

CATHERDERS™

TABLE OF CONTENTS

TABLE OF CONTENTS	1
CREDITS	1
LEGAL INFORMATION	1
STORY	2
OBJECTIVE	2
GAMEPLAY	3
EXAMPLE OF A ROUND	4
VARIATIONS	6

CREDITS

Main Producer
Grant Van Nostrand

LEGAL INFORMATION

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STORY

Today is the Great Cat Pageant. Unfortunately, the judges called in sick and so the contestants have been left to judge each other. After a few rounds of judging, it was determined that every contestant would only vote for themselves. After much debate, it would appear the only fair way would be to choose to remove the least popular cat to make way for

OBJECTIVE

The goal of Cat Herders is to herd and rank cats, ideally with your own as high as possible. Each player has a different desired ordering and is trying to match the official ranking as closely as possible. Players will gain points for meeting objectives and earn victory points for winning a round. The first person to win 3 rounds is the winner.

GAMEPLAY

Step 0: Draft

Each player takes two decks and positions one to their left and one to their right. Set two extra decks aside. Make sure all decks have the same cats. Take one extra deck and deal a card to each player. This will be the cat each player owns for the game. Discard any extras. Put the other extra deck near the center for rank building.

Step 1: Create goals

Each player takes the left deck, removes their personal cat, shuffles the remaining deck and deals the rest to themselves in pairs of two. If your deck has an even number, players pair the last one with their personal cat.

Step 2: Vote

Players vote on which cat should go in the lowest unfilled spot in the pageant ranking. Each player pulls a card from their right deck and plays it face down. Reveal simultaneously. If more than one cat gets the most number of votes, discuss for 30 seconds and start over.

Step 3: Place

Search the center deck for the chosen cat and move it to the lowest unfilled spot in the official ranking. If that cat is already in the ranking, it goes to the top and pushes everyone else back. If 1st place has not been filled, go back to step 2. If 2nd place has been filled, put the remaining cat in 1st place and continue to step 4.

Step 4: Score

This ends the round. Players earn one point for each completed goal. Players must show completed goals to the group to earn and confirm credit. The player that completes the most goals is the winner. In the event of a tie, go down the ranking from 1st place. Whoever owns the highest-ranking cat among tied players is the winner. The winner gets 1 victory point.

Step 5: Next round

First person with 3 victory points wins. If nobody has 3 victory points, clear the ranking and go back to step 1.

EXAMPLE OF A ROUND

Seven players sit down. These are their desired rankings, after moving their cat to first place.

	1st	Pair 1		Pair 2		Pair 3		Pair 4	
P1	1	8	3	2	7	4	5	6	9
P2	2	3	6	5	9	1	8	7	4
P3	3	5	1	8	9	6	7	4	2
P4	4	9	7	6	1	8	5	3	2
P5	5	8	1	4	3	2	7	9	6
P6	6	5	4	9	8	1	7	2	3
P7	7	5	4	2	9	3	8	6	1

9th place voting:

Votes: 7, 6, 7, 1, 7, 4, 1

7 takes 9th place.

8th place voting:

Votes: 9, 9, 1, 1, 1, 3, 1

1 takes 8th place.

7th place voting:

Votes: 3, 4, 2, 2, 3, 4, 9

Votes: 9, 9, 2, 3, 3, 3, 9

Votes: 9, 9, 2, 2, 3, 3, 9

9 takes 7th place.

6th place voting:

Votes: 3, 4, 2, 2, 3, 4, 8

Votes: 3, 6, 6, 2, 2, 4, 2

2 takes 6th place.

5th place voting:

Votes: 5, 4, 8, 5, 3, 4, 8

Votes: 5, 5, 5, 8, 8, 4, 4

5 takes 5th place.

4th place voting:

Votes: 3, 6, 4, 6, 3, 3, 8

3 takes 4th place.

3rd place voting:

Votes: 8, 8, 8, 8, 8, 8, 8

8 goes to 3rd place.

2nd place voting:

Votes: 4, 6, 4, 6, 4, 4, 6

4 takes 2nd place.

1st place voting:

6 automatically takes 1st place.

Final ranking from 1st to last: 6, 4, 8, 3, 5, 2, 9, 1, 7.

Players 1, 3 and 4 tie with 4 completed goals. Player 4 has the highest ranking cat between the top scorers and wins a victory point for this round.