



FELINE DREAM-O-NAUGHTS AND THE GREAT CAP NAP!

A PBTA GAME ABOUT CATS INVADING HUMAN DREAMS

CATS SPEND MOST OF THEIR TIME SLEEPING, DREAMING, TRAINING, AND THE VERY BEST BECOME **FELINE DREAM-O-NAUGHTS**! AND YOU WERE ONE OF THEM! IN ONE OF YOUR PREVIOUS NINE LIVES YOU WERE PART OF THE **NEIGHBORHOOD NIGHT WATCH**. SERVING THE COMMUNITY OF CATS, YOU DELVED FEARLESSLY INTO **HUMAN DREAMS** IN ORDER TO EXTRACT OR DELIVER IMPORTANT INFORMATION. YOU WERE HEROES!

BUT SOME TIME AGO, ALL DREAM-O-NAUGHTS WERE **OUTLAWED**. THE WATCH WAS QUIETLY DISBANDED AND SWORN TO SECRECY. THE ART OF WALKING THROUGH HUMAN DREAMS WAS LOST FUR-EVER. LIVES PASSED. THE LEGACY OF THE DREAM-O-NAUGHTS FADED.

BUT TONIGHT, SOMEONE CALLS OUT FOR YOUR HELP! THE DREAM-O-NAUGHTS ARE NEEDED TO SAVE THE NIGHT! YOUR SKILLS ARE NEEDED ONE LAST TIME...**DO YOU STILL HAVE WHAT IT TAKES?**

PREPARE! PENCILS, SOME SIX SIDED DICE, TOKENS (AROUND 20-30), SCISSORS (FOR THE CHARACTER SHEETS), COLORING MATERIALS, AND ABOUT 3-4 HOURS. **OPTIONAL BUT HIGHLY RECOMMENDED:** AT LEAST ONE CAT WHO'S HAPPY TO HANG OUT WITH HUMANS (FOR THE BONUS RULES! OR THE COMPANY.)

BEGIN THE GAME! AS A PLAYER THINK ABOUT WHAT KIND OF CAT YOU WANT TO BE. A TABBY, A GINGER? A TOUGH STRAY CAT OR A PAMPERED HOUSE PET? AS A GROUP, ANSWER THE FOLLOWING QUESTIONS. YOU MAY CHOOSE FROM THE OPTIONS PROVIDED, ROLL A D6, OR CREATE SOMETHING NEW. CREATE BRIEF SUPPORTING DETAIL. **HAVE FUN! USE PUNS!**

WHO APPROACHED YOU FOR HELP?

(WHO ON THE TEAM IS CLOSE TO THEM, AND WHY?)

1. MELODY, A FELINE DREAM-O-NAUGHT TRAPPED IN THE DREAMSCAPE
2. MISTY, AN OLD FLAME: THE CAT WHO GOT AWAY
3. SMOKEY, A PARIAH WHO WAS EXILED LIFETIMES AGO
4. MATTHEW, ONE OF THE FEW HUMANS WHO CAN TALK TO CATS
5. WOLFIE, THE ONLY FRIENDLY DOG IN THE NEIGHBORHOOD
6. SEYMOUR, AN ESCAPED LAB RAT WITH PSYCHIC ABILITIES

WHAT ARE THEY ASKING YOU TO DO?

(WHO ON THE TEAM IS CONNECTED TO THIS, AND HOW?)

1. RETRIEVE AN IMPORTANT **SOUL GEM**, ONCE THOUGHT DESTROYED
2. FIND THE COMMUNITY'S **CAT-SHAMAN** WHO DISAPPEARED MYSTERIOUSLY
3. DE-POWER A **DANGEROUS ELEMENT** LIVING IN THE DREAMSCAPE
4. FIND THE **NICE OLD LADY** WHO FEEDS EVERY CAT, WHERE IS SHE?
5. RESCUE A **DREAM-O-NAUGHT** THAT DISAPPEARED LONG AGO
6. HEAL THE **BROKEN HEART** OF THE LOCAL AND BELOVED VET

