

GARETH EDWARDS

Cat Earth

Special Cards

Special cards count towards your four-card play limit.

TELEPORT

Move any cat to any empty space.



CATNIP

Send any cat back to the central square (if free).



HOUSE SWAP

Swap the position of any two houses on the board.



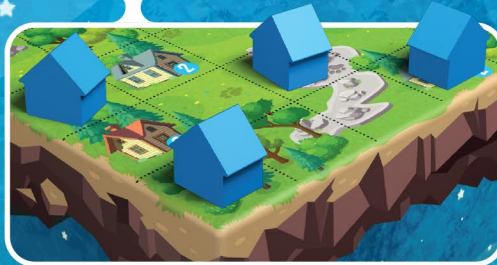
Elimination

If all your houses are pushed off the board, you're out of the game.



Winning The Game

The last player with any houses left on Cat Earth wins the game.



RULES

Contents

- 4 Wooden Cats
- 40 Wooden Houses (in 4 colors)
- 4 Wooden Trees
- 40 Movement Cards
- 1 Game Board (base of the inner box)

Object Of The Game

Welcome to Cat Earth, where peaceful homes sit perilously close to the edge of a flat world, and giant cats are on the prowl. Protect your houses from feline destruction while manoeuvring the cats to knock your opponents' houses off the board. The last player with any houses left wins - and avoids total catastrophe!



www.cheatwell.com



www.outsetmedia.com



Game designed by Gareth Edwards

Illustrations & Graphic Design: Mark Aaron.

Set-Up

Turn the inner box upside down
- the game board is printed on its base.

Place one cat on the central square marked with a paw.
Keep the other three cats aside for now.



Each player chooses a color and takes their houses:

- 2 players: 10 houses each
- 3 players: 7 houses each
- 4 players: 6 houses each



Starting with the youngest player, take turns clockwise placing your houses one at a time onto the numbered squares on the board. Use only the squares marked for your player count:

- 2 players: use squares marked 2
- 3 players: use squares marked 2 and 3
- 4 players: use squares marked 2, 3 and 4



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Now place the trees:

- 2 players: Each player receives 2 trees.
- 3-4 players: Each player receives 1 tree.



Starting with the last player to place a house and moving counter-clockwise, players place trees one at a time onto empty squares.

Trees must not be placed next to another tree, or the central cat - diagonal spaces count as being adjacent.

Trees act as blockers: cats cannot move through trees, push trees, or push houses into a tree. Houses behind a tree are safe from cats pushing from that direction.

Shuffle the movement cards and deal two cards to each player. Place the remaining cards face down to form a draw pile.



Playing The Game

The last person to sail dangerously close to the edge of the Earth takes the first turn.
Play proceeds clockwise.

On your turn in the following order:

1. Draw one card from the deck.
2. Play up to four cards (optional - you can play fewer, or none).



Each card moves one cat, showing a direction and number of movement spaces.

You may rotate the path before moving a cat, but once it starts moving, it must follow the path exactly.



Note: You can move one cat or multiple cats during your turn, as long as the whole movement on each card is used on a single cat.

Cats push any houses (or multiple houses) directly in their path, one square at a time, as they move. Sometimes this will result in houses being pushed off the edge of the board.



Note: If a move would send a cat off the edge of the board, into a tree, or through another cat, that card cannot be played.

3. At the end of your turn, you must not have more than four cards in your hand. Discard down to a maximum of four cards, if necessary.

Played and/or discarded cards form a discard pile.

Cats In Play

At the start, only one cat is on the board.

Each time the movement deck runs out, shuffle the discard pile into a new draw deck and add another cat to the central square. If the central square is occupied, add the next cat as soon as that cat is moved off.

All cats on the board are active and can be moved by any player. Each movement card moves one cat.

The more cats appear, the faster the chaos builds. Four is the maximum number of cats.



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