

ETICATS: RULEBOOK

Estimate Time: Less than 30 minutes.

Players: 2-4

Below are the rules on how to play the game.

Eticats is about a group of young, stray cats that are just trying to do their best to fit in. They're just like any other cat... but due to being a 'stray', they are often viewed as savage, primal animals that aren't to be trusted.



HOW TO START

To start Eticats, each player must select (randomly or not!) a stray cat. Each stray cat has a special ability (read them carefully!). Shuffle both the Item and Scenario cards and place them into decks in the middle. Then pass one item card to each player.

Each player receives one item card at the beginning of their turn. Any item used will go to the discard pile.

Select a player to go first and flip over a Scenario card.

If the player is **able** to succeed with the Scenario, they will be awarded with the select amount of points on the card.

If the player **cannot** succeed with the Scenario, they may request help from other players.

If the player succeeds or cannot succeed, the next player to the left goes next and takes their turn.

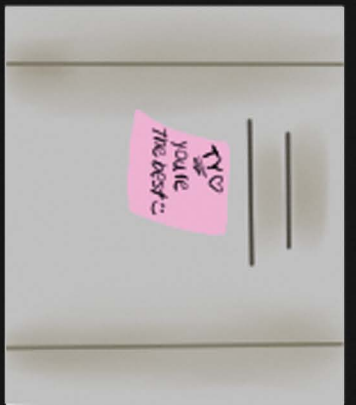
The game ends when a player reaches 10 points before anyone else. If there's a tie, the person with the most items win.

THANK YOU FOR
PLAYING! 



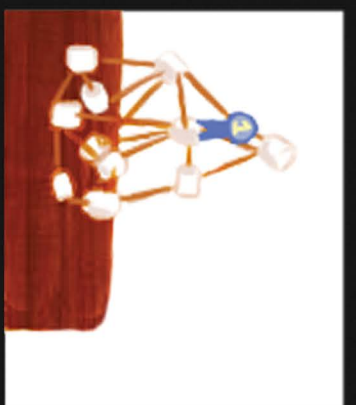
THANK YOU NOTE

temporarily adds +1 friendliness and teamwork



COMPLETED PROJECT

temporarily adds +2 teamwork





REQUIREMENTS

teamwork: ★★☆☆☆
leadership: ★★☆☆☆
friendliness: ★★☆☆☆
listening: ★★☆☆☆
comprehension: ★★☆☆☆

REWARDS

*permanently adds +2
team work*

GROUP PROJECT



REQUIREMENTS

teamwork: ★☆☆☆☆
leadership: ★★★★★
friendliness: ★★☆☆☆
listening: ★★☆☆☆
comprehension: ★★☆☆☆

REWARDS

*permanently adds +2
leadership*

GIVING A
SPEECH



REQUIREMENTS

teamwork: ★☆☆☆☆
leadership: ★☆☆☆☆
friendliness: ★★★★★
listening: ★★☆☆☆
comprehension: ★★☆☆☆

REWARDS

*permanently adds +2
friendliness*

FIRST DATE

SCENARIOS

SCENARIOS



SCENARIOS



SCENARIOS



ITEMS



ITEMS



ITEMS



ITEMS



ITEMS

ITEMS





ITEMS

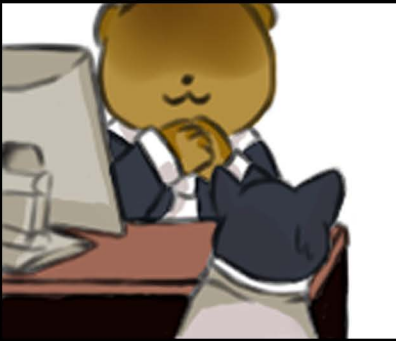


ITEMS



Micro-
phone

*temporarily adds
+2 to leadership*



JOB INTERVIEW

REQUIREMENTS

teamwork: ★☆☆☆☆
leadership: ★★☆☆☆
friendliness: ★★★★★
listening: ★★☆☆☆
comprehension: ★★★★★

REWARDS

*permanently adds +1 to both
comprehension and friendliness*



Suit

*temporarily adds
+1 to leadership*



Note-
book

*temporarily adds
+1 to
comprehension*



Phone
Call

*temporarily adds
+1 to
comprehension*



Deep
Conver-
sation

*temporarily adds
+1 to listening*



Deep
Conver-
sation

temporarily adds
+1 to listening



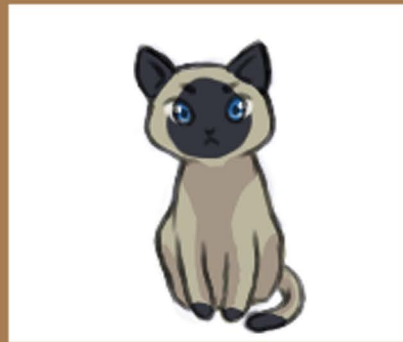
NAME: SCAR
TYPE: BLACK CAT

STRAY SKILLS

teamwork: ★★☆☆☆
leadership: ☆☆☆☆☆
friendliness: ★★★★★☆
listening: ★★☆☆☆
comprehension: ★★☆☆☆

ABILITY: UNDERSTANDING

*if you have too many stars in the
friendliness category, the extra stars can be
moved to another category for a turn*



NAME: CINNAMON
TYPE: SIAMESE CAT

STRAY SKILLS

teamwork: ★★☆☆☆
leadership: ★★★★★☆
friendliness: ★★★★★☆
listening: ★★☆☆☆
comprehension: ☆☆☆☆☆

ABILITY: SOCIAL BUTTERFLY

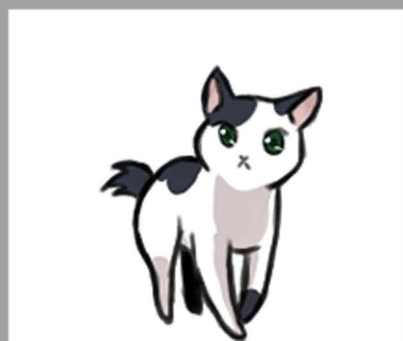
*when helping another player, you
can give +2 friendliness
for a turn*

NAME: LEO
TYPE: ORANGE TABBY



STRAY SKILLS
teamwork: ★★☆☆☆
leadership: ★★★★★☆
friendliness: ★★★★★☆
listening: ☆☆☆☆☆
comprehension: ★★★★★☆

ABILITY: QUICK LEARNER
*every two scenarios Leo completes, he
gets an extra star in any category of
your choice*



NAME: MUNCHKIN
TYPE: BLACK & WHITE

STRAY SKILLS

teamwork: ★★☆☆☆
leadership: ★★★★★☆
friendliness: ★★★★★☆
listening: ★★☆☆☆
comprehension: ☆☆☆☆☆

ABILITY: HELPING PAWS

*for every assisting player, Munchkin
will get a bonus star for the turn*



ITEMS



GOSSIP

REQUIREMENTS:

team work: ★★★★★☆
 leadership: ★★☆☆☆☆
 friendliness: ★★★★★☆
 listening: ★★☆☆☆☆
 comprehension: ★★☆☆☆☆

REWARDS:

gain three points

assisting players gain either +1 or +2 points (chosen by player facing scenario)



Suit

temporarily adds +1 to leadership



Note-book

temporarily adds +1 to comprehension



Phone Call

temporarily adds +1 to comprehension



Micro-phone

temporarily adds +2 to leadership



ITEMS



ITEMS



ITEMS