

猫のなわばり あらそい ~rulebook~

BANDAI NAMCO

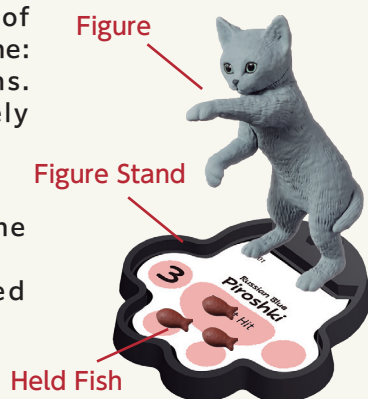
Starting the Game

"Cat Battles" is a two-player battle game featuring collectable cat figures. The rules are simple, as you just have to defeat your opponent's Boss Cat to win!

Cat Figures

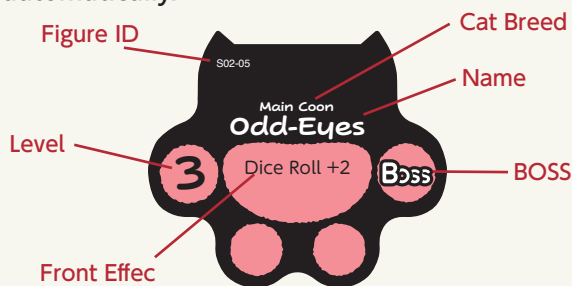
There are two types of figures used in the game: Boss Cats and Kittens. These are collectively referred to as "cats."

Fish are placed on the figure stands. These Fish are called "Held Fish."



[Figure Stand Top Side]

- **Figure ID**: The number assigned to the figure.
- **Cat breed**: The breed of the cat (not used in the game).
- **Name**: The name of the cat.
- **Level**: Shows the cat's strength.
- **Boss**: A cat with "Boss" shown is a Boss Cat, and a cat without Boss shown is a Kitten.
- **Front Effect**: The cat's effect. Used automatically.



[Figure Stand Bottom Side]

Shows the cat's [Rear effect].



Territory

- **Territory**: The Field of the cat battles. Divided into 7 Areas.
- **Area**: One of the marked Areas where you can Move. Except for the Center Area, 1 Area can contain multiple cats.
- **Base Area**: You and your opponent both have a Base Area where a Boss Cat lives. Kittens start in this Area.
- **Center Area**: The Area in the center of the Territory. Only up to 1 of your cats and up to 1 of your opponent's cats can be in this Area. A cat in the Center Area gains a [Center Effect]. A Center Effect is determined by the Territory.
- **Bench**: Where unplayed cats are waiting to battle.
- **Loser Cat Hangout**: Where for defeated cats who ran away after losing all their Fish are placed.
- **Fish Box**: 20 Fish are placed in this box by default.
- **Fish Dish**: When it's your turn, your Fish Dish gets filled with Fish from the Fish Box. You use the Fish from your Fish Dish to play a Kitten.
- **Fish Trash**: Where for Fish that was used for an effect are placed.



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🐾 Game Preparation 🐾

- ① Place 20 Fish in the Fish Box.
- ② Prepare 4 or more of your Kittens and place them in your Bench. You can use up to 3 Kittens with the Figure ID.
- ③ Prepare 1 of your Boss Cats.
- ④ Take out the same number of Fish as your Boss Cat's Level from the Fish Box, then add them to your Held Fish (place them in your Boss cat's Figure Stand).
- ⑤ Place the Boss Cat in your Base Area.
- ⑥ Play rock-paper-scissors with your opponent, and the winner is the first [Current Player].
- ⑦ Shout "Battle Meow!" to start the game!

When using a Starter Set

Starter Sets contain a set of figures for 1 player. 1 player uses 5 cats from "Cat Café Territory" and 1 player uses cats from "High-Class Territory." Once you become used to the game, you can try switching cats or adding cats from "City Cat Territory" Gashapon figures.

🐾 Gameplay 🐾

The game uses a repeated unit of time called a [Turn]. Each Turn is split into four phases that are mainly performed by the Current Player: Start Phase, Play Phase, Main Phase, and End Phase. When a Turn ends, the Current Player switches to the other player, then a new Turn starts.

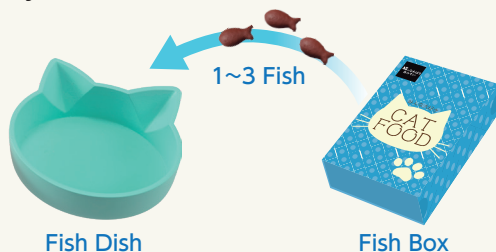
Conditions for Winning

You win the game when you defeat your opponent's Boss Cat by reducing their Fish to 0.

1 Start Phase

- First, if the Current Player has 0 Fish in their Fish Box, they declare "One on One."
- Any effects to be used in the Start Phase can be used.

- The Current Player takes 1 to 3 Fish from their Fish Box and places them in their Fish Dish (they must take at least 1 Fish).

