

Whack a Catgirl

Game Rules v3.14159*

Players: 2-5

Time: 15-25 min.

Contents: 62 Cards, 2 Pirates, these rules, and an invisible gold coin.

Overview: Neko-chan the catgirl is cute. Annoyingly cute. Because of this fact, she needs to be pelted by various objects, each worth a variety of points. Whomever has the most points at the end of the game is the Champion of Everything. And you want that.

*-mmmmmm, cake. Wait. That's not right.

Starting the Game:

Shuffle the deck, and choose a player to take a turn first, in the most random fashion possible! Play proceeds clockwise.

Deal six cards face up on the table, in two rows of three (see the picture in the rules). The top row is the Premium Section. The second row is the Discount Rack. Combined, they form the Card Pool.

On your turn:

You have two choices on your turn. You may only do one of them!

(1) Take a card or (2) Whack Neko-chan As tempting as option 2 is, you probably want to take a take a card first.

(1) Take a card

Simple! Take one of the cards in the Card Pool. You may only take one of the Premium Cards if your Arsenal is empty. There are two kinds of cards: Items, and Actions.

Pirate!

Included are two Pirate cards, which look nothing like the rest of the deck. That's because they're bonus cards for our first game, Gold Thief. You can include them in your Gold Thief game, as a mini-expansion. Of course that means you have to buy it, if you haven't already. Muahahaha! ...ehem.

Pirate(2): Play during your turn(at any time!) to immediately score one of your goals, if you have exactly 5 gold. You choose the goal to flip face up. You may also use a Pirate to cancel a Ninja -- at any time.

If you're interested in purchasing Gold Thief, check your friendly local game shop, or our web store at <http://games.asmadi.net/>

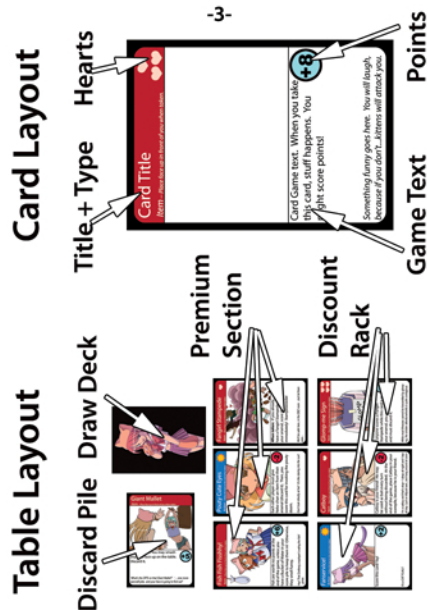
If you take an Item(Red) card, place it in your arsenal. If it has a When Taken: text, follow the instructions on the card when you take it. If you take an Action(Blue) card, immediately follow the instructions on it. Empty spaces in the card pool are not tolerated! Any Premium cards with an empty spot beneath fall to the Discount Rack. Draw new cards from the deck to replace them.

(2) Whack Neko-Chan

Sadly, Neko-chan will not just walk up and let you pelt her with things. You must lure her over! Choose any number of items from your Arsenal to give her. The more hearts an item has, the more she wants it! The items you chose to use as bait are discarded, face up, next to the deck.

-If you gave her between 2-5 hearts, you may whack her with one item. Pick one from your Arsenal, and place it in your score pile(face down). You have points!

-If you gave her 6 or more hearts, you may whack her with two of your other items!



Ending the Game:

Play continues until a player can't draw enough cards to rfill the Card Pool. When this happens, finish the current turn with the smaller card pool. Then, each player gets one final turn, including the current player. And now, the game is over!

All players total up the cards in their score piles, and the player with the most points is the Champion of Everything, and therefore wins. In the case of a tie, having more cards left in your arsenal wins. In the case of a double tie, the player with the least points wins instead. That's what you get for making me come up with tie-breakers. In the case that after all that, there is a tie for the player with the least points, everyone loses. So there.

You could also play multiple games, and keep a running tally...

Basic Gameplay:

Most of the cards in the deck represent various items, which you will collect face up on the table, in front of you. These cards are your "Arsenal".

As you 'throw' items at Neko-chan, you will score points! Each player's scored cards are placed face down next to their Arsenal. You can look at your own score pile anytime, but it's a secret to others!

Action cards, which are not thrown, will also wind up in your score pile.

At the end of the game, all the cards in your score pile will be counted. More points is good! Unless you're playing golf-style Whack a Catgirl*, which is silly.

*-I do not suggest or endorse this variant in any way. However, if you try it, I want to hear the horrific stories.

Credits!

Game Design: Chris Cieslik (AngelKurusu)
Artwork: Valerie Fisse (Rollergal)
Pirate: Stephanie Yates

Playtesting: The G-boro Crowd (Chip, Murph, Spel, Deuce, Jym, Kristen, Dennis, all for the first playtest!), MIT's Friday Night SGS, and the KurisuCon folks.

For more information, check out our website at <http://games.asmadi.net/> or email us at games@asmadi.net

(c)2007 Asmadi Games