Herding Cats (with Goblins)

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Sheet 1 of 6

Skuglug

True Grit

If you are **Not Prone** when **Bashed**, choose which Cat/s to drop (if any). If you do not drop any Cats, you fall **Prone**.

Nibbles

Critter Song

During the **Critter Chaos Phase** you may **Short Move** an additional Critter.

Gorro

Hit and Run

Whenever you **Long Move** yourself, you may instead **Short Move**, use the Action, and then **Short Move** again.

Squisha

Whack Attack!

Whenever you make a **Bash** you may **Short Move** the Critter or Goblin you **Bashed**.

Rush

Lickidy Splittish

Rush - **Short Move** yourself at any time during your **Herding Phase**.

Long Move

Crash Tackle

Bash a Goblin or Critter you are **Touching**.

Rush

Sucker Punch

Rush - **Bash** a Goblin or Critter you are **Touching**, you have moved over, or has moved over you. This takes place after the move (and associated Action) have finished.

Long Move

Power Slide

Short Move all Goblins and Critters you are **Touching** or moved over during your move.

Short Move

He's Got Bird Seed!

Short Move an Owlbedillo, or if they are **Prone**, flip them to **Not Prone**.

Long Move

Hoot! Hoot!

You MUST **Long Move** all Owlbedillos directly towards you, or if they are **Prone**, flip them to **Not Prone**.

Short Move

Throw Rock

Bash a Goblin or Critter within a **Long Move** of you.

Long Move

Leg It!

Long Move yourself.

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Sheet 2 of 6

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Short Move

Whack Attack!

Bash a Goblin or Critter you are **Touching**, before or after your move.

Long Move

Dive

Move yourself to anywhere in the Arena, then fall **Prone**.

Short Move

Whack Attack!

Bash a Goblin or Critter you are **Touching**, before or after your move.

Long Move

Dive

Move yourself to anywhere in the Arena, then fall **Prone**.

Rush

Ninja Dodge

Rush - Ignore a **Bash** against you and immediately make a **Short Move**.

Long Move

Punt The Runt

Long Move a Critter or Goblin you are **Touching**.

Rush

Ninja Dodge

Rush - Ignore a **Bash** against you and immediately make a **Short Move**.

Long Move

Punt The Runt

Long Move a Critter or Goblin you are **Touching**.

Short Move

Cat-Napping

Take a Cat of the lowest Points value from a Goblin you are **Touching**, before or after your move.

Long Move

Make Strange Noises

Make a Critter **Prone** or **Not Prone**.

None

Short Move

Coax

Short Move a Cat before or after your move, or if they are **Prone**, flip them to **Not Prone**.

Long Move

Headbutt

Bash a Goblin you are **Touching** twice, then **Bash** yourself.

None

Short Move

Sneaky Feets

Critters within a **Short Move** of you all become **Prone**, or all become **Not Prone**.

Long Move

Wait For It...

Short Move yourself after the **Critter Chaos Phase**.

None

Short Move

It's Over There!

Short Move a Goblin that is **Not Prone**.

Long Move

He's A Cat-Muncha!

Long Move a Cat directly away from a Goblin, or if they are **Prone**, flip them to **Not Prone**.

None

Herding Cats (with Goblins)

Sheet 4 of 6

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Bash

A Goblin being **Bashed** picks up all of their Cat Shards, shakes them in their hand, and then drops them on the table.

All Cats that fall **Prone** are placed back in the Arena a **Short Move** away from the Goblin that dropped them, (the player whose turn it is places the cat/s, which are placed **Not Prone**). All other Cats are placed back on the Goblin card.

If no Cats fall **Prone** (which is always the case if a Goblin has no Cats), then the Goblin being **Bashed** is flipped **Prone**.

If the Goblin is already **Prone**, then they automatically lose all of their Cats. If the Goblin is **Prone** and has no Cats, then the player causing the **Bash** may **Short Move** the **Prone** Goblin.

A Critter that is **Bashed** is flipped **Prone**. If it is already **Prone** you may **Short Move** it instead.

