

MR. BUTTON'S REVENGE

INTRODUCTION

Lucy and Melody are two old ladies stuck in the middle of a cat revolution. Their 7 cats have rebelled against them under the leadership of Mr. Buttons and are determined to take over the whole house.

The two grannies must now catch all the cats before every room in the house has been conquerd. The fact that one of the ladies is half-deaf and the other half-blind won't help.

Cooperative game for 2 players.

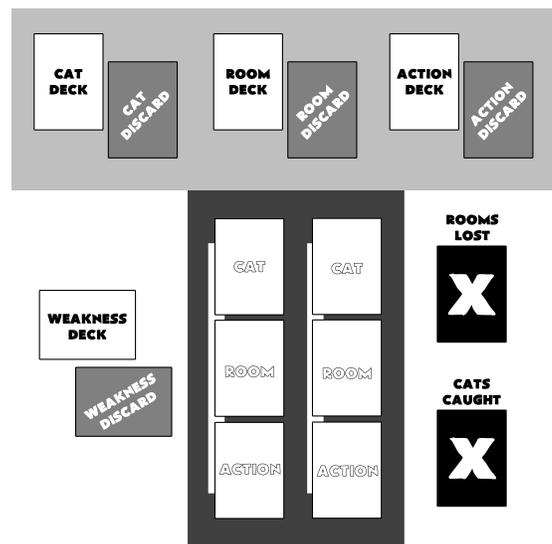
COMPONENTS

- **1D6 for Lucy**
 - *Lucy will use this die to combat cats*
- **1D6 for Melody**
 - *Melody will use this die to combat cats*
- **3D6 for the Cats**
 - *Cats will use these dice to combat & to cause damage in rooms*
- **Deck of 7 cat cards**
 - *Will determine what cat is available to fight*
 - *Every cat shows their combat LEVEL as well as their DAMAGE skills*
- **Deck of 8 room cards**
 - *Room cards show their potential DAMAGE hazards*
- **Deck of 9 action cards**
 - *Action cards determine what DAMAGE the assigned cat is trying to achieve in the room*
- **Deck of 9 weakness cards**
 - *Weakness cards can be used by the old ladies against the cats during combat*
- **Game Board**
 - *The board is used to place the cards in the correct positions*

SETUP

Each player will choose an old lady and take their respective dice.

Shuffle all card decks separately and place them on their respective places on the board.



URNS

During each turn players will take the following steps:

1. **THE SITUATION:** Place a new cat card on each of the 2 cat spaces of the board. Same for rooms and actions.
2. **THE CHOICE:** The two players decide who will go where. They can choose to attack a cat together or to split (one for each cat).
3. **THE WEAKNESS:** Pick a WEAKNESS card per room visited. This card is kept by the players and can be used against the cats at any given moment.
4. **THE FIGHT:** All combats take place (read more about combat below).
5. **THE DAMAGE:** If the cat is alone in a room (none of the old ladies have confronted him), or if it has won in combat, it has a chance to cause DAMAGE to the room.

COMBAT

Ladies must beat the cat's highest dice.

- **Players roll** 1 die per lady. If both ladies are fighting the cat, both roll a die.
- **Cats roll** as many dice as their level.

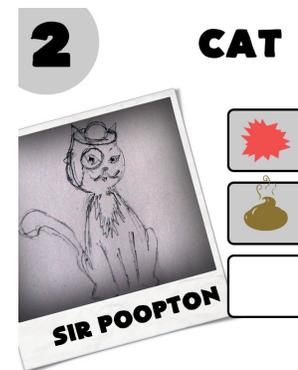
Ex. A Level 3 cat rolls three dice with the following results: 1, 3, 4. His highest result is "4". Both ladies are fighting the same cat, so they roll two dice with the following results: 2, 5. Their highest result is "5", so they have beaten the cat.

DRAW: In case of a draw, the cats win.

REROLL: If any of the ladies has been defeated in combat, they can reroll their own dice (only one dice!) by using as many WEAKNESS cards as the level of the cat. Ex. If the cat is level 2, they will need 2 weakness cards to have a reroll. This can be done more than once during each combat, as long as the players have enough weakness cards to 'pay' for each reroll.

If the ladies win, the cat cage is put into the cage on the board.

If not, the cat gets a chance to damage the room.



ROOM DAMAGE

If the cat is alone in a room (none of the old ladies have confronted him), or if it has won in combat, it has a chance to cause DAMAGE to the room.

In order to find out if the cat damages the room or not, check the ACTION and roll a die.

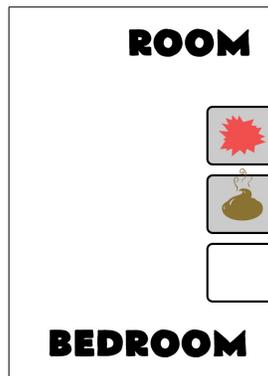
ADDITIONAL DICE:

CAT'S SKILLS: If any of the cat's SKILLS match that of the ACTION, the cats gets to roll an additional dice.

ROOM HAZARDS: Same thing with the room; if the room's DAMAGE hazard matches that of the action, the cat rolls an additional dice.

Cats can therefore roll from 1-3 dice depending on how many DAMAGE symbols are matched.

If the cat gets either 1 or 2 on any of their dice, the room is DAMAGED and the room card is placed on the "X" spot of the board.



NOTES

After every turn, the cards that remain are discarded below their corresponding decks.

When a card deck is empty, the players reshuffle the discarded cards and draw from it again.

GAME END

Game ends when either all cats have been caught (in which case the ladies win!) or when all the rooms in the house have been destroyed (in which case the cats win).

DESIGNERS

CEO of the game – Maria Kostritsa

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