

[e.g. clockwise] (2) roll one die and move your marker. The player does not have to move the full amount if they don't want to, but they cannot move more than what was rolled. [e.g. Marilyn rolls a 5 but chooses only to move her cat "Puck" ahead 3 and stop on a space marked "C" thus gaining 1 catnap token. She cannot move ahead 6 to land on a "L" space, however.] (3) Roll both dice [one for Penny and one for Peter] and move Peter and Penny in the direction previously called out.

SPECIAL SQUARES: On the board there are five different special squares each worth points towards your final score. These squares are marked with the following "S" (Scratching the furniture) "B" (Bathing yourself) "E" (Eating) "C" (Catnap) and "L" (Looking at stuff). By finishing your turn on one of these squares you earn 1 catnap token for doing what cats do best. Unfortunately, doing these things takes a lot of concentration and leaves you vulnerable to the evil twins who share your home!

PENNY AND PETER: are also known as the "terrible twosome." Their goal in life seems to be causing you great torment. Peter has a habit of pulling on tails or flicking noses and Penny likes to dress things up and give them tea parties. Neither represents as very cat-like activity. You want to stay as far away from them as you can!

But that may be easier said than done. On each player's turn those pesky twins make their way around the house just looking for trouble. Here's what happens when they find you. If you are in an unmarked square and one of the twins lands there you miss a turn (trying to get away). If you feel the need you can spend 1 token and make an undignified retreat thereby avoiding the missed turn. If they just pass through your unmarked square nothing happens. If, however, they happen to pass through while

you are busy being a cat you are in trouble! This time you miss a turn no matter what. If they actually land on your square it'll cost you 3 tokens! If you can't pay the tokens then you must miss a turn for each one you come up short. (can't you just hear all the other cats laughing!)

WINNING THE GAME: As well as collecting points along the way tokens are also given out for the first (5) and second (3) players to reach the end. The last player to make it to the end loses 3. BUT doing a day's work of eating and sleeping is only half the battle in this game. When you get to the end of your day (back on the bed) your humans have a surprise in store for you. This is indicated by the random "end-cards." When you reach the end you draw one of these cards. Some may be good like a catnip treat (for putting up with all the tea parties); but some may not (like having to go to the vet to have your tail put in a sling!) Each card is worth different tokens. These are added to your running total to give you a final score. The player who finishes with the highest score wins the day!

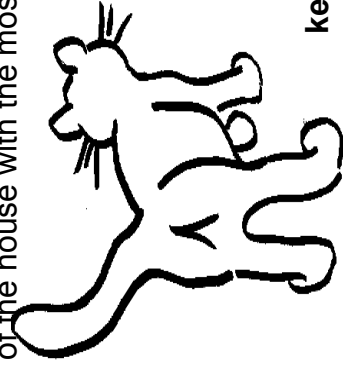
GAME VARIATIONS TO TRY:

- **"THE NAP'S THE THING"** Since sleeping seems to be the specialty of every cat I know, why not consider making that square even more special. Upon landing on a space marked "C" you can decide to hunker down for one of those infamous catnaps . . . you know, the kind that makes you wonder if Snowball is still breathing or not. On successive rounds simply remain on the "C" square and your value doubles [1 for the first round; 2 for the second; 4 for the third successive round; etc.] Only one problem though. The twins and other cats refuse to let you get your beauty rest. If any other token lands on your space while you are napping you get 0 (and any other penalties that may apply)

- **“CAT FIGHT”** Why should Fluffy always get the best seat by the TV? Or why does Mittens always get to the food dish first? Why do you put up with it? DON’T! In this variation any cat who lands upon another cat’s square may choose to pick a fight. Each cat simply rolls one of the dice. The winner gains 5 points, the loser loses 1 token. A tie roll means you both end up looking dumb and so you both lose 1 token.

- **“MOMMY LOVES YOU”** Every family has one . . . that special breed of cat lover who will do anything for their beloved pets (up to and including letting them run the household). Those stories you hear of little old ladies living in cramped little houses with 100 cats are just an extreme version. In this variation of play only one additional token is used. The twins are gone and Granny has taken their place. And she lives to lavish her cats with treats, praise, and attention (rightly so). As players you want to meet up with her as often as you can. [she gives you an automatic 1 token each time you and she are on the same space!] Granny always moves first and then the players.

- **“NINE LIVES”** Time to put that old wives tale to the test! This version is not for the scaredy cat! The twins have gone psychotic. They’re out to hurt you and hurt you bad! Any time they land on your square (regardless of marked or not) you lose one of those nine lives. No end cards are played, the winner is simply the one to make one lap of the house with the most lives intact at the end.



CATNAP!