WHY ARE THE STAKES SO HIGH? (ROLL/CHOOSE/CREATE TWICE)

1. YOU'LL NEVER HAVE A CHANCE LIKE THIS ONE AGAIN
2. YOU NEED TO MAKE UP FOR A **MISTAKE**
3. SOMEONE YOU ALL **LOVE** WILL BE IN DIRE STRAITS UNLESS YOU HELP
4. A YOUNG, UNTRAINED **KITTEN** WENT AHEAD, RESCUE THEM!
5. IF YOU PULL THIS OFF, YOU COULD **REINSTATE** THE DREAM-O-NAUGHTS AND MAKE MEME DIVING LEGAL AGAIN
6. IT WOULD MEAN CLEARING/HEALING THE NEIGHBORHOOD OF SOMETHING/SOMEONE **TOXIC AND DISRUPTIVE**

MAP OUT THE DREAMSCAPE! AS A GROUP, MAP OUT THE **THREE HUMAN MINDS** YOU'LL NEED TO BREAK INTO. CHOOSE FROM THE OPTIONS PROVIDED OR CREATE SOMETHING SIMILAR. YOU WILL HAVE TO GIVE BRIEF DETAIL ABOUT THE **DEFENSES**, **ADVERSARIES**, AND **BOOSTS**. YOUR MC WILL HANDLE **THE FINAL DREAMSCAPE SHOWDOWN** DETAILS.

CHOOSE YOUR CAT MEME!

THE MC OR MEOW-STER OF CERE-MEOW-NIES WILL HELP THE PLAYERS CHOOSE A PLAYBOOK: A CAT MEME. AS A CAT YOU MAY LOOK ENTIRELY DIFFERENT, BUT IN THE **DREAMSCAPE** YOU HIJACK THE COLLECTIVE HUMAN CONSCIOUSNESS AND SEIZE UPON THEIR UNDYING FASCINATION WITH CAT MEMES AND VIDEOS. EACH PLAYBOOK GRANTS YOU A **SPECIAL ROLE** AS A FELINE DREAM-O-NAUGHT. TAKE A LOOK AT YOUR **STRONG MOVES**: THIS IS WHAT YOU EXCEL AT, BUT YOU NEED TOKENS TO POWER THESE MOVES! **WEAK MOVES** COMPLICATE THE NARRATIVE BUT GRANT YOU THOSE POWER TOKENS.

BONUS RULES! THESE ARE **OPTIONAL** RULES. YOU WILL NEED AT LEAST **ONE HUMAN-LOVING CAT** THAT WOULDN'T MIND TERRIBLY (OR WOULD OUTRIGHT LOVE!) TO BE PART OF THE GAME. WE SUGGEST VISITING A CAT CAFE IF YOUR HOME IS NOT CURRENTLY BLESSED BY A CAT (YOU POOR THING).

- ✓ **YOU RANG?** WHEN A CAT COMES OVER AFTER YOU CALL IT, GAIN 1 POWER TOKEN.
- ✓ **SCRITCH-SCRATCH** WHEN A CAT APPROVES OF YOUR PETS, GAIN 1 POWER TOKEN.
- ✓ **WHY HELLO THERE** WHEN A CAT GIVES YOU A SLOW BLINK (FELINE FOR **I LOVE YOU**), GAIN 2 POWER TOKENS.
- ✓ **THIS IS MY HUMAN** WHEN YOU DIDN'T HAVE TO DO ABSOLUTELY ANYTHING TO ATTRACT A CAT, BUT THEY COME TO YOU ANYWAY, YOU HAVE BEEN BLESSED BY THE FELINE GODS OF DREAMS. GAIN 4 POWER TOKENS.

THE DREAMSCAPE

UNRAVELING THE DREAM YARN

DIVING INTO THE DREAMSCAPE IS TRICKY BUSINESS! HUMAN MINDS ARE NEEDLESSLY COMPLEX YET FAR INFERIOR TO THE FELINE MIND. BECAUSE OF THIS, YOU'LL NEED TO TRAVEL ALONG THE **MEME STREETS** THROUGH **THREE HUMAN MINDS** BEFORE BEING ABLE TO INFILTRATE YOUR TARGET DESTINATION!