2-4 players | ages 10+ | 10-20 min

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Rush

Cards with **Rush** can be discarded to make an Action outside of the normal sequence (further details are described on the card). **Rush** cards cannot be used when **Prone**.
Note: Rush cards do not have an associated move.

Touching

Goblins and Critters are considered **Touching** if there is contact between one Shard and another. A single Shard may be **Touching** several other Shards at once.
Note: Shards may never overlap each other.

Prone/Not Prone

All Shards have a **Prone** side and a **Not Prone** side. All Shards start the game **Not Prone**.

Shards that are **Prone** cannot do anything until they become **Not Prone**.

During the **Herding Phase** you may discard a card to flip your Shard from **Prone** to **Not Prone**.

So what do you do on boring afternoons? How about dumping a clowder of yowling cats into a den of embittered Owlbedillos and seeing who can wrangle the most felines? At the very least, its a sound plan if you're a Goblin..
Let the cat herding commence!

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Not suitable for children under 3 years old.

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Slinky Gibbon Games 2018
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Riley Morse - Game Developer
Courtney Williams - Editor

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Set Up

Shuffle all the cards, then deal them out face up in a tight 4x4 grid.

Mark the four outside corners of the grid with a few coins or whatever you have laying around. This defines the Arena.

More Set Up

All cards with a Shard Symbol are replaced with a matching Shard. Place the Shard (**Not Prone**) as centred as possible in the space left behind by the card.

Starting with the smallest, most annoying player and continuing anti-clockwise, all players select a Goblin card and place it face up in front of them. This card represents the player and the matching Shard shows where they are in the Arena.

Set aside any remaining Goblin cards and their matching Shards. You will not need them in this game.

Shuffle all Action cards into a deck then deal out 3 to each player. Place the rest of the deck outside of the Arena, leaving space for a face up discard pile.
Note: In a 4 player game there will be no cards left to make a deck. That's okay. You will be able to make a deck from discarded cards soon enough.

The Turn

Starting with the last player to chose a Goblin, players take turns in clockwise order.

1) Get Ready Phase

You may discard any number of cards then draw cards until you have exactly 3 in hand.
Note: If the deck ever runs out, shuffle the discard pile to make a new deck.

2) Herding Phase

Play a card from your hand and choose either a **Short Move** or a **Long Move**. Make the move, use the Action directly under the move you chose, then discard the card.
Note: This may even allow you to move again!

At any point during your turn you may also:
- Discard a card to flip your Shard from **Prone** to **Not Prone**.
- Once per turn you may discard a card to pick up a Cat you are **Touching** or moved over during your move. Take the Cat out of the Arena and put it on top of your Goblin card.

If this brings you above 4 points of Cats, tuck the discarded card under your Goblin card.

Short/Long Move

Use any card to measure how far you can move a Critter or Goblin. A **Short Move** uses the short edge of the card and a **Long Move** uses the long edge of the card.

Measure from outside edge to opposite outside edge of the Shard. To be within a move the distance between the two Shards must be less than the designated length of the card.

You may freely move over other Shards but cannot finish a move on top of another Shard.

You must move in a straight line. You do not need to move the full distance of the card, and you may pre-measure your move before committing to it.

You may not move outside of the Arena.

3) Critter Chaos Phase

You may **Short Move** any two different Critters, (Critters are Cats and Owlbedillos).

Instead of moving, a **Prone** Critter may instead be flipped to **Not Prone**.

Owlbedillos **Bash** all Goblins and Critters they are **Touching** or moved over during their move. This includes when they are moved during the **Herding Phase**.

Winning the Game!

The first player to have at least 4 Points of Cats on their Goblin card at the start of their turn or 3 cards tucked under their Goblin card is the cat herding champion! The game immediately ends and everyone else loses.

Team Games Variant (2v2)
Players 1 and 3 are a team, and players 2 and 4 are a team. At the start of a player's turn, their team wins if they collectively hold at least 4 Points of cats.