

Catch That Cat!

GDD v0_2

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A 2 player board game where you play a cat and its owners

Something Funny

- Comic Premise
- Funny Mechanics
- Meaningful choice
- Replayable
- Short playtime
- Strategic gameplay
- Reactive planning

Something Strategic

Game Loop



Players draw Round Card to see their action points



Player uses their actions



Check Win Conditions

	AP
	6
	5

Swipe
4AP
Destroy an object when next to it

Call
2AP
Move the cat two grids in a direction towards you after using this action

DESTROY ALL OBJECTS

PET THE CAT THRICE

Changing the number of turns each round keeps the game quick and encourages a more reactive playing experience

The game will have different levels, each with its own layout, these have walls - no one can walk through them

CHAIR
Flip over card when Cat swipes

FLOWER VASE
Tip Over To Destroy

HOW DOES PEE WORK?

CAT

Move
1 GRID = 1 AP
You cannot retrace your steps in the same round

Swipe
4AP
Destroy an object when next to it

Pee
2AP
Pee on an adjacent tile and block the grid or on a human and cancel their turn

CAT HEALTH
❤️❤️❤️

HUMAN

Move
1 GRID = 1 AP
You cannot retrace your steps in the same round

Touch
4AP
Pet the cat when adjacent to it, can also be used to clean pee when near

Call
2AP
Move the cat two grids in a direction towards you after using this action

LEGEND

Good/Torn Chair, Flower Vase, Cat Tree, Starting Positions

★ POWER UP
Human player gets to draw a "Special" card that can be used only once without any APs.

EXAMPLE
Mark a door on the map, only humans can pass through that grid now

Players can chain "Calls" to lure the cat out and pet

PET THE CAT

Approach cat with 4APs remaining
Cat loses one health
Cat returns to last visited Cat Tree

Cat is safe from petting on the Cat Tree

Remove Pee from Grid

This human has 3 options for CALL

This human has only 1 option for CALL