockwise around the table.

CARD SYMBOLS

Some cards have cool symbols on them, what's up with that?

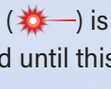
CATFINITY

Become one with the flowing fur and harness the instinctive agility of your ancestors.

- Can be played at any time (unless a Red Glowy Dot card () is in play).
- Interrupt any card currently being played, and instead apply the effects of the Catfinity card before continuing.
- Catfinity cards must be played before any dice are rolled or other card effects are applied.
- A Catfinity card can interrupt another Catfinity card. When multiple Catfinity cards are played, apply their effects starting with the most recent.

RED GLOWY DOT

Not even catnip can compete with the devastating distraction of the ever-elusive red glowy dot!

- When a Red Glowy Dot card () is played, apply its effect immediately. No other cards can be played until this effect is finished.

ATTACK

Ya, you'd rather nap, but you gotta show 'em all who's top cat.

- When played, choose a player to Attack. The Attacked player must roll equal to or higher than the Attack number to successfully defend. Otherwise they lose 1 life (unless specified otherwise).

YARN BALLS

Magical balls of distracting fluffiness.

A Yarn Ball can be used after any roll to make any player **(including you)** re-roll.

Yarn Balls can be used to re-roll the same die multiple times.

Keep your Yarn Balls in your Yarn Basket. When you use or lose a Yarn Ball, place it in the Yarn Ball Sanctuary. When you gain a Yarn Ball, take it from the Yarn Ball Sanctuary. If there are no Yarn Balls left to take, then you get none!

LIVES AND BEING ELIMINATED

Players will gain lives and lose lives throughout the game. Lose too many lives, and you're eliminated from the game!

GAINING AND LOSING LIVES

Move your player token up 1 space on the life track for each life you gain, or down 1 space on the life track for each life you lose. You can never go higher than the 9 space.

ELIMINATED!

If either of the following happens, you are immediately eliminated.
LOST ALL 9 LIVES: If you must move your player token below the 1 Life space.
CAUGHT BY GRIM REAPURR: If your player token is on the same space or a space below the Grim Reapurr token.

When eliminated, move your player token to the Reapurr's Lair, return all of your yarn balls, and discard all cards in your hand and your Power cats. You are out of the game.

After a player is eliminated, all remaining players immediately Gain 1 Yarn Ball from the Yarn Ball Sanctuary to celebrate their farewell.

END OF GAME

The game usually ends when all but one player has been eliminated. The remaining player is the winner, and crowned the coolest cat (or dog)!

It is possible that all remaining players die simultaneously, and there is no survivor. In that case, the Grim Reapurr wins and all players lose. Boo-hoo.

STOP READING! START PLAYING!

(Remember to play fairly and don't be a Cheetah!)
You only need to read further if you have questions about specific card types or alternate game play variations.

CARD TYPES

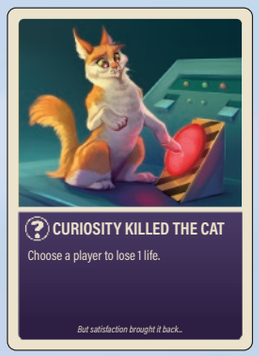
MAIN DECK

Main deck cards are played from your hand. After a card's effect is applied, it is discarded. There are four types of cards in the main deck: **Attack, Curiosity, Ally, and Reaction.**

ATTACK *Meowch!*

Choose a player to Attack. The Attacked player must roll equal to or higher than the Attack number to defend. Otherwise, they lose 1 life.

Special Attacks may have additional rules, like rolling twice or losing more lives.



CURIOSITY

I wonder what that is...

Choose a player to lose 1 life.

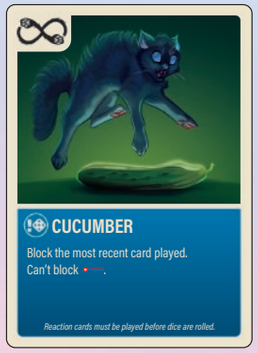
ALLY

Magical creatures make for purrfect pals!

Ally cards have a variety of abilities which may help you or hurt opponents.

REACTION CARDS

Reactions are used to stop, redirect, or steal played cards. All Reaction cards have the Catfinity symbol (∞) and can be played anytime (including during another player's turn), except when a red glowy dot ( ) is in play.

