

Tabby Tumble



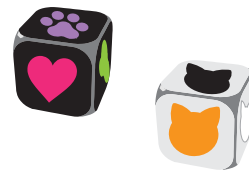
Competitive, family-friendly filler

Tabby Tumble is a light strategy, engine-building dice game that plays in under 20 minutes. Draft your dice to rescue stray cats, feed and love them, and eventually (maybe) find them new homes.



Components

- 10 six-sided dice (5 cat dice & 5 action dice)
- 60 cat cubes (20 each of orange, black & white)
- 20 mouse cubes
- 30 point tokens
- 6 hidden cat tokens



Set Up for 2 Player Game



Set up

1. Choose player count + 1 dice for both cat dice and action dice. Remaining dice are returned to the box. I.e. a 3 player game with use 4 cat dice and 4 action dice.
2. Give each player 1 cat of each colour (black, white, orange) and 1 mouse.
3. Shuffle the 6 cat tokens face down and distribute 1 token to each player. Players may look at their own token but should keep it hidden from other players. Remaining tokens are returned to the box.
4. Create a central supply of the remaining cats, mice, and point tokens.

How to Play

1. On your turn, roll all the cat and action dice. Choose 1 die of either type.
2. The player on your left then chooses a die, and play continues clockwise with each player choosing 1 die. The final player to choose their first die, will also pick a second. Play continues *counter clockwise* around the circle until it returns to the first player.

Note: Players may only choose 1 cat die and 1 action die although they may choose in any order.

3. After all players have 2 dice (and 2 dice will be left over), each player simultaneously takes their turn and performs the action they chose.

Note: If a player receives cats from another player that would affect their action, the cats are perceived to be received *after* the action was performed, so should not be counted.

4. The game ends when 1 player reaches or exceeds 10 points. All players finish their actions for the round, then proceed to final scoring.

Action Dice



Rescue

Take 2 cats of the chosen colour from the supply and add them to your home.



Cuddle

Gain 1 point for every 2 cats of the chosen colour you have, rounded down.



Eat

Return mice from your home to the supply, up to 1 mouse per cat of the chosen colour. For every mouse returned, gain 1 point.



Play

Take 1 mouse from the supply for every cat of the chosen colour you have, and add them to your home.



Rehome

Give as many cats of the chosen colour as you would like to another player. For every cat you rehome, gain 1 point.



Hairball

Lose 1 point. Perform any action of your choice.

Cat Dice



Orange cats



Black cats



White cats

Final Scoring

All players reveal their hidden cat token and gain 1 point for each cat of that colour in their home. These are added to the points gained during the game. Highest points wins.