

# SPOOKY CATS

VERSION 1.0 | CARD GAME | 2-4+ PLAYERS | 10 MINS | AGE: 8+

## CONCEPT

Halloween night is approaching, and it's time to figure out who's going out with you for Trick or Treating!

As the Cat Grim Reaper, you have the option to bring both the living and the dead with you on your night off work. Your goal is to get the best group possible for maximum fun, but you have to work fast; the other Cat Reapers are trying to get their groups together too.

Use your pre-party Treats and pre-planned Tricks to sabotage their plans and get the best group of Cats, both living and dead, to go out with you this Halloween!

## GAME COMPONENTS

- 40 cards
  - 9 double sided Cats
  - 10 Tricks
  - 10 Treats
  - 10 Group Goals
  - 1 Game Start
- 1 6-sided dice

## HOW TO PLAY

Each player acts as a Cat Grim Reaper, trying to get the grid of nine Cats to match the active Goal card. Players roll a dice to determine how many Cats to interact with, then can choose to use Tricks and Treats to affect the game state or change the active Goal.

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## SETUP

Take the nine Cats cards and turn four to the Dead side (blue) and five to the Alive side (orange). Shuffle the cards and place them in a 3 x 3 grid.

Shuffle the Grab Bowl deck. Give each player two cards, then place cards face up near the deck equal to the number of players.

The player who most recently had candy takes the Cat dice and goes first. Play rotates clockwise.

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## GAMEPLAY

At the start of each player's turn, that player rolls the Cat dice. Whatever number the dice lands on is the number of Cats in the grid that the player must change the state of, done by flipping the card. Players may only flip cards once, and must flip the exact number rolled.

Once the Cats cards are flipped, the player chooses a card from the Grab Bowl to place into their hand, then flips over the top card of the deck to replace the card with. Players may not have more than three cards in their hand.

All players are allowed to play one card per turn, regardless of whether they are the active player. There are some limits as to when a certain card type can be played:

- Tricks and Treats: May be played at any time.
- Group Goals: Can only be played on the active players turn, either before the Cats dice roll or after the roll and all flips have been completed.

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## GAME END AND VICTORY

Once a player makes the Cat grid match the current Group Goal without being interrupted, that player assembles the perfect Trick or Treat group and wins the game.

## CREDITS

Pat Roughan is the sole developer of Spooky Cats.

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**TRICK**  
**RIGGED ROLL**

CHOOSE THE VALUE  
FOR ANOTHER PLAYER'S  
CATS DICE ROLL.



**TRICK**  
**SLIM PICKINGS**

REMOVE TWO CARDS  
FROM THE GRAB BOWL.



**TRICK**  
**NO WINNERS HERE**

PLACE ON A PLAYER.  
UNTIL THEIR NEXT TURN,  
THEY CANNOT WIN.



**TRICK**  
**SCRAMBLING CATS**

SHUFFLE THE POSITION  
OF ALL CATS.  
NO FLIPPING!



**TRICK**  
**SUGARLESS**

PREVENT ANY ONE  
TREAT EFFECT.



**TRICK**  
**MINE NOW**

STEAL A CARD FROM  
ANY PLAYER'S HAND.



**TRICK**  
**DUMP AND ADD**

DISCARD AND REPLACE  
ALL CARDS IN THE  
GRAB BOWL.



**TRICK**  
**SHIFTY FELINES**

CHANGE THE STATE  
OF ALL CATS.



**TRICK**  
**CHANGE OF STATE**

CHANGE THE STATE OF  
ANY THREE CATS.



**TRICK**  
**AIMLESS**

DESTROY THE CURRENT  
GROUP GOAL.



**TREAT**  
**STOP IN PLACE**

PREVENT UP TO THREE  
CATS FROM CHANGING  
STATE.



**TREAT**  
**ONLY KINDNESS**

PREVENT ANY ONE  
TRICK EFFECT.



**TREAT**  
**STATUS QVO**

PREVENT ALL CATS  
FROM CHANGING STATE.



**TREAT**  
**SHARED SUPPLY**

PLACE ON A PLAYER. UNTIL  
THEIR NEXT TURN, THEY WIN  
WHEN ANOTHER PLAYER WINS.



**TREAT**  
**MOVE AND PLACE**

RE-ARRANGE THE CAT  
CARD POSISITONS.  
NO FLIPPING!



**TREAT**  
**HUGE HARVEST**

ADD TWO CARDS TO  
THE GRAB BOWL.



**TREAT**  
**GENEROUS GAMBLE**

PLACE A CARD FROM  
HAND INTO THE GRAB  
BOWL, THEN DRAW ONE.



**TREAT**  
**EXTRA GRABBING**

ALL PLAYERS DRAW  
ONE CARD.



**TREAT**  
**EVERYONE AGREES**  
ADD A SECOND  
GROUP GOAL.  
IT CANNOT BE REMOVED.



**TREAT**  
**DO-OVER**  
RE-ROLL YOUR  
CATS DICE.



**GROUP GOAL**  
**SIDE LINE:**  
**DEAD MAJORITY**  
CAN BE ANY ORIENTATION



**GROUP GOAL**  
**SIDE LINE:**  
**ALIVE MAJORITY**  
CAN BE ANY ORIENTATION



**GROUP GOAL**  
**ALL SAME:**  
**DEAD**



**GROUP GOAL**  
**ALL SAME:**  
**ALIVE**



**GROUP GOAL**  
**MID-LINE:**  
**DEAD MAJORITY**  
CAN BE ANY ORIENTATION



**GROUP GOAL**  
**MID-LINE:**  
**ALIVE MAJORITY**  
CAN BE ANY ORIENTATION



**GROUP GOAL**  
**DIAGONAL:**  
**DEAD MAJORITY**  
CAN BE ANY ORIENTATION



**GROUP GOAL**  
CHECKERED:  
ALIVE MAJORITY



**GROUP GOAL**  
CHECKERED:  
DEAD MAJORITY



**GROUP GOAL**  
DIAGONAL:  
ALIVE MAJORITY  
CAN BE ANY ORIENTATION



**No GROUP GOAL**  
TIME TO PLAN FOR  
TRICK OR TREATING!  
REPLACE WITH ANY GROUP GOAL.







## How to Play

### GOAL:

GET CATS TO MATCH ACTIVE  
GROUP GOAL!

### ON TURN:

ROLL CATS DICE.  
CHANGE STATE OF THAT MANY CATS.  
TAKE ONE CARD FROM THE GRAB BOWL.  
ALL PLAYERS MAY PLAY ONE CARD A TURN.

TRICKS AND TREATS: ANY TIME.  
GROUP GOALS: ONLY ACTIVE PLAYER.  
PLAY BEFORE/AFTER ROLL, NOT DURING.