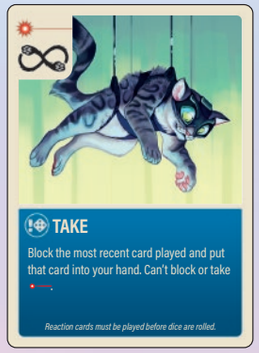


CUCUMBER

Everyone knows cats are afraid of cucumbers.

Block the most recent card played.

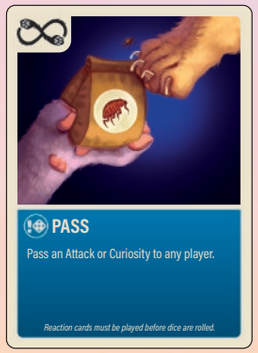
Cucumber cards can be used to block other Cucumber cards.



TAKE

That card looks clawesome, I think I'll take it!

Block the most recent card played and put that card into your hand.



PASS

Looks painful! I'll let you try it out.

Pass an Attack or Curiosity to any player (Ally cards CAN'T be passed).

That player is now the target of the card instead of you, nice!

There is no limit to how many times an Attack or Curiosity can be passed.

REACTION CARDS EXAMPLE

When multiple Reaction cards are played, apply their effects starting with the most recently played card. After each card takes effect, players can play new reactions.

It is **Abi's** turn and she plays ***CURIOSITY KILLED THE CAT*** (choose a player to lose 1 life) on **Betty**.

Betty is not a fan. She plays ***PASS*** (pass an Attack or Curiosity to any player), and passes ***CURIOSITY KILLED THE CAT*** to **Chris**. Now **Chris** will lose 1 life instead of **Betty**.

Chris doesn't want to lose a life, so he plays ***CUCUMBER*** on **Betty's** Pass (block the most recent card played). Now the ***CURIOSITY*** card is back to hitting **Betty**.

Betty would really like ***CURIOSITY KILLED THE CAT*** to hit **Chris**, so she plays ***TAKE*** (block the most recent card played and put that card into your hand) on **Chris's** ***CUCUMBER***. That way, her ***PASS*** will still happen.

Since ***TAKE*** has a Red Glowy Dot ( ), the other players cannot respond and must wait for **Betty** to take the ***CUCUMBER*** card into her hand. Now ***CURIOSITY KILLED THE CAT*** will hit **Chris**. Mwah ha ha! — unless another player wants to pass again or play a ∞ Power Cat...

CARD TYPES

POWER CAT

Power Cat cards are played from the table space in front of you.

POWER CAT *No more kitten around!*

Power Cat cards are one time use cards (unless specified otherwise) and are discarded after their ability is used. All Power Cat cards are unique and special, just like you! They have a variety of abilities which may help you or hurt opponents.

Keep your unused Power Cat cards face up (on the table) in front of you. The max number of Power Cats you can have is 3.

CARD TYPES

CATASTROPHE

One CATastrophe card is played from the top of the CATastrophe Deck as the last phase of each player's turn.

CATASTROPHIC EVENT

CATastrophic Events usually involve all players and are cards that could be anything, such as a dice dueling event, a malicious mini-game, or a wild challenge.

If a 3+ player Catastrophic Event is drawn when there are only 2 players remaining, discard it and draw another Catastrophe Card.

GRIM REAPURR

The Grim Reapurr is the Villain of the game and starts in the Reapurr's Lair, but he is not content with staying there. The Reapurr's greatest desire is to win the game! But if he can't, he will settle for eliminating as many players as pawssible before the game is over by stealing their lives.

When a Grim Reapurr card is revealed, read it out loud and follow the instructions.

Every Grim Reapurr card will move the Grim Reapurr up (or on rare occasions down) on the life track. The Grim Reapurr can move between the Reapurr's Lair and 1 space as appropriate.

If you are ever on the same space or on a space below the Grim Reapurr, you are Eliminated!

GAME VARIANTS

KING OF THE MEOWTAIN:
Players CAN'T be on the same life space during the game unless it is the 9 space.

When you lose a life, you must move down to the next unoccupied space. When you gain a life, you must move up to the next unoccupied space (only exception, you may move to the 9 space even if other players are on it if there is no other open space).

> **When multiple lives are lost or gained**
> Resolve all lost lives first. Players lose lives in turn order, starting with the player whose turn it is. Then resolve all gained lives. Players gain lives in turn order, starting with the player whose turn it is.

The game ends when all but one player is eliminated. The remaining player is the winner!

TURBO KING OF THE MEOWTAIN:
Play as above, except when a player gains life, they can share a space with another player (they always gain an exact amount of life).

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