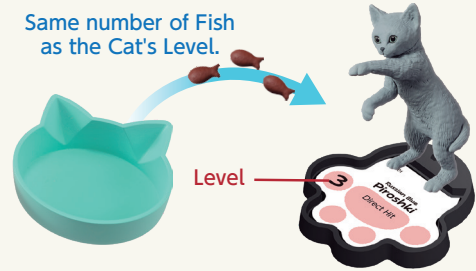


2 Play Phase

The Current Player can play Kittens from their Bench into the Territory.

[Play Steps]

- ① Choose 1 Kitten from your Bench.
- ② Take the same number of Fish as your Kitten's Level from your Fish Dish, then add it to the chosen Kitten's Held Fish (place it on their figure stand).
- ③ Place the chosen Kitten in your Base Area.



Play Rules

- You can't Play a cat with a Level greater than the number of Fish in your Fish Dish.
- The number of Fish on a Figure Stand can't exceed that cat's Level.
- Multiple cats can be Played in a single Turn.
- It's also possible to not Play any cats in a Turn.
- You can't Play a cat with the same Figure ID as a cat already on the Territory.

3 Main Phase

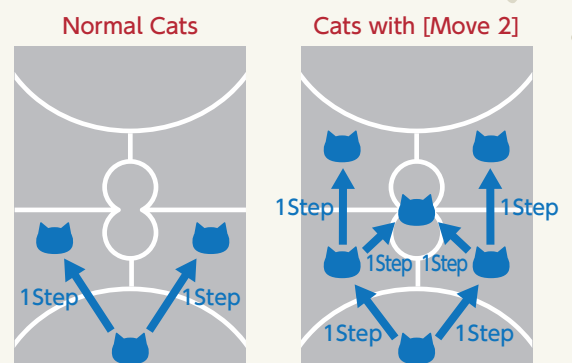
The Current Player chooses one of their cats on the Territory to [Act]. To [Act], you choose 1 of your cats to [Move] and [Attack].

Act Rules

- You can have your cats Act in any order.
- 1 cat Acts by Moving and then Attacking. You can't Attack and then Move.
- You can Move without Attacking or Attack without Moving.
- Your cats don't all have to Act.
- Cats can Act in the same Turn they are Played.
- Boss Cats can't Move from their Base Area, but they can Attack.

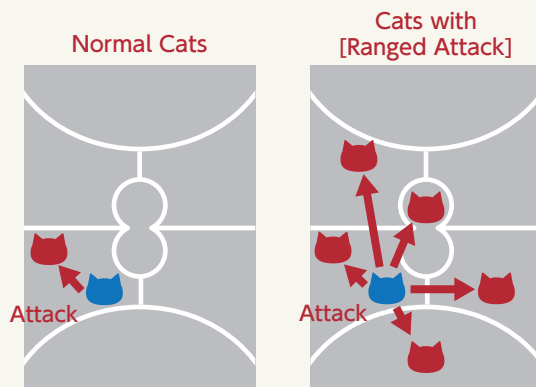
//////////////////// Moving //////////////////////

- Normally, a cat can Move 1 step (1 Area away).
- Cats with [Move 2] can Move 2 steps (2 Areas away).
- Multiple cats can be in a single Area at the same time. However, only up to 1 of your cats and up to 1 of your opponent's cats can be in the Center Area at the same time (including when Moving).




//////////Attacking //////////

- Cats can Attack after Moving. Cats can also Attack without Moving.
- Normally, cats can attack 1 opponent cat in the same Area.
- A cat with [Ranged Attack] can attack 1 opponent cat 1 Area away.



[Attack Steps]

- ① Choose 1 opponent cat for your Attack target.
- ② Before the dice roll, the Attacking player can use a Rear effect that is "Used during attack." The player being Attacked can also use a Secret Effect that is "Used during defense." The order of priority is Attacking player, then player being Attacked. You can also use an effect after your opponent uses an effect.
- ③ Roll the dice. You can roll the dice multiple times up to the number of cat's Level. Once  appears on a dice roll, you can't make another roll. You can also stop in the middle of dice rolls. Here you can use Rear effect that are used when a certain dice roll appears.



Sleep: Attack fails





No Damage



1 Damage



2 Damage

- ④ Calculate the total Damage. If a  dice roll appears, the attack fails no matter what Damage appeared in the dice rolls up to that point. If a  dice roll does not appear, you can use effects that increase or reduce Damage. If the total Damage is 1 or more, the Attack is successful. If the total Damage is 0 or less, the Attack fails.
- ⑤ If the Attack is successful, the Attack target takes [Damage].

