

CAT CAB



Components

1 x Game card (front and back)



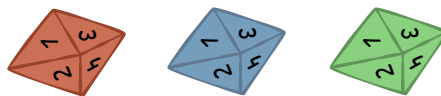
5 x D6 dice (white)



3 x D6 dice (red, blue, green)



3 x D8 dice (red, blue, green)



3 x Mini meeples (red, blue, green)



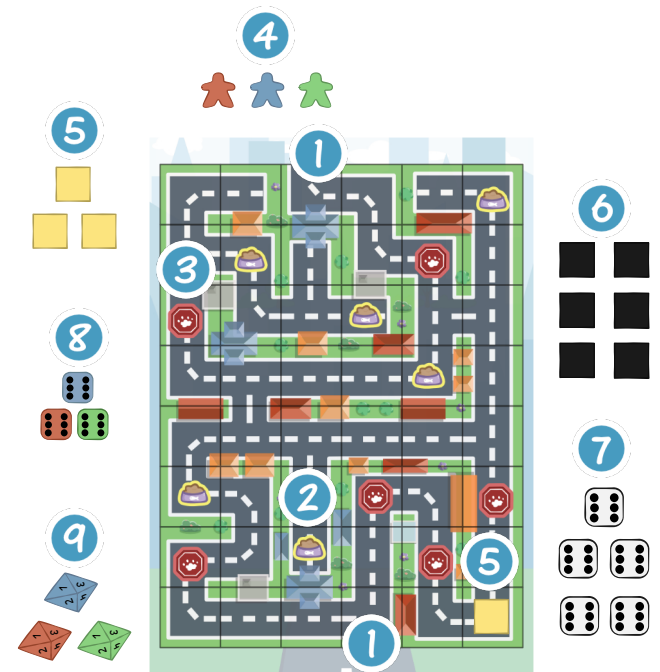
6 x Black cubes 10mm x 10mm (curses)



4 x Yellow cubes 10mm x 10mm (passengers)



Setup



Welcome to New York City! The city is home to a 1000 little cats and is also one of the busiest city in the world! The Cat Cab Crew is recruiting new drivers for the city. You and two other little cats have signed up to be part of the crew, however only one of you may get the job. You have to prove that you are the most worthy recruit by collecting as many passengers as possible and taking them to their destinations swiftly!

Objective

Be the **player with the most points** by **collecting passengers** and **leaving the city as quickly as possible**.

Each passenger collected scores **5 points** and the first player to leave the city gets **10, 5 and 3 points** respectively.

Only 1 passenger is collectable at a time by all players. Players must strategize between collecting as many passengers as possible and planning their route to leave the city.

- 1** Start/Exit - All players must start at the same area
- 2** Cat nibbles
- 3** Paw patrol
- 4** Players - Start outside the grid, each player picks a coloured meeple
- 5** Passengers - Place 1 passenger on the grid. Roll a D8 die for the vertical axis and D6 for horizontal axis. Eg: (6, 8) for the setup above
- 6** Curses
- 7** 5 D6 dice to roll during each player's turn
- 8** Coloured D6 dice
- 9** Coloured D8 dice

The grid has 2 places of entry or exit. Players may collectively decide which point is the entry and which point is the exit. **All players must start at the same area.**

Each player picks a coloured meeple. The colour of the meeple is associated with the player. **All coloured dice are only obtainable by the player with the same colour.**

Each player rolls a D6 dice. If a tie occurs, re-roll until each player has a unique roll. **The player with the highest number starts first**, going in **descending** order.

The **player who starts last may** roll a D6 die and a D8 die to **place the first passenger on the grid**. The D6 die represents the horizontal axis and the D8 die represents the vertical axis on the grid.

On **each player's first turn**, the **first player** to start may only **roll 3 dice** (3 player mode) or **4 dice** (2 player mode). The **second player** may only **roll 4 dice** (3 player mode) or **all 5 dice** (2 player mode). The **last player** to start **will always roll all 5 dice**.

Gameplay

1. Roll dice

During a player's turn, they **must roll all 5 white D6 dice** and **any extra dice** they have gained unless it is the player's first turn.

Players **select which dice they want to keep and which dice they want to re-roll**. Players may **re-roll as many times as they want and which ever dice they want**.

When a player **rolls a 1 on a die, a curse is gained immediately**. Any dice can however be re-rolled if the player has not reached the **limit of 4 curses**.

Players **may not re-roll anymore when they reach a limit of 4 curses**.







■ Curses

When a player **rolls a 1 on a die, they gain a curse**. The player **must take a black cube and place it in front of them**. For each curse gained, **the player moves back 1 space back towards the starting point** - the shortest path towards the starting point.

