

Title:

Catcapade: The Kitchen of Doom [5th ROLL & WRITE GAME DESIGN CONTEST]

[Designed for the 5th Roll & Write Contest](#)**Catcapade: The Kitchen of Doom:**

The player takes on the role of a daring cat who tries to make it to the delicious ham and back to the start. However a giant, (the human) is in the way.

Setting:

Takes place inside the cat's imaginative view of a kitchen.

How to Play:

The game takes place on a round by round basis. Each round, the player must first roll a d6 stealth check for themselves, and one for the human. If the cat (the player) wins the stealth check, the human is oblivious to where they are. The cat then picks a movement card and moves following the pattern on the card. The black hexagon represents the spot you are on, and the green hexagons represent any spot you can move to during that turn. The cat can move through furniture. The cards can be rotated allowing you to move in more directions.

If the cat wins the stealth check, the human rolls a d8 and moves to that corresponding number on the board after the cat moves. The human moves three spaces at a time in the most direct path to the numbered location (immediately after the cat makes a move). The human must walk around furniture, though. It is up to the player to choose what the boundaries of the furniture are. Winning the stealth check allows the cat to easily avoid the human, as the human will be moving on a predetermined path. The human must reach within one grid space of the location (not necessarily exactly on the location) before rolling to move to the next location. If the location is unreachable, the human gets as close to it as they can.

If the stealth check is a tie, roll again.

If the cat loses the stealth check, the human follows the same rules as before, however it moves straight towards the cat at 3 spots per turn after the cat moves. The cat must avoid the human as if the cat is found within one space of the human, the cat is sent to the beginning and loses one of it's 3 chances (this cat does not have nine lives). In order to get the human to stop chasing the cat, the cat must win a stealth check by a value of 2 (i.e. 4 vs 2, 6 vs 4, etc.) or greater. Once the cat accomplishes this, the human loses the cat and begins moving towards the location it was heading towards (using the fastest possible route) prior to the cat failing the stealth check. If the human reaches the location, the human must roll another d8 to determine the next location. If the location is the same as the one they are at, reroll.

Event Spots:

Various spots have exclamation points on them. If the cat crosses over or lands on one of these spots, pick an event card. These events can help you, hurt you, or do nothing for you, and take place just before the current round ends, after the human moves. These events

may affect the environment, permanently altering some tiles. (Note, if a tile cannot be landed on or crossed over because of an event, this takes priority over any positive or neutral thing that may happen on the tiles as these tiles are now unavailable to the player and/or human)

Win Condition/Lose Condition:

The goal of the game is to reach the ham near the top right (worth 2 points) or the turkey near the top middle (worth one point) and return to your starting spot without getting caught (only one food item can be retrieved at a time). You must cross over or land on at least 3 exclamation marks in order for the score to count. The human, with the intent of shooing you out of the room, must be within one space of you to successfully start your journey over/beat you. If this happens, you go back to the start, and the human resumes moving (and doesn't go back to the human start, the human moves towards their location destination and continues normally until you fail the next stealth check). If the human still has moves after catching you, discard these.

If you reach the bottom of the movement or event card deck, reshuffle them

At the end of each round, journal your experience through the perspective of the cat.

The game ends when you lose all 3 chances or the board fills up to become unplayable (note, successfully capturing food does not lose you a chance). Count up your points.

Details:

Setup time: 2 min max

Play Time: 30-45 minutes

Players: 1

Ages: 8+

Components:

1d6, 1d8, 1d20 dice

Movement cards (*on google slides*)

Event cards (*on google slides*)

Game board (*on google slides*)

Player pieces (*on google slides*)

