

JETCATS

2 – 5 Players | 30 Minute Playtime | Ages 10+ | Created by Michael Posada

Humans have abandoned the Moon long ago and have squandered its greatest resource – Lunar Catnip. Word has spread like wildfire - Cats everywhere are aiming to be the first to get their paws on this legendary resource and they will stop at nothing to get there. Launch your Cats to the Moon with powerful (and not so powerful) Jetpacks, improving your capabilities with each Liftoff! Will you be the first to reach the Moon?

GAME CONTENTS



45 Cat Cards



50 Jetpack Cards



5 Reference Cards



24 Dice (8 in each color)



VP and Launch Tokens

SETUP



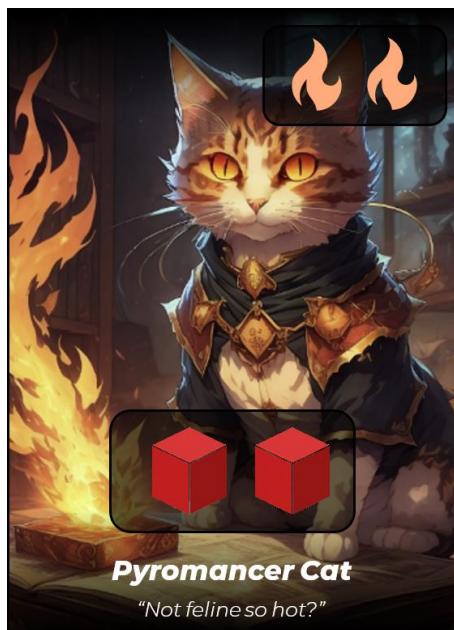
- 1 Arrange the Jetpack deck so that it's in order from 1-10, with copies of each number equal to the number of players (for example, in a 3 player game, you will use three copies of each number, and arrange them so the three 1's are on top, followed by the three 2's, etc. The color of the Jetpacks does not matter for this step).
- 2 Shuffle the Cat deck and place it in the center of the table along with the Launch and VP Tokens.
- 3 After arranging the Jetpack deck, deal cards to each player in clockwise order until the deck has run out. Each player should have ten cards numbered 1-10 of various colors.
- 4 Give each player a Reference Card and you're ready to play!

GOAL OF THE GAME

Players will be attempting to launch their Cats to the Moon each turn, slowly building their Liftoff capabilities while earning Victory Points. At the end of the game, the player with the most Victory Points is the winner!

CARD ANATOMY

There are two types of cards in Jetcats – Cat Cards and Jetpack Cards. **Cat Cards** provide permanent bonuses for future Liftoffs as well as dice to roll during your current Liftoff. **Jetpack Cards** determine draft order for obtaining Cats and provide you with a one-time use ability for that Liftoff only. A good balance of both Jetpacks and Cats are required to reach the Moon!



Catbase Bonus: The bonus this Cat provides to you each turn. You will gain this bonus during this Liftoff and every subsequent Liftoff for the remainder of the game.

Liftoff Resources: The resources you will gain for your current Liftoff. Most of the time, this will provide you with several dice to roll. However, you may occasionally earn Victory Points. These resources are NOT used in later Liftoffs.

Cat's Name: The name of your cat, complete with flavor text.

Speed: A Jetpack's speed determines the draft order of Cats. The player with the highest Speed picks first, the player with the second highest speed selects second, and so on. Jetpacks can have a range of 1 – 10 Speed. In the event of a tie, look at the color priority on the back of the Cat Deck to determine the winner. See the Breaking Ties section for more information.

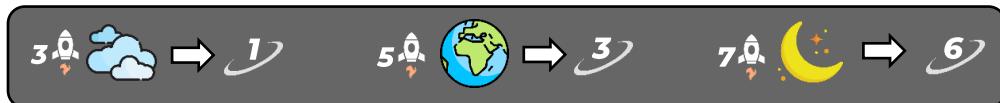
Jetpack Bonus: Each Jetpack provides a one-time use bonus to include in your Liftoff during the round it is played. This bonus may provide extra dice, re-rolls, and more.

Color Symbol and Flavor Text: This section includes a symbol for easy color identification, as well as a line of flavor text for your Jetpack!