Players may **only have up to 4 curses**. When the maximum amount of curses have been reached, players **may not re-roll any dice**.

Curses are removed at the end of a player's turn.

The outcome of the dice are determined below:

-  **Critical failure:** Gain a curse
-  **Sabotage:** Curse another player
-  **Item:** Get an item
-  **Movement:** Move 1 space in any direction
-  **Movement:** Move 1 space in any direction
-  **Movement:** Move 2 spaces in any direction (or higher)

2. Resolve dice rolls

Once players are satisfied with their rolls or have reached the limit of curses, they must resolve their final dice rolls in the following order:

1. Roll for items
2. Movement
3. Place sabotage

1. Roll for Items

When players **roll a 3**, they **may get an item**.

Roll a D6 die to determine which item the player gets.

Players **may only have a maximum of 2 items per turn** - this includes rolling a 1 for an item.

Items that can be obtained:



Not your day: Gain nothing



Temporary speed boost: Move 1 space in any direction



Temporary speed boost: Move 2 spaces in any direction



Lucky charm: Move passenger to a new location



Cab upgrade: Gain a D6 die



Ultra cab upgrade: Gain a D8 die

✿ Lucky charm

The player rolls a D6 die and a D8 die to determine the new location of the passenger. The D6 die determines the horizontal axis and the D8 determines the vertical axis on the grid.

↑ Cab upgrades

Players **gain an extra D6 to roll** on their turn if they obtain an **item roll of 5**.

Players **gain an extra D8 to roll** on their turn if they obtain an **item roll of 6**.

Each player **can only get 1 extra D6 die and 1 extra D8 die in the game** as player **may only retrieve the dice of the same colour as their meeple**.

If a player has already retrieved their extra dice, **they do not obtain any items** when they roll a 5 or a 6 for an item.

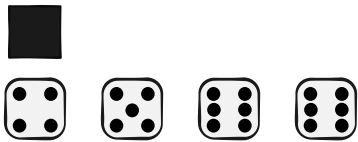
2. Movement

All movements are **resolved at once** including **temporary boosts from items**.

For every curse the player has accumulated, they **move back 1 space back towards the starting point**.

When moving, **the player decides which direction to move per die rolled for movement**.

Example:



Item:



The result of the dice rolled are as follow:

1 x (roll of 4) = Move 1 space

1 x (roll of 5) = Move 1 space

1 x (roll of 6) = Move 2 spaces

1 x (roll of 6) = Move 2 spaces

1 x (item roll of 2) = Move 1 space

1 x curse = Move 1 space back towards the starting point

The movement roll of 4 or 5 will be cancelled by the curse that moves the player 1 space back. The player only needs to resolve the remaining dice.

Players **choose which direction they want to perform each movement**. The **movement can be done in any order** but **each individual movement must be in the same direction**.

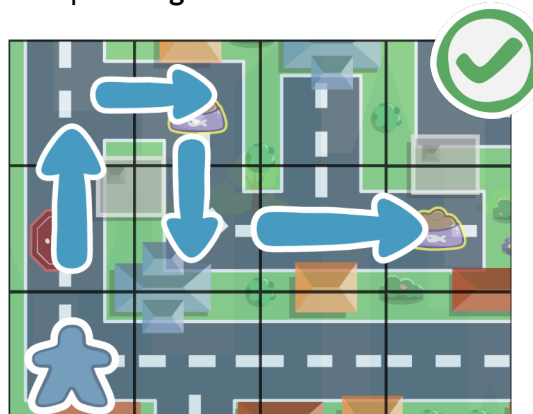
The following movement is valid:

Move 2 spaces **up**

Move 1 space **right**

Move 1 space **down**

Move 2 spaces **right**



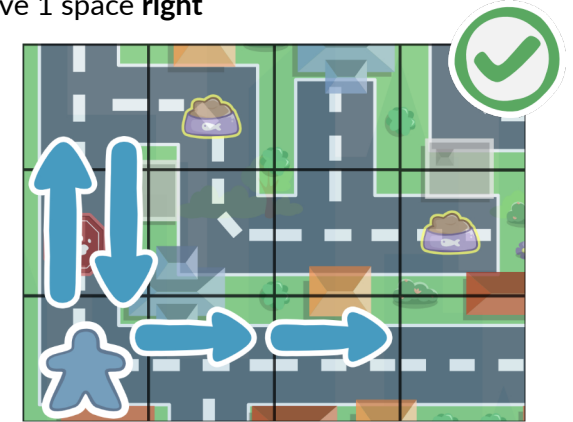
Players may also **move backwards**:

Move 2 spaces **up**

Move 2 spaces **down**

Move 1 space **right**

Move 1 space **right**



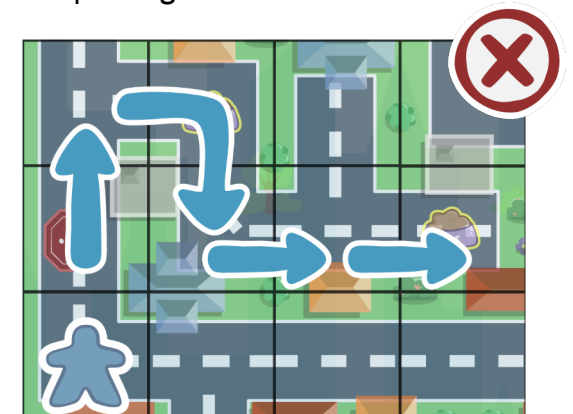
Players **may not have more than 1 direction for a single movement**:

Move 2 spaces **up**

Move 2 spaces **right and down**

Move 1 space **right**

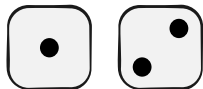
Move 1 space **right**



Cat nibbles

A **power-up** is gained when a player lands on the **cat nibbles** once all their movement has been resolved. **Roll a D6 die** to determine which power-up is gained.

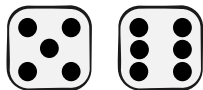
The power-ups that can be gained:



Cab upgrade: Gain a D6 die



Greedy cat: Take a die from any player



Temporary speed boost: Move (roll a D6) spaces in any direction

Cab upgrade

Player **gain an extra D6 die to roll** on their turn if they **roll a 1 or 2**.

Each player **can only get 1 extra D6 die in the game** as player **can only retrieve the dice of the same colour as their meeple**.

If a player has already retrieved their extra dice, **they do not gain any die** when they roll a 1 or a 2.

Greedy cat

Players can **take a die from any other player if available** and **use this die to roll on their turn**.

Only coloured D6 and D8 dice may be taken.

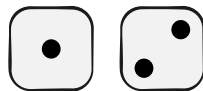
Players always have to **take a D6 die first** if the player they want to take from has both a D6 and D8 die.

Paw patrol

You have been temporary stopped by the Paw patrol at a pedestrian crossing! **A debuff is gained when a player lands at the Paw patrol** once all their movement has been resolved.

Roll a D6 die to determine which debuff is gained while you are stopped.

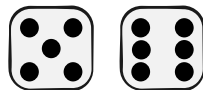
The debuffs that can be gained:



Bad luck: Lose 1 coloured die if applicable



Pothole: Move 2 spaces back towards the starting point



Unhappy customer: Lose 1 passenger if applicable

Cat fight!

If a **player lands on the same space as another player** once all their movement has been resolved, a duel happens.

During a duel, **the participating players take 2 D6 dice each**.

The **players must keep rolling the 2 dice to obtain a sum total of 7 from both dice**. Players may choose to re-roll 1 or 2 dice as long as they can get a sum total of 7 from both dice.

The **first player get the dice to a sum total of 7 wins the duel!** The **losing player has to move 2 spaces back towards the starting point**.

3. Place sabotage

Players may **sabotage another player by placing a curse on them when a 2 has been rolled on a die**. Place the amount of curses obtained during the final dice roll in front of the affected player.

During the affected player's turn, **they start their turn with the curses in place**.

3. Collect passengers

Players may rush to collect **passengers represented by yellow cubes** on the grid.

Only **1 passenger is collectable at a time**.

Players have to **land exactly on the same space of the passenger to collect them**.

Once a passenger has been collected by a player, roll a D6 and a D8 die to place a new passenger on the grid. The D6 die represents the horizontal axis and the D8 die represents the vertical axis.

When placing a passenger on the grid, if the passenger is located on the same space as the cat nibbles or the Paw patrol, **the effects of the cat nibbles or Paw patrol do not take place anymore**.

Each passenger collected **scores 5 points**.

Only 4 passengers are collectable throughout the game.

4. Race to leave the city

The gates to exit the city only opens once a passenger has been collected by any player.

Players have to race to leave Mew York City and drop their passengers off at Chicatgo!

The **first player** to leave the city scores **10 points**.

The **second player** to leave the city scores **5 points**.

The **third player** to leave the city scores **3 points**.

As soon as the first player has left the city, rush hour starts! **Every other player has 5 turns to leave the city. If they cannot leave the city within 5 turns, they lose the game immediately.** The Cat Cab Crew will not hire any little cats who cannot drive under pressure!