Pens or pencil

A notebook

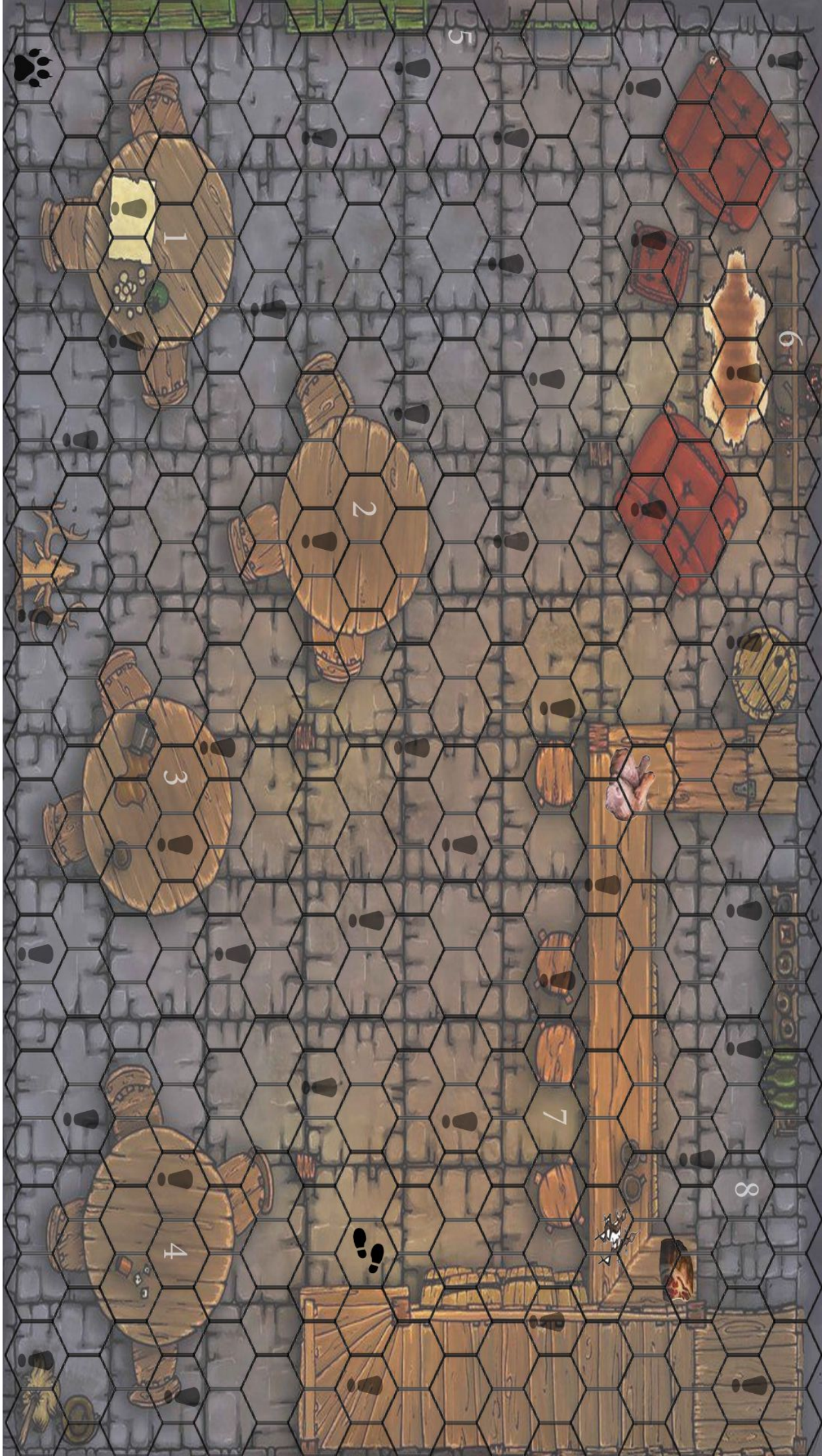
Categories:

Best Overall Game

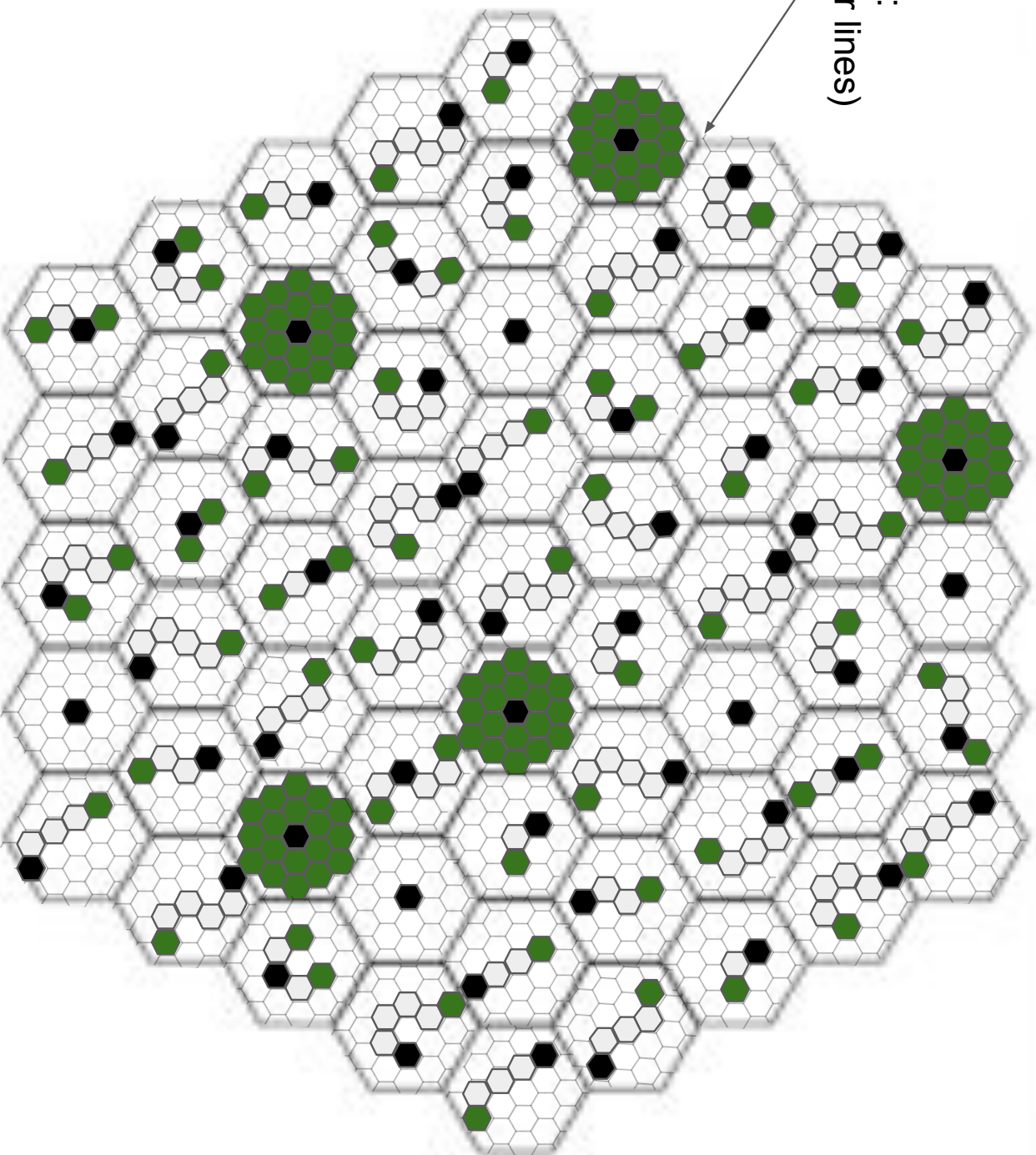
Best Solitaire Game

Best Written Rules

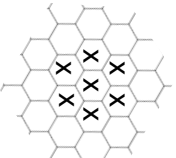

Best Innovative Mechanic Category




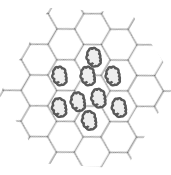
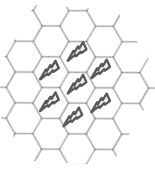
Movement Cards:
(cut out on thicker lines)