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*“Happily putting ‘More’
into Moronic!”*

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CATNAP!

By Ken Maher

Bored? Got nothing better to do? Just take a lesson or two from your cat. Milk it for all it's worth! It's a "see if I care" kind of race around the board in an attempt to end up right back where you started . . . enjoying a CATNAP!

OBJECT OF THE GAME: End your day the same way you started it . . . doing as little as possible and with all the dignity and apathy of the majestic feline you truly are!

PLAYERS: 2-6

NEEDED TO PLAY: -- **1 marker for each player** (+2 other markers for Penny and Peter) -- **2 six-sided Dice** -- **CATNAP Rules and Board** -- **a bunch of tokens** (poker chips, pennies etc.).

GAME SET-UP: Shuffle the deck of eight “end-cards” and deal one for each player into a face down pile. The leftover cards are not used. Put them to the side. Place all the players’ markers on the bed. This is the beginning and ending of your monumental cat-like quest. The two markers for Penny and Peter are placed on the squares marked “C” (in front of the door) and “C” (in the chair in the living room) respectively. Each player rolls one of the dice. The highest roll goes first. Play continues to the left.

TURN SUMMARY: When it is a player’s turn they do the following things IN THIS ORDER: (1) Call out the direction in which both Peter and Penny will later move.

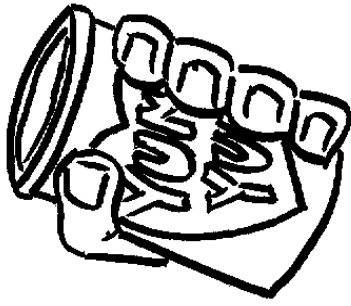
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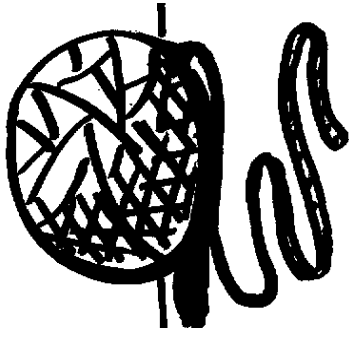
CATNIP TREAT!



+ 7



BALL OF STRING!



+ 5



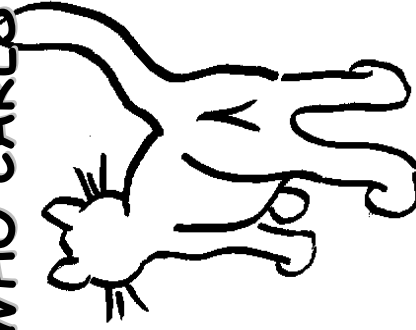
BATH!



- 8



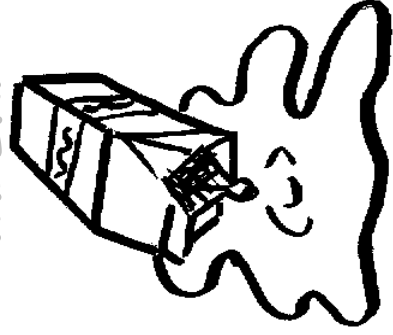
WHO CARES



+ 2



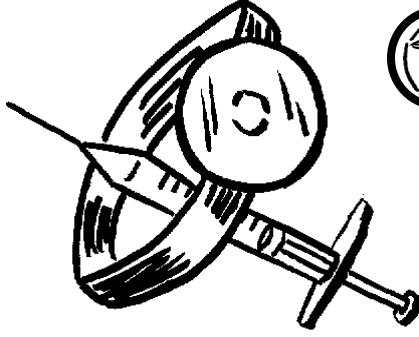
MILK!



+ 3



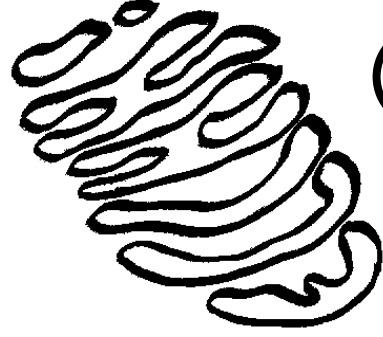
GO TO VET!



- 10



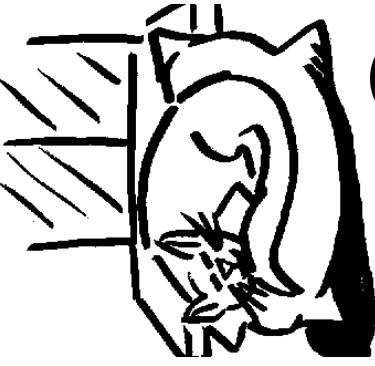
FURBALL!



- 2



CATNAP!



+ 10