REACHING THE MOON

The primary way to reach the moon is by rolling dice combined with your Catbase bonuses. When rolling, you are attempting to combine one Rocket and one Fuel to create a Launch. After your Liftoff, you will compare how many Launches you were able to create with the requirements to reach the Sky (at least 3 Launches), to reach Orbit (at least 5 Launches) and to reach the Moon (7 or more Launches). Reaching these heights will earn you a varying amount of Victory Points as shown below:



Each dice has a different distribution – when drafting Cats, you will need to assess which dice is best suited for your needs:



Blue Dice: Blue dice are the safest dice to roll as they have no blanks – you will always gain something! However, they do not have any Full Launches, only Rockets and Fuel.

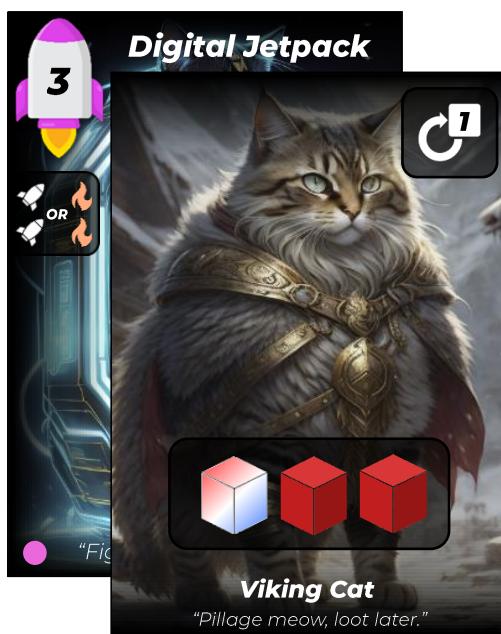


White Dice: White dice provide a balanced mix of resources – there is a chance to receive a Full Launch, but also a chance to roll a Blank.



Red Dice: Red dice are high risk, high reward – it's likely you'll receive a Full Launch from the dice, but it's also just as likely that you'll roll a Blank!

NOTE: 1 Rocket and 1 Fuel are combined to create a single Launch. A Full Launch icon counts as both a rocket and a Fuel.



In this example, Andrew chose to play the Viking cat, which provides 2 Red dice and 1 dice of any color, of which he chooses Blue. Andrew also receives a bonus of 2 Rockets or 2 Fuel to use during this Liftoff because he chose to play the Digital Jetpack.



Andrew rolls his dice and receives 1 Launch and 2 Fuel. With that 2 Fuel and the 2 Rocket bonus from his Jetpack, he has achieved a total of 3 Launches, reaching the Sky!

Since Andrew rolled 3 Launches, he receives 1 Victory Point for reaching the Sky before discarding his Jetpack and returning the Viking Cat to his Catbase. Viking Cat will provide Andrew with 1 additional re-roll during each Liftoff for the remainder of the game!

GAMEPLAY

Jetcats is played over 8 rounds. At the start of each round, draw cards from the Cat deck face up to the center of the table based on the number of players:

2 or 3 Players -> Deal out 4 Cats | **4 or 5 Players** -> Deal out 5 Cats

Each player will then choose one Jetpack in their hand to play for this round, placing it face down in front of them.

After each player has selected a single Jetpack, all players will simultaneously reveal them, comparing the numbers in the top left-hand corner. The player who played the highest number will get first pick of the litter, choosing a Cat from the center of the table to place in front of them. In the event of a tie, refer to the Breaking Ties section.

NOTE: *In a 2-Player game, the first player also chooses a single Cat in the center of the table to discard from the game, leaving only 2 options for the other player.*

After the first player picks, the next highest player will then get to choose their Cat, and so on (there will always be one Cat left over, except in a five-player game, where all Cats are claimed by players).



In this example of a 3-player game, Scott plays a 7, Devon plays a 8, and Jenn plays a 2. Devon gets his first choice of Cats and chooses to take Rockstar Cat.

Scott is in 2nd place with their 7, so they choose to take Fairy Cat.

Finally, Jenn with the lowest Jetpack, a 2, has a choice of two different Cats – they choose to take Golden Cat to bring some additional dice to their Catbase! Engineer Cat will be discarded, and new Cats will be drawn for the next round after each players Liftoff.

