

 CATARTYK

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CHAT PARDEURS⁸
MEOW YORK MAYHEM



2-4 PLAYERS

5 MN

5 YEARS +

Chat pardeurs: Meow York mayhem is an expansion for Chat pardeurs. You must own the base game to play it.

After the arrest of the kithieves in San Franciscat, Supercat decides to follow the lead of the criminal organization that he thought was ruled by Al Chapone. His investigation leads him to Meow York, and with the help of Feline Girl, he discovers that there are also many dangers on the East Coast.

COMPONENTS

8 TOKENS

4 food tokens

- orange (chicken)
- pink (pork)
- purple (beef)
- blue (fish)



1 hit token



1 choice token



1 pledge token



1 wool token



6 DOUBLE-SIDED CARDS

1 Féline Girl



3 kithieves



2 locations/ Chamomille



HERO



Féline Girl

She's been Meow York's protector for years. She asked Supercat for help after discovering that the San Franciscan underworld was just the tip of the crime iceberg.

Superpowers

Mimetic: When played with Supercat, Feline Girl rolls the same die as him.

Manipulation: Feline Girl forces the kitthief to choose between only 2 foods.

KITTHIEVES

In the rule, "superhero" can either mean Supercat or Feline Girl.



Cheshire : *He settled under the statue of Alice in Central Park and gradually identified himself with the cat in the novel, even going so far as to dye his entire fur.*

When the superhero has made his choice, Cheshire tells him if he has chosen the right food or not without showing his food choice card. The superhero may ask for verification.

- If Cheshire lied, he immediately takes a hit without rolling a die.
- If Cheshire did not lie, he can take **2** of the same food items instead of one.



Chat Mallow : *He appeared in 1984 following the failed invasion of Meow York by the Destroyer. Since then, he has been prowling some parts of the city. His hideout is believed to be on Mau Mau Island in Brooklyn.*

When a superhero rolls the die, he loses the game directly if he doesn't hit Chat mallow.



Chabracadabra : *She was at the top of her game for twenty years as her show played to a full house every night on Broadway. Unfortunately for her, her gambling debts right down to the pit.*

If the superhero has found Chabracadabra's food choice, Chabracadabra can decide to change it. If the superhero finds it again, Chabracadabra takes a hit without rolling a die.



Breaking Cat : *He is the mastermind of the Meow York City underworld. A brilliant chemist, he has successfully synthesized the most popular foods to flood the black market.*

When the hero misses his throw, Breaking Cat can take a food of his choice.



Cwowy Cat : *he fell into kitthieving after losing everything in crowdfunding campaigns.*

Pledge : secretly place the *pledge* token on a food item instead of the *choice* token. The superhero can't hit you, but you won't get your pledge back for three turns. Leave the token on the food, and play the next few rounds as normal.

All-in : Instead of choosing in the traditional way, place both tokens (*choice* and *pledge*) on a food at the same time. If the superhero does not find the right one, you can give all the food in the chosen category to the other kitthief.

LOCATIONS

You can add a location to your game. To do this, place the selected location under the food choice card on the kitthief's side. This is an additional choice for him: he can place his *choice* token there instead of selecting a food.

The Old Cat Club : *this Greenwich Village speakeasy serves a very special food.*

If the hero finds that the kitthief has chosen The Old Cat Club, he takes a hit without rolling a die. Otherwise, the kitthief can take any food he wants.

Pier 42 : *This Meow York mafia-controlled pier seems to be the central hub of the black market.*

If the hero finds that the kitthief has chosen Pier 42, he takes a hit without rolling a die. Otherwise, the kitthief can exchange one food item from one of his stacks for another.

Chatterton Hospital : *A former disused hospital in the Bronx brought back into service by the mafia, it now treats kitthieves in complete secrecy.*

If the hero finds that the thief has chosen the Chatterton Hospital, he takes a hit without rolling a die. Otherwise, the thief can give any **2** foods (the same or different) to remove a hit from his card.

SIDEKICK



Chamomille

A former athlete, she converted to knitting when she retired. After buying contaminated wool, she developed a super agility and an amazing dexterity to knit.

When you use Chamomille's power, place the wool token on a kitthief card. He cannot win the game until he gets rid of it. To do this, he can pay for a food item each turn and roll the die. If he rolls 4, 5 or 6, the wool is destroyed. Chamomille's power can only be used once per game.

4-PLAYER GAME

To play Chat Pardeurs with 4 players, have 2 superheroes face off against 2 kittchieves. When the kittchieves have made their choice, each hero announces which kittchieves they are targeting. They cannot target the same kittchief in the same round.

YOU ARE THE REAL SUPERHERO !

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SUPERCAT WILL RETURN...



Chat pardeurs : Meow York Mayhem, an expansion for Chat Pardeurs.
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