GOOD THING YOU STUDIED THE ROUTE AND PLANNED OUT THE JOB! AS A TABLE, CHOOSE **DEFENSES**, **ADVERSARIES**, AND **BOOSTS**. YOU'D LOVE TO EXPERIENCE DURING THE GAME. PROVIDE BRIEF SUPPORTING DETAIL! YOUR MC WILL TAKE NOTES AND ASK QUESTIONS.

DEFENSES! CIRCLE 3-5 YOU'D LIKE TO BREAK PAST!

HUMAN'S CAT GUARDIAN, DREAM LOGIC OBSTACLES, ESCHER ARCHITECTURE, TIME AND SPACE DILATION, DEFENSE PROJECTIONS, SNORE QUAKES, RECURRING DREAM SEQUENCES, PREVIOUS DREAM-O-NAUGHT FIGMENTS, ANXIETY IMPS, NIGHTMARE SHIFTS.

ADVERSARIES! CIRCLE 3-4 YOU'D LIKE TO GO UP AGAINST!

CUCUMBER NINJAS, RATS IN THE DREAM WALLS, HOWLING DOG SQUAD, PSYCHIC LAB RATS, RIVAL FELINE DREAM-O-NAUGHTS, THE UNNAMED DARKNESS AND THEIR MINIONS, THE VAK-OOM AND ITS RAGING STORMS, SINISTER HUMAN SCIENTISTS, TEAM DOGE AND THEIR MEMES, GRUMPY CAT AND HER RABID SERVANTS, THE THOUGHT POLICE, THE MEME EATERS.

BOOSTS! CIRCLE 3 AWESOME THINGS YOU'D LIKE TO RECEIVE!

NOTE: YOU WON'T START THE GAME WITH BOOSTS, AND IT'S UP TO THE MC AND THE FLOW OF THE NARRATIVE FOR WHEN THEY'LL SHOW UP AND HOW LONG THEY'LL REMAIN IN PLAY.

A DETAILED MAP OF THIS SECTION OF THE DREAMSCAPE, A COMPANION FROM LONG AGO, A POWERFUL ITEM MADE OF DREAM STUFF, A WISE SAGE WHO LIVES IN THE DREAMSCAPE, AN ANCIENT MEME OF GREAT POWER, SOMEONE IMPORTANT WHO OWES YOU A FAVOR, A SECRET BASE TO REGROUP, HEALING CATNIP.

LAUNCH PAD: HUMAN ONE

- HUMAN'S NAME:
- PERTINENT INFORMATION (APPEARANCE, AGE, OCCUPATION, LOVE OF CATS, ETC):
- THIS FIRST HUMAN'S MIND WILL GRANT YOUR TEAM A MEANS OF SWIFT **TRANSPORTATION THROUGH THE DREAMSCAPE**. WHAT IS IT?

DISTRACT THE AUTHORITIES: HUMAN TWO

- HUMAN'S NAME:
- PERTINENT INFORMATION (APPEARANCE, AGE, OCCUPATION, LOVE OF CATS, ETC):
- THIS SECOND HUMAN'S MIND WILL OFFER YOU **SOMETHING/SOMEONE WHO CAN KEEP THE AUTHORITIES OFF YOUR SCENT**. WHAT IS IT OR WHO ARE THEY?

GAIN ACCESS TO THE PRIZE: HUMAN THREE

- HUMAN'S NAME:
- PERTINENT INFORMATION (APPEARANCE, AGE, OCCUPATION, LOVE OF CATS, ETC):
- THIS THIRD HUMAN'S MIND WILL OFFER YOU **A SECURE WAY TO ACCESS THE PRIZE**. WHAT IS IT AND WHY IS IT UNIQUE?

DOODLE/SKETCH YOUR MEMEMAP!

SMART CAT: THE MASTERMIND

YOU ARE A CRAZY-PREPARED VETERAN, THE LEADER.