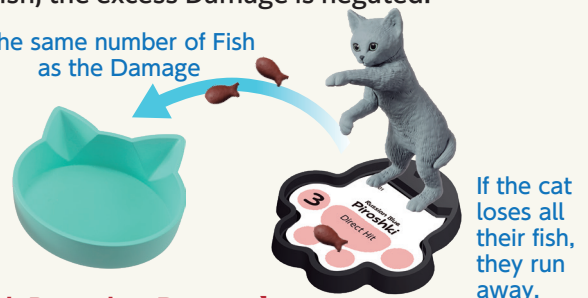
//////////Taking Damage //////////

The player taking Damage may choose either [Cat takes Damage] or [Fish Box takes Damage].

[Cat takes Damage]

- Take the same number of Fish as the Damage from the Attack target cat's Held Fish and return it to its owner's Fish Dish.
- Once a cat's Held Fish reaches 0, they run away and are placed in their owner's Loser Cat Hangout.
- If the Damage is greater than the cat's Held Fish, the excess Damage is negated.

The same number of Fish as the Damage



[Fish Box takes Damage]

- Take the same number of Fish as the Damage from the Attack target cat's owner's Fish Box and place them in their Fish Dish.
- If a Fish Box has 0 Fish, the Fish Box can't take Damage.
- If the Damage is greater than the Fish in the Fish Box, the excess Damage is negated.

The same number of Fish as the Damage



⚠ Caution!

Once you have 6 Fish in your Fish Dish, your Boss Cat will become a **Greedy Boss!**

4 End Phase

- You can use effects that are used during an End Phase.
- Your opponent becomes the Current Player, and a new Turn's Start Phase begins.

🐾 Greedy Boss 🐾



Only up to 6 Fish can be placed in your Fish Dish. Once 6 or more Fish are placed in your Fish Dish, your Boss Cat becomes a [Greedy Boss] and their [Greedy Boss] effect is automatically used. The Boss cat becomes a GreedyBoss when 6 or more Fish are in your Fish Dish.

[Greedy Boss Steps]

- ① Greedy Boss appears when 6 or more Fish are in your Fish Dish!
- ② Place 6 Fish from your Fish Dish into the Fish Trash.
- ③ Your Boss Cat uses their SRear effect (Greedy Boss Effect).

🐾 Front Effects 🐾

The Front Effect shown on the top side of the figure stand is automatically used without declaring its use.

Move 2	This cat can Move 2 Areas.
Move 3	This cat can Move 3 Areas.
Roadblock	An opponent cat stops Moving when it Moves into an Area where this cat is located. (They can Move again on their next turn)
Ranged Attack	This cat can Attack opponent cats 1 Area away in addition to cats in the same Area.
Dice Roll +1	This cat gets 1 additional Attack dice roll.
Dice Roll +2	This cat gets 2 additional Attack dice rolls.
Damage +1	This cat deals 1 additional Damage.
Damage -1	This cat takes 1 less Damage
No Sleep	This cat can change  dice rolls to  (as many times as desired).
Direct Hit	When this cat deals damage to an opponent Kitten, the opponent must choose [Cat takes Damage]. This effect doesn't affect Boss Cats.
Pushover	When this cat Attacks an opponent Kitten, the Attacker will move the target Kitten 1 Area after the attack, regardless of the damage. This effect doesn't affect Boss Cats.
Double Attack	After this cat attacks an opponent Kitten, you may Attack the same Kitten 1 more time. This effect doesn't affect Boss Cats.
Counter attack	After being attacked by an opponent cat in the same Area, this cat can attack the cat that attacked it (if it has not run away). A Counterattack can't be Counterattacked.

🐾 Rear effect 🐾

A Rear effect shown on the bottom side of a figure stand can be used at the timing shown in the Rear effect's description.

- When using a Secret Effect, you must pay the Cost in the same number of Fish from your Fish Dish or Held Fish (place the Fish into the Fish Trash).
- You can't use a Rear effect if you can't pay the Cost.
- If the Cost is 2 or more, you can pay using some Fish from your Fish Dish and some Fish from your Held Fish.
- Unless specified otherwise, each Rear effect can only be used once per Turn.

🐾 One on One Battle 🐾

If you have 0 Fish in your Fish Box upon your Start Phase, you declare "One on One." A One on One Battle means that you and your opponent's Boss Cats face each other until one Boss Cat has 0 Held Fish. A One on One Battle can't be refused.

[One on One Steps]

- ① Return all Kittens on the Territory to Benches.
- ② Place you and your opponent's Boss Cats in the Center Area.
- ③ You can no longer Play more cats or Move cats. You can attack your opponent's Boss Cat. If players still have Fish in their Fish Box, they can choose [Fish Box takes Damage].
- ④ A One on One Battle continues until a Boss Cat has 0 Held Fish.

🐾 Starter Set rules 🐾

When using Starter Sets, each player has 4 Kittens and 1 Boss Cat, for a total of 5 cats each. Since this is a lower number than normal, use the following special rule.

Starter Set special rule

After a cat runs away, place the cat in your Bench instead of the Loser Cat Hangout.

Game Design: Macoto Nakamura
Production: Bandai Vending Dept.
<https://gashapon.jp/nawabari/>