Once a player has chosen their Cat, they are ready for Liftoff! Collect the dice or Victory Points listed in the Liftoff Resources of your chosen Cat as well any bonuses gained from Cats in your CatBase or from your the Cat you're Launching. The Jetpack you chose will also provide a one-time use bonus for this Liftoff only. Once all dice are collected, players will roll them in turn order as determined by the played Jetpacks, combining Rockets and Fuel from their rolled dice to create Launches. Reaching the different height requirements printed on the Reference card will reward increasing points – rolling 3 Launches earns you **1VP** for reaching the **Sky**, 5 Launches earns **3 VP** for reaching **Orbit**, and 7 Launches earns **6VP** for reaching the **Moon**!

NOTE: *If there are not enough dice for all players to roll simultaneously, players will roll their dice in turn order (turn order for the round is based on the Jetpack played).*

After your Liftoff, even if you did not reach any heights, you will always return your Cat to your Catbase face up in front of you. Once in your Catbase, these Cats will provide the bonus listed in the top right-hand corner of the card for every subsequent Liftoff! In addition, all players who did not reach the Sky, Orbit, or Moon will receive one Full Launch Token. This token can be spent on a subsequent Liftoff to gain 1 Full Launch. These tokens can be stored and saved to use at any time - multiple Full Launch tokens may be stored this way.



Full Launch Token



In this example, Bert is performing his Liftoff on the 6th round of the game. Bert rolls 2 Red dice given to him by Engineer Cat, as well as 2 additional dice of any color – one of these dice comes from his Jetpack bonus, and the other dice comes from the Astronomer Cat’s bonus reward. Bert rolls all 4 dice and receives 1 Fuel, 1 Rocket, 1 Blank, and 1 Full Launch!

Looking at the dice, Bert currently has 2 Launches to work with, however, his Catbase bonuses and the Engineer Cat’s bonus can help him greatly!

First, his Schrodinger’s Cat gives him the ability to turn a blank roll into a Full Launch, bringing his total to 3. Next, his Rockstar Cat gives a Full Launch as its bonus, making his total 4. Finally, Bert’s Snow Cat provides 1 Rocket – combined with the Engineer Cat’s bonus of getting either a Fuel or a Rocket, Bert chooses to make a Fuel, bringing his total of Full Launches to 5, which is enough to reach Orbit!

Bert will score 3 Victory Points, discard his played Jetpack card, and return the Engineer Cat to his Catbase.

BREAKING TIES

If two or more players play a Jetpack with the same number, look at the top card of the Cat deck. This card has 5 colored symbols representing the 5 colors of Jetpacks.

From left to right, the first color beats out the second color, which beats the third color and so on. In the example to the right, a Blue Jetpack would win a tie against all other colors, while a Purple Jetpack would only win ties against Red and would lose a tie to Blue, Yellow, and Green. This priority order will change with each round depending on the top card of the Cat deck.



GAME END

After 8 rounds, the game is over (players should have exactly 2 Jetpack cards leftover in their hand). At this time, players will tally up all their Victory point tokens. The player with the most overall points is the winner! In the event of a tie, the tied players Launch once more with their last Cat. If there's still a tie, both players share the victory!

SYMBOLOLOGY

**Victory Points**

Gain the listed amount of VP.

**Launch**

Used to reach the Sky, Orbit, and the Moon .

**Re-Roll**

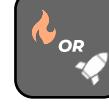
Choose a single dice and roll it again (# of uses).

**Fuel**

Combine with a Rocket to create a Launch.

**Rocket**

Combine with a Fuel to create a Launch.

**Either Or**

Gain 1 Fuel or 1 Rocket

**Blue Dice**

Roll a blue dice – it only counts for this Liftoff.

**White Dice**

Roll a white dice – it only counts for this Liftoff.

**Either Or Doubled**

Gain 2 Fuel or Gain 2 Rockets

**Red Dice**

Roll a red dice – it only counts for this Liftoff.

**Any Dice**

Roll a dice of any color – it only counts for this Liftoff.

**Two of Any Dice**

Roll 2 dice of any color – it only counts for this Liftoff.

**Blank -> Fuel**

Treat a single Blank as if it was a Fuel.

**Blank -> Rocket**

Treat a single Blank as if it was a Rocket.

**Blank -> Launch**

Treat a single Blank as if it was a Launch.

CONTACT