WELL IF IT AIN'T THE MUTT'S NUTS

SPECIAL MOVE WHEN YOU ACCEPT THE SUPPORT OF SOMEONE STRONGER, YOUR NEXT STRONG MOVE DOES NOT COST A TOKEN.

STRONG MOVES SPEND A TOKEN TO:

- DECLARE A TACTICAL ADVANTAGE
- PERCEIVE A WEAKNESS/VULNERABILITY
- FLASHBACK TO HOW YOU PURR-PARED FOR THIS MOMENT

ASK THE MC: WHAT'S THE REAL PROBLEM AND HOW CAN I SOLVE IT?

REGULAR MOVES YOU MAY ALWAYS:

- TAKE ACTION, LEAVING YOURSELF VULNERABLE
- OPEN YOUR MIND TO THE DREAMSCAPE
- APPEAL TO LOGIC AND REASON

ASK THE MC: HOW CAN MY PAST EXPERIENCE HELP ME?

WEAK MOVES GAIN A TOKEN WHEN YOU:

- REVEAL A REGRET THAT HAUNTS YOU
- ADMIT YOU DON'T KNOW HOW TO SOLVE A PURR-OBLEM
- ALLOW YOUR HUBRIS TO GET A FELLOW CAT IN TROUBLE

ASK THE MC: WHAT DID I MISS AND WHY AM I IN TROUBLE?

CAT PORTRAIT (WHAT YOU LOOK LIKE IN THE REAL WORLD)

MEME PORTRAIT (WHAT YOU LOOK LIKE IN THE DREAMSCAPE)

HALF CAT: THE ENGINEER

YOU ARE INFUSED WITH DREAM LOGIC, THE PRODIGY.



THE LONGER YOU LOOK THE WEIRDER IT GETS

SPECIAL MOVE WHEN YOU TAKE AN OPPORTUNITY TO PROVE WHAT YOU'VE LEARNED TO SOMEONE ELSE, THEY RECEIVE A TOKEN.

STRONG MOVES SPEND A TOKEN TO:

- FIND A HELPFUL DREAM/MEME-PORTAL
- CHANGE THE ENVIRONMENT DRASTICALLY
- SLINK IN AND OUT OF SPACE AND TIME

ASK THE MC: WHAT'S THE BEST PATH FORWARD AND ONWARD?

REGULAR MOVES YOU MAY ALWAYS:

- TAKE ACTION, LEAVING YOURSELF VULNERABLE
- OPEN YOUR MIND TO THE DREAMSCAPE
- PAWS TO MAKE SENSE OF YOUR ENVIRONMENT

ASK THE MC: WHAT PART OF THIS PLACE IS UNNATURAL OR DYING?

WEAK MOVES GAIN A TOKEN WHEN YOU:

- REVEAL A QUESTION THAT YOU CAN'T SHAKE OFF
- CONSTRUCT SOMETHING DANGEROUS
- ALLOW YOUR CURIOSITY TO GET A FELLOW CAT IN TROUBLE

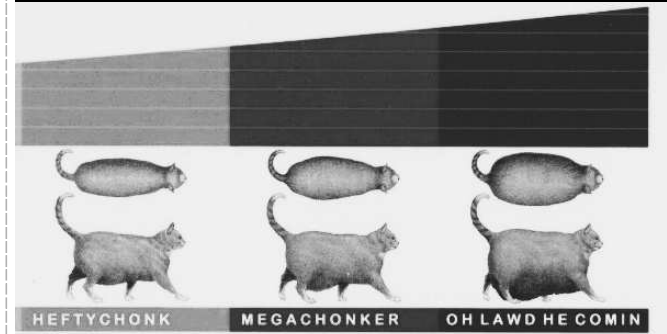
ASK THE MC: HOW DOES MY RECKLESSNESS PUT ME IN A BAD SPOT?

CAT PORTRAIT (WHAT YOU LOOK LIKE IN THE REAL WORLD)

MEME PORTRAIT (WHAT YOU LOOK LIKE IN THE DREAMSCAPE)

CHONK CAT: THE MUSCLE

YOU CAN MEGA YOUR CHONK, THE DREAM WARRIOR.



