





**Series A** abilities;






- A1) penny cats worth 3vp instead of 2..
- A2) nickel cats worth 4vp instead of 3.
- A3) dime cats worth 5vp instead of 4.
- A4) move coin from scare to hand when creating cat to reduce its make cat cost by 1. has an extra turn order slot.
- A5) move coin from scare to hand to increase a cat's claw by 1.
- A6) move coin from scare to hand at start of a cat's turn to allow that cat to take from supply instead of city..
- A7) when populating, may add 5th coin to city. (7th coin in a 3 player game).
- A8) nickel cats have 3 claw instead of 2
- A9) dime cats have 2 claw instead of 1
- A10) +1vp per nickel victim at endgame.
- A11) +2vp per dime victim at endgame
- A12) +1vp per 2 penny victims at endgame.

**Series B** abilities;

- B1) at any time during one of your **cat's** turns, sacrifice a **dime** (place in supply) to move any of your **cats** to any of your **turn order slots**.
- B2) **penny cats** have 4  instead of 3.
- B3) **penny victims** give +2  when **eaten**, instead of 1.
- B4) **nickel victims** give +3  when **eaten**, instead of 2.
- B5) **dime victims** give +4  when **eaten**, instead of 3.
- B6) +2vp for each **type** of **victim** that you do not have any of at endgame.
- B7) make **dime cats** for 8-TO.
- B8) make **nickel cats** for 9-TO.
- B9) 3vp per **dime** in **graveyard**.
- B10) 2vp per **nickel** in **graveyard**.
- B11) +1vp per each of your **cats** if 2 **coins** in **graveyard**.
- B12) 3vp for each of the **victims** of the type you have 3rd most of instead of 0.

**graveyards:** When players with a "graveyard power" take a victim, they have the option of placing that victim in graveyard area(circle at top left of card) instead of hand. Coins in graveyard cannot take actions, are stuck there until end of game, do not count as victims for scoring.

**Series C** abilities;

- C1) 2vp per victim of type you have 2nd most of.
- C2) convert penny cats for 10-Turn Order slot that cat is going to be placed in.
- C3) place any coin on scare area to flip a cat from tails to heads..
- C4) flip a nickel cat from heads to tails to add +1 .
- C5) flip a penny cat from heads to tails to add +2 .
- C6) convert coin from scare area into cat for 8-Turn Order slot that cat is being placed in.
- C7) sacrifice penny off of scare to move cat up to next faster Turn Order slot (if it's open).
- C8) flip cat from heads to tails to swap any cat with a coin in scare area.
- C9) +1  when cat eats 2 victims at once.
- C10) dime cats have 3  when there is a dime in scare area..
- C11) nickel cats have 3  when there is a nickel in scare area.
- C12) take coin off of scare area to swap 2 of your cats.