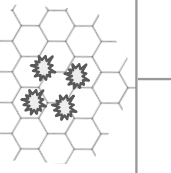
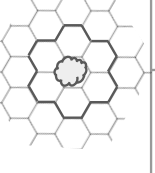


Player and human
piece
(Cut out)

What the cat sees: Razor sharp stalactites fall from the ceiling	What actually happened: A couple kitchen knives fell and landed near you	Effect on the cat: Draw a card and move that direction opposite of your destination	Effect on the board: The spot you landed on and all adjacent spots are now permanently unreachable to you and the human
What the cat sees: What to draw on board 	What actually happened: You hide underneath the nearest adjacent piece of furniture	Effect on the cat: The human stops pursuing you as you move under the nearest piece of furniture; no stealth check is required next round	Effect on the board: --NONE--
What the cat sees: Arctic winds freeze you in your tracks	What actually happened: A refrigerator door opens and you are blasted with cold air	Effect on the cat: You can only move one hexagon next turn	Effect on the board: The spot and all adjacent spots are now icy, and anytime the human steps on it, they fall during their next turn, skipping their turn
What the cat sees: The Beast of the North becomes aware of your presence and your position is compromised	What actually happened: The dog starts barking at you	Effect on the cat: The human begins to follow you until you win a stealth check by at least 2. There will be no check next round, as the human is already following you	Effect on the board: --NONE--
What the cat sees: A delicious meal distracts you	What actually happened: You find your food bowl	Effect on the cat: Your next turn is skipped while you eat	Effect on the board: Landing on this spot and all adjacent spots to it will cause you to lose a turn
What the cat sees: You gain a sense of adrenaline after noticing a vicious snake	What actually happened: It's a cucumber on the floor 	Effect on the cat: Pick another card before your next turn, no stealth check required. The human does not move	Effect on the board: Mark the spot on the board where this cucumber is. Passing through or landing on this spot or spots adjacent to it allows you to pick an extra card
If dog is your friend due to an event, disregard this card.			

What the cat sees: You make use of a diversionary device and roll it away from you to distract the human	What actually happened: You roll a ball that distracts the human	Effect on the cat: The human moves three spaces away from you. If the dog has been befriended, it is no longer your friend	Effect on the board: Any dog event will affect you again, as the dog is no longer your friend.
What to draw on board 	What actually happened: You see keys dangling out of the human's pocket	Effect on the cat: Move 3 squares towards the human	Effect on the board: --NONE--
What the cat sees: You see an old nemesis and decide to attack while he's vulnerable	What actually happened: You gain the assistance of a mini human using your beguiling charms	Effect on the cat: Human is distracted by child and does not move next round. The human continues to follow you after the next round ends unless you win a stealth check	Effect on the board: The child drops a bottle of milk, which gives the human extra energy. Whenever the human crosses the spot or adjacent spots, they can move 2 extra spaces

What the cat sees: You attack a dungeon monster	What actually happened: You bat at a toy mouse with catnip	Effect on the cat: Your next stealth roll adds +2	Effect on the board: The catnip spills at this spot and all spots adjacent to it. Landing in this spot loses you your turn, but crossing over it allows you to move 2 extra spaces in any one direction
What to draw on board 	What actually happened: The human's child thought you were cute	Effect on the cat: Human is distracted by child and does not move next round. The human continues to follow you after the next round ends unless you win a stealth check	Effect on the board: The child drops a bottle of milk, which gives the human extra energy. Whenever the human crosses the spot or adjacent spots, they can move 2 extra spaces
What to draw on board (from where the human is standing) 	What the cat sees: You were poisoned!	Effect on the cat: The human now knows where you are and begins to head towards you	Effect on the board: The hairball stays on the tile you landed on and will distract the human for a turn for the rest of the game when they walk within 1 tile of it.