OH LAWD HE COMIN'

SPECIAL MOVE WHEN YOU ACCEPT THE SUPPORT OF SOMEONE WEAKER, YOUR NEXT STRONG MOVE DOES NOT COST A TOKEN.

STRONG MOVES SPEND A TOKEN TO:

- TAKE NO DAMAGE WHILE PURR-TECTING SOMEONE/SOMETHING
- CHANGE YOUR SIZE (BETWEEN MICRO AND OH LAWD)
- SHAKE OFF A BEATING LIKE IT'S NOTHING

ASK THE MC: WHAT'S THE TRUE DANGER HERE?

REGULAR MOVES YOU MAY ALWAYS:

- TAKE ACTION, LEAVING YOURSELF VULNERABLE
- INTIMIDATE SOMEONE INTO TAKING ACTION
- TRY TO PURR-TECT SOMEONE IN NEED

ASK THE MC: WHO OR WHAT IS VULNERABLE TO ME RIGHT NOW?

WEAK MOVES GAIN A TOKEN WHEN YOU:

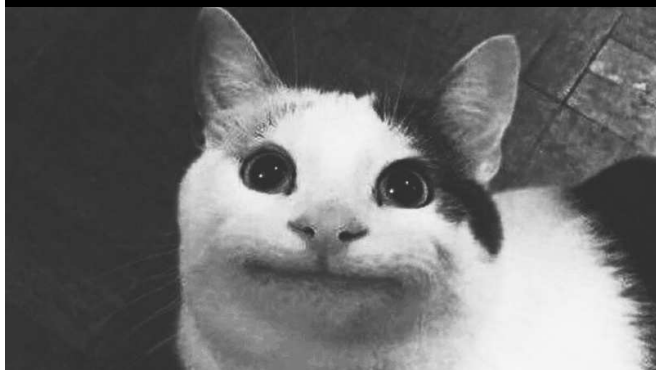
- REVEAL A VULNERABILITY THAT WEAKENS YOU
- FAIL TO REACT AND OVEREXERT YOURSELF
- PURR-OVOKE SOMEONE MORE POWERFUL THAN YOU

ASK THE MC: WHO HAVE I FAILED TO PROTECT?

CAT PORTRAIT (WHAT YOU LOOK LIKE IN THE REAL WORLD)

MEME PORTRAIT (WHAT YOU LOOK LIKE IN THE DREAMSCAPE)

POLITE CAT: THE FACE
YOU ARE THE SMOOTH OPERATOR, EVERYONE'S FRIEND?



I WILL MAKE AN EXCEPTION

SPECIAL MOVE WHEN YOU TAKE TIME TO CONFIDE HONESTLY TO SOMEONE, THEY RECEIVE A TOKEN.

STRONG MOVES SPEND A TOKEN TO:

- ENACT A CUNNING DIVERSION
- CONVINCE SOMEONE YOU'RE A FRIEND
- TAKE ON THE PURR-FECT PERSONA/IDENTITY

ASK THE MC: WHAT SECRET CAN I GLEAN FROM THIS?

REGULAR MOVES YOU MAY ALWAYS:

- TAKE ACTION, LEAVING YOURSELF VULNERABLE
- LIE FUR-LY CONVINCINGLY
- TEASE OUT A FRAGMENT OF AN IMPORTANT SECRET

ASK THE MC: WHO CAN I CHARM EASILY?

WEAK MOVES GAIN A TOKEN WHEN YOU:

- WALK INTO A SITUATION WITH A CLEAR DISADVANTAGE
- GET CAUGHT LYING, CHEATING, OR SNEAKING
- ALLOW A SECRET TO GET A FELLOW CAT IN TROUBLE

ASK THE MC: WHAT MAKES ME VULNERABLE IN THIS SITUATION?

CAT PORTRAIT (WHAT YOU
LOOK LIKE IN THE REAL WORLD)

MEME PORTRAIT (WHAT YOU
LOOK LIKE IN THE DREAMSCAPE)

THE MEOWSTER OF CEREMEOWNIES

FOR THE EYES OF CEILING CAT'S ONLY!