5. Game end

Once all the players have left the city, each player must tally up their points.

Each **passenger collected** scores **5 points**.

The **first player** to leave the city scores **10 points**.

The **second player** to leave the city scores **5 points**.

The **third player** to leave the city scores **3 points**.

The **player with the most points wins the game!**

If a tie occurs between the players, **resolve the tie by having a final cat fight!** The player who wins the duel wins the game.

Single player mode

Crazy cat

Play against Crazy cat! Crazy cat is a super competitive kitten who loves to collect all passengers as quickly as possible!

1. Setup

Roll a D6 die to determine who starts the game first. Re-roll if a tie happens.

The **first player to start may only roll 4 dice** on their first turn. The **second player may roll all 5 dice** on their first turn.

2. Actions during Crazy cat's turn

Crazy cat **always rolls all 5 D6 just once**. Determine the outcome of the dice.

1. Roll for items

If Crazy cat has rolled a 3, determine the items that are obtained. Only a maximum of 2 items can be obtained, if Crazy cat has more than 2 dice rolls of 3, only determine the items for 2 and ignore the rest.

2. Movement

Crazy cat will always move towards passengers. Resolve Crazy cat's movement by following the shortest valid path towards the passenger. Once all passengers have been collected, Crazy cat will start leaving the city.

Crazy cat does not want to land on any cat nibbles or the Paw patrol where possible. Only move the shortest path towards the passenger or towards the exit.

3. Place sabotage

Crazy cat will place any sabotages obtained on the player.

4. Cat fight!

If a duel occurs, Crazy cat will roll both D6 dice 3 times. If Crazy cat cannot obtain a sum total of 7 within the 3 times, Crazy cat loses the fight.

3. Game end

Tally the score of Crazy cat and the player.

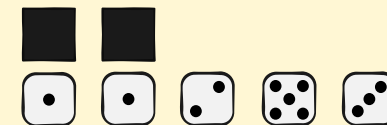
Whoever has the most points wins the game!

Turn reference

1. Player rolls 5 D6 dice with the outcome:



2. Player gains 2 curses (2 dice rolls of 1)



3. Player wants to re-roll the 2 dice with 1 and obtains the new outcome:



4. Player has decided the above outcome is the final roll. Player resolves any items obtained (roll of 3)



5. Player rolls for an item and obtains 3 (Temporary boost: Move 2 spaces in any direction)



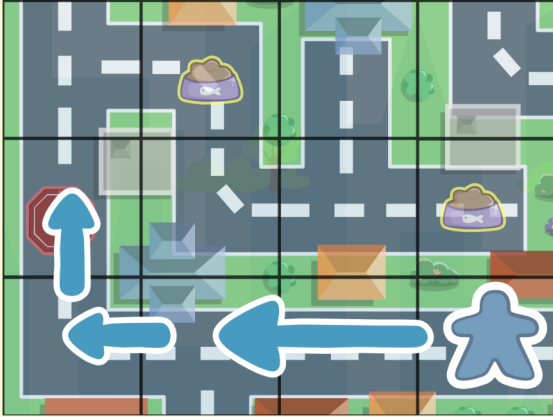
6. Resolve movement: Players have obtained 2 curses that cancels the die roll of 6.

7. The player has decided on the movement as follow:

1 x (item roll of 3) = Move 2 spaces **left**

1 x (roll of 5) = Move 1 space **left**

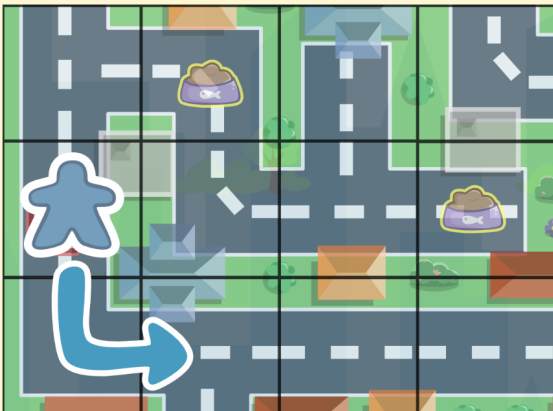
1 x (roll of 4) = Move 1 space **up**



8. The player lands on the Paw patrol. Roll a D6 die to determine the debuff gained. The player has obtained a roll of 3



9. The player has to move 2 spaces back towards the starting point



8. Resolve sabotage placed on another player (die roll of 2). Place a curse in front of selected player.



11. Player ends their turn and removes any curses accumulated