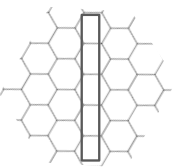
What the cat sees: You hear a frightening sound from within the cave walls	What actually happened: Some dishes fell over in the sink and made a loud clattering noise	Effect on the cat: You hide under the nearest piece of furniture	Effect on the board: The cat is afraid of the general area and refuses to step there again. The human can step in the area, though. This spot and all adjacent spots are unreachable for the cat
What to draw on board 	What the cat sees: You were poisoned!	Effect on the cat: The human now knows where you are and begins to head towards you	Effect on the board: The hairball stays on the tile you landed on and will distract the human for a turn for the rest of the game when they walk within 1 tile of it.
What to draw on board 	What the cat sees: You were poisoned!	Effect on the cat: The human now knows where you are and begins to head towards you	Effect on the board: The hairball stays on the tile you landed on and will distract the human for a turn for the rest of the game when they walk within 1 tile of it.

What the cat sees:	What actually happened:	Effect on the cat:	Effect on the board:
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You accidentally activate an auditory trap	You step on a creaky floorboard
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Minus 2 to your next stealth check

The spot you landed on and 2 spots to the left and right of that spot are creaky and will alert the human if you cross over them



What to draw on board

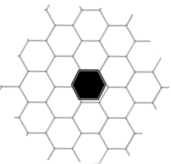
What the cat sees:	What actually happened:	Effect on the cat:	Effect on the board:
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A flying bug crosses your path, you must catch it.

You feel the urge to jump

Jump 4 spaces in any straight line

You catch the bug, but it tastes horrible. You refuse to go anywhere near its corpse again



What the cat sees:

What actually happened:

Effect on the cat:

Effect on the board:

The Beast of the North possesses your body and controls you	You have the sudden urge to chase your tail	You cannot move next turn as you chase your own tail	--NONE--
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If dog is your friend due to an event, disregard this card.

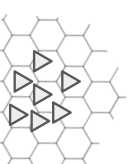
You hear a fantastical beast from the area you came from and decide to investigate	You hear birds chirping from the windowsill	Move back to start, but you do not lose a life. The human continues following you if it was following you at this moment	--NONE--
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What the cat sees:	What actually happened:	Effect on the cat:	Effect on the board:
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You cause a tsunami to drown out the light of the temple

You cause a series of events leading to the fireplace being doused

The human cannot detect your presence until the fire is relit, stealth checks are not needed for the next 2 turns, and the human does not move during this time. The human loses you.



What to draw on board

What the cat sees:

What actually happened:

Effect on the cat:

Effect on the board:

Lucky for you, you came prepared to deal with beasts. You use a trap to convince the Beast of the North to assist your cause	You give the dog a bone and befriend him	A stealth role is not needed next round as the human is distracted by the dogs barking. If the human was pursuing you, they now lose you	The dog will not inflict any negative effects while it is your friend. This is the only card that can be executed if the dog is your friend.
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What the cat sees:	What actually happened:	Effect on the cat:	Effect on the board:	What the cat sees:	What actually happened:	Effect on the cat:	Effect on the board:
You nearly drown in a pool of acid	You step in a puddle of spilled water	Your next turn is skipped while you dry yourself off	The spot you landed on and all spots adjacent are now unable to be landed on or crossed over for the rest of the game. The human can cross over it, but will fall and lose a turn	You make a critical stealth error and must now make a split second decision for your life	You make a critical stealth error and must now make a split second decision for your journey through the kitchen	roll your stealth dice, 1-2 you start back at the beginning and lose an attempt, otherwise, you may continue after moving away from your destination by one card length	--NONE--
 <p>What to draw on board</p>							

Event Cards (cut out on thicker line)