WARNING: IF YOU ARE NOT THE MC YOU MAY WANT TO
AVOID SPOILERS, DO NOT READ PAST THIS!

THIS MICRO-RPG ASSUMES YOU ARE FAMILIAR WITH TRPGS THAT RUN ON THE **POWERED BY THE APOCALYPSE** TRPG ENGINE. IF YOU HAVEN'T YET, IT IS HIGHLY RECOMMENDED FOR YOU TO READ APOCALYPSE WORLD BY V. BAKER, DREAM ASKEW BY AVERY ALDER OR HENSHIN! BY TIM BATIUK AND SAM KUSEK. HOWEVER, EVEN WITHOUT THAT EXPERIENCE YOU SHOULD BE ABLE TO RUN **FELINE DREAM-O-NAUGHTS** WELL ENOUGH.

GENERATE YOUR FINAL SHOWDOWN: ANSWER THE FOLLOWING QUESTIONS. YOU MAY CHOOSE FROM THE OPTIONS PROVIDED, ROLL A D6, OR CREATE SOMETHING NEW. **(BUT BE READY TO TWEAK THINGS OR THROW THINGS OUT IF THE TABLE'S NARRATIVE GOES FOR SOMETHING COOLER OR MORE FUN!)**

KEEP THE FOLLOWING A SECRET FROM THE PLAYERS UNTIL IT'S THE PERFECT TIME TO REVEAL IT! (GO FOR MAXIMUM SURPRISE!)

THE DREAM-O-NAUGHTS DON'T KNOW:

1. SOMEONE/SOMETHING IS TRYING TO DEPOWER CAT MEMES!
2. A HERO DREAM-O-NAUGHT HAS BETRAYED THE COMMUNITY!
3. THE AUTHORITIES HAVE AN UNFAIR ADVANTAGE!
4. THE DREAMSCAPE IS DYING: THERE'S A VIRUS ON THE LOOSE!
5. DOGS HAVE LEARNED HOW TO USE MEMES AND HAVE THEIR OWN BAND OF DREAM-O-NAUGHTS!
6. A HUMAN WISHES TO CATCH AND IMPRISON THE DREAM-O-NAUGHTS!

THE FINAL SHOWDOWN TAKES PLACE IN:

1. THE FORGOTTEN DREAMS OF A LEGENDARY DREAM-O-NAUGHT
2. THE MIND OF A CAT WHO CHOSE TO REINCARNATE AS A HUMAN
3. THE DANGEROUS LIMBO BETWEEN DREAMS AND WAKING
4. AN ANCIENT DREAM PALACE BUILT BY THE ANCESTOR CATS
5. A HIDDEN DREAM VAULT THAT HOUSES GREAT CAT SECRETS
6. THE LEGENDARY LAIR OF THE FABLED MEME LORD CAT

GENERAL FLOW OF PLAY:

1. READ OUT THE **INTRODUCTION/SCENARIO** TO THE PLAYERS. HAVE THEM THINK ABOUT WHAT KIND OF CAT THEY WANT TO BE.
2. AS A TABLE, MAKE CHOICES/ROLL TO ESTABLISH **WHO ASKED FOR HELP**, **WHAT THEY'RE ASKING YOU TO DO**, AND **WHY THE STAKES ARE SO HIGH**.
3. CREATE THE **DREAMSCAPE ROUTE** TOGETHER.
4. EACH PLAYER CHOOSES A **CAT MEME PLAYBOOK**. NO DUPLICATES!
5. TAKE THE TIME TO **GENERATE THE FINAL SHOWDOWN**. TAKE SOME NOTES. LET YOUR PLAYERS TAKE A BREAK AND PET SOME CATS.
6. **REVIEW THE MOVES AND QUESTIONS**, MAKING SURE THE PLAYERS UNDERSTAND THE TOKEN ECONOMY. **WEAK MOVES** GRANT TOKENS, **STRONG MOVES** REQUIRE TOKENS. YOU CAN ALWAYS ASK THE QUESTION UNDER THE REGULAR MOVES. ASKING THE QUESTION UNDER THE WEAK MOVES USUALLY COMPLICATES THE STORY AND GRANTS YOU A TOKEN. YOU NEED TO SPEND A TOKEN TO ASK THE QUESTION UNDER THE STRONG MOVE.
7. **PICK UP WHAT THE PLAYERS ARE PUTTING DOWN**. AS THEY PROVIDE DETAILS ABOUT THE DREAMSCAPE YOU MAY SKETCH OUT POSSIBLE NARRATIVE TWISTS AND TURNS. GO WITH THE FLOW. BE FLEXIBLE. HAVE FUN!
8. **PLAY TO SEE WHAT HAPPENS**. WILL THE DREAM-O-NAUGHTS' PLAN GO OFF WITHOUT A HITCH? (THE ANSWER IS PROBABLY NOT) ALLOW FOR SHENANIGANS AND RECKLESS PLANS THAT PAY OFF.
9. **PLAY OUT THE FINAL SHOWDOWN!** DUN DUN DUUUUUUN!
10. **CO-CREATE A SATISFYING EPILOGUE TOGETHER**.
11. REMEMBER TO KEEP THINGS **FUN**, **LIGHTHEARTED**, AND **SILLY!** YOU'RE PLAYING MEME CATS, RIGHT?

AGENDA:

- ✓ OFFER FUN AND WEIRD DREAMSCAPES TO EXPLORE
- ✓ USE AS MANY CAT PUNS OR CAT MEMES AS POSSIBLE
- ✓ PLAY TO FIND OUT WHAT HAPPENS

PRINCIPLES:

- ✓ ALLOW DREAM LOGIC TO TAKE CENTER STAGE
- ✓ OFFER IDEAS BUT DON'T DICTATE
- ✓ PLAY TO EACH PLAYBOOK'S STRENGTHS
- ✓ TAKE ADVANTAGE OF EACH PLAYBOOK'S WEAKNESS
- ✓ ASK WHAT'S FUNNY AND BUILD ON THE ANSWERS
- ✓ KEEP THE ACTION SWIFT AND INVIGORATING
- ✓ USE SILLY VOICES AND MAKE FUNNY FACES

GM MOVES: YOU MAKE A MOVE WHENEVER IT FEELS APPROPRIATE, TO ESTABLISH THE SCENE, WHEN THINGS FEEL SLOW, WHEN THE PLAYERS LOOK TO YOU TO SEE WHAT HAPPENS NEXT, BUT ESPECIALLY WHEN **SOMEONE'S MOVE INVITES YOUR INPUT** (USUALLY A WEAK MOVE!). NEVER LET EVERYTHING GO ACCORDING TO PLAN, BUT REWARD CREATIVE THINKING/SOLUTIONS. TRUST YOUR INSTINCTS. FOCUS ON FUN.

- ✓ MAKE THE DREAM WEIRD, FUNNY, ENGAGING
- ✓ SPEAK OF HUMAN REALITIES FROM A CAT'S PERSPECTIVE
- ✓ ENGAGE A DEFENSE
- ✓ GIVE THE ADVERSARY/AUTHORITIES AN UNFAIR ADVANTAGE
- ✓ PROVIDE A WELCOME BOOST (MAYBE AT COST)
- ✓ TAKE UNEXPECTED TURNS FUELED BY DREAM LOGIC
- ✓ INTRODUCE SIGNIFICANT COMPLICATIONS TO THE PLAN
- ✓ ASK THE DREAM—O—NAUGHTS IF THEY'VE SEEN SOMETHING LIKE THIS BEFORE, BUILD ON THE ANSWERS
- ✓ INTRODUCE A MEME-POWERED DREAM ASPECT
- ✓ MAKE A BAD PUN COME TO LIFE
- ✓ AWAKEN SOMETHING BETTER LEFT SLEEPING
- ✓ RAISE THE STAKES AND REVEAL POSSIBLE CONSEQUENCES
- ✓ OFFER AN OPPORTUNITY, AT A COST
- ✓ INTRODUCE A POSSIBLE, TEMPORARY COMPANION
- ✓ AFTER EVERY MOVE: WHAT DO YOU DO?

