Quantum Cats Rules *(Embrace the Chaos)*



OBJECTIVE: Have an Alive cat reach a box—or be the closest Alive cat when an Unalive cat opens one.

SETUP

- Each player selects a cat deck (6 cat cards and 1 reference card) and three cats of the matching color.
- Each player places one cat figure in each of the three timelines where their color cat icons are located on the board. Place the one-tailed cats in the top timeline, the two-tailed cats in the middle timeline, and the three-tailed cats in the bottom timeline. Place the cats feet down on the board so they are in the “Alive” state.
- The player who was the last player to pet a cat goes first.

HOW TO PLAY

Each of your three cats is permanently numbered according to its tails: one tail is Cat #1, two tails is Cat #2, and three tails is Cat #3.

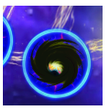


1. Place Cards

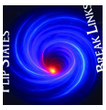
- Each player will select 3 cards from their hand to place face-down in front of them. Left to right, the cards are for cats numbered 1 to 3.
- Beginning with the first player, reveal and resolve that player's Cat #1 card. Continue clockwise until every player has revealed and resolved their Cat #1 card. Repeat this process for Cats #2 and #3.
- Card resolution order is based on the cat number, regardless of which timeline they are on. When a card is revealed, resolve the Alive or Unalive effect based on that cat's state at that moment.
- After all players have resolved all three cat cards, player’s return their played cards into their hand. Pass the first-player token to the player on the left.

2. Movement & Pushing

- Only one cat may occupy a space unless a rule specifically allows cats to share a space.
- If a cat moves into an occupied space:
  - The cat that just moved **pushes** the other cat **back one space**.
  - If the pushed cat moves back into a third cat, the third cat is pushed backwards, and so on.
  - A pushed cat resolves all effects of the space it is pushed onto normally.



Wormhole
When ***ending*** movement on a wormhole space, players immediately move to the other end of the wormhole. Movement is limited to the directional arrow.



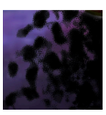
Quantum Tunnel
When a cat enters a Quantum Tunnel space, immediately flip its state and end its movement. Multiple cats may occupy a Quantum Tunnel space and do not push one another. If a cat in the the Quantum Tunnel space is to be moved backward, flip its state instead.



Laser Pointer
When Laser Pointer Singularity affects a cat, move it 2 spaces toward the nearest Laser Pointer. If it is only 1 space away, move it onto the Laser Pointer. A cat already on a Laser Pointer does not move.



Flip States
When ending movement on this space, the affected cat will change states from either Alive to Unalive or Unalive to Alive. If two entangled cats BOTH land on a Flip States space, they both only flip once.



Catnip Decoherence
If you have the First Player token and an Alive cat starts the turn in either of the final two spaces, pass the token clockwise to the next eligible player. Skip any player who also has an Alive cat in either of the final two spaces. If all players have an Alive cat in either of the final two spaces, keep the token.

ENTANGLEMENT

- When an entangled cat resolves a card, its entangled partner ***simultaneously*** resolves the similar effect.
    - Effects include status changes (e.g., alive to unalive) - note if an Unalive cat changes the status of an entire timeline, the entangled cat would change status, but not every cat on that cat's timeline.
    - If an entangled cat moves to the next Wormhole, behind the leader, or to the nearest Laser Pointer, its entangled cat moves the same number of spaces instead of duplicating the card action.
- No cat may have more than 1 token. An entanglement token cannot be played on another player's cat with any token under it. Remove any Energy Burst or Phase Shift token beneath your cat before entangling it.

Breaking Entanglements

- If two entangled cats end up on the same timeline, the entanglement is broken.
- If you play Entanglement and Entangle a cat to a different cat, the cat that lost the token is unentangled.
- When cats become unentangled. Place an Energy Burst token under each unentangled Alive cat and a Phase Shift token under each unentangled Unalive cat.

 *Placed under Alive cat.*	***Energy Burst*** - If an Energy-Charged cat moves into a space occupied by a cat that is not Phase-Shifted, discard the Energy Burst token and move the Energy-Charged cat forward 1 additional space instead of pushing.	 Placed under Unalive cat.	***Phase Shift*** - A Phase-Shifted cat may share a space with other cats. If a Phase Shifted cat lands on another Phase Shifted cat, both Phase Shift tokens are discarded. The cat that was landed on is immediately pushed backward 1 space.

These tokens do not change if a cat's state changing.

Entanglement Collapse

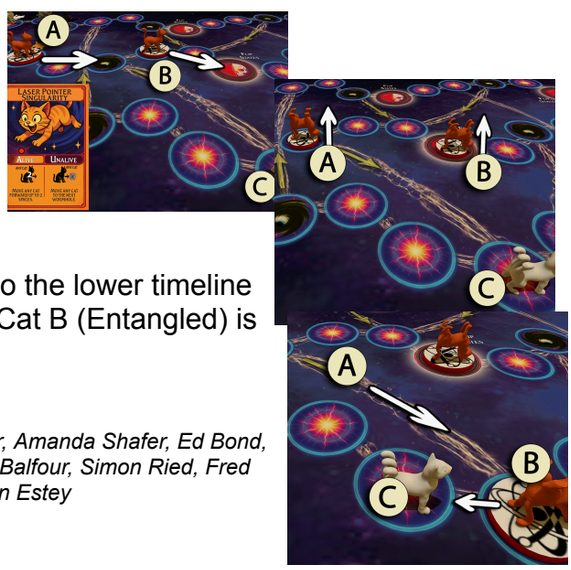
- Cat A Entangled with Cat B moves forward two spaces onto a flip state space. Cat B simultaneously moves forward two spaces onto another flip state space. Both cats flip once; Entanglement does not cause either cat to flip a second time.
- If two Entangled cats push two other Entangled cats back one space, they would both go back one space.

WINNING

- *The game ends immediately when any cat enters a Box space, after all simultaneous effects are resolved.*
- *If the cat in the Box is Alive, its player wins.*
- *If the cat in the Box is Unalive, the Alive cat closest to any Box wins. If tied, compare each tied player's next-closest Alive cat, continuing until the tie is broken.*
- *Unalive cats are never considered when determining the winner. If all cats are Unalive, no one wins!*
- *In the rare case that two entangled cats both enter a box, both cats entering would win.*

GHOST CAT! (Begins the game in the Unalive state)

In a two-player game (and three players if you are crazy!), use the white cats as Ghost cats. Randomly draw and place three cards each round from the Ghost Cat deck. Reveal and resolve each card in turn order as if the Ghost cat were another player.



🔗 **Examples**

- Cat A moves forward 2 spaces, and at the same time, move Cat B forward 2 spaces (Entangled).
- Cat B changes its state to Unalive (landed on the Flip State space), and Cat A changes to Unalive (Entangled).
- Cat A ended its movement on a wormhole. It slides to the lower timeline and lands on Cat C. Cat C is pushed back 1 space. Cat B (Entangled) is unaffected by the wormhole travel.

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