SAFETY TOOLS: WE KNOW THE GAME IS FUNNY, BUT SAFE SPACES MUST BE UPHELD AND NURTURED, JUST IN CASE! WE RECOMMEND USING THE **X-CARD** BY JOHN STAVROPOULOS ([HTTP://TINYURL.COM/X-CARD-RPG](http://tinyurl.com/x-card-rpg)). ADDITIONALLY THERE IS ALSO **LINES AND VEILS**, **SCRIPT CHANGE**, AND OTHER TOOLS (HERE IS A GREAT LINK:

[HTTPS://BREAKOUTCON.COM/EXTRAS/SAFETYTOOLS/](https://breakoutcon.com/extras/safetytools/))

EVERYONE IS RESPONSIBLE AT THE TABLE FOR EVERYONE'S SAFETY AND FUN. HOWEVER, AS GM, WE ASK YOU TO INTUITIVELY KEEP TRACK OF YOUR PLAYERS AND RESERVE ENERGY FOR READING THE TABLE. CALL FOR BREAKS AS NEEDED OR DROP THE GAME (WITHOUT QUESTION) IF THINGS ARE NO LONGER FUN.

WHEN THE STORY ENDS: TAKE THE TIME TO REVIEW THE HIGHS OF THE ADVENTURE! GIVE THE PLAYERS TIME TO CHAT AND RELAX. ASK THEM WHAT THEY LIKED ABOUT THE GAME. WHAT MADE THEM LAUGH THE HARDEST? WHAT WAS THE MOST FUN? SHARE YOUR OWN INSIGHTS AND REACTIONS. TAKE NOTES AS NEEDED, AND THANK YOUR PLAYERS FOR THEIR JOY, CREATIVITY, AND CONTRIBUTIONS.

THANK YOU SO MEOWCH

INFO, CREDITS, AND GRATITUDE!

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INSPIRED BY: APOCALYPSE WORLD BY V. BAKER, **DREAM ASKEW** BY AVERY ALDER, **HENSHINI** BY TIM BATIUK AND SAM KUSEK, **INCEPTION** (THE FILM), HEIST FILMS, AND CAT MEME CULTURE.

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PHILIPPINES. AND **MY THREE CATS: MERLIN, CHASSIS, AND CASSANDRA**. THANK YOU FOR BEING A PART OF OUR LIVES AND MAKING OUR HOME HAPPY. PLEASE STOP SNEAKING INTO THE KITCHEN AND ACTING LIKE WE'RE STARVING Y'ALL.

PLANS FOR THE FUTURE

THIS IS A WORK IN PROGRESS!

IF YOU'D LIKE TO SUPPORT ME, PLEASE FEEL FREE TO PURCHASE/DONATE THIS (OR MY OTHER RPGS) AT MY **ITCHIO PAGE**: [HTTPS://TEMPORALHICUP.ITCH.IO/](https://temporalhiccup.itch.io/)

- ✓ EXPAND TOWARDS **A FULL EDITION** (LESS MICRO-RPG AND MORE SMALLISH RPG)
- ✓ ADD TWO (OR MORE!) CAT MEME **PLAYBOOKS**
- ✓ INTRODUCE A FEW WRITE-UPS OF **ADVERSARIES/OBSTACLES/BOOSTS** FOR USE/INSPIRATION
- ✓ FLESH OUT **GM MOVES** WITH EXAMPLES.
- ✓ **PLAYTEST!** (IF YOU RUN/PLAY THIS GAME, I'D LOVE TO HEAR ABOUT IT! **TWEET ME** @TEMPORALHICUP OR LEAVE A COMMENT/REVIEW ON **MY ITCHIO PAGE**.)
- ✓ **PET ALL THE CATS** WHO WELCOME THE AFFECTION



♥ FROM TOP TO BOTTOM: **MERLIN** (THE MASTERMIND), **CASSANDRA** (THE HALF CAT), AND **CHASSIS** (THE POLITE CAT) ♥