



# SPANC™

## SPACE PIRATE AMAZON NINJA CATGIRLS



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SPANC is a game about rampaging crews of catgirls . . . Space Pirate Amazon Ninja Catgirls . . . charging across the galaxy in search of plunder!

The object of the game is to complete enough capers to collect 10 Loot and Poolboys.

## COMPONENTS

This game includes 108 cards: 21 Crew cards, 33 Toy cards, and 54 Challenge cards. There are also eight large crew tokens, 56 Loot tokens, eight 5-Loot tokens, the rulesheet, and two dice.

## SETUP

Two to four can play.

Separate the three types of cards – Toy, Challenge, and Crew – and shuffle each deck. Deal four Crew cards and one Toy, all face up, to each player.

Give each player two Loot tokens.

Each player picks a color and takes the two crew tokens in that color.

Then each player chooses a Catgirl to be Captain (see box, p. 2) and places one crew token on her card.

The other crew token will be used, when play starts, to show that crew's progression through the caper.

## CARD MANAGEMENT

Keep separate face-up discard piles for the three decks. When a deck runs out, reshuffle the cards.

The only “hand” you have in this game consists of any unassigned Toy cards you happen to have, and you may not have more than two of these.

## TYPES OF CARDS

There are three types of cards; each has a different back.

### Crew

These cards represent the wild, marauding Catgirls who will make up your pirate



crew. Each card has a name at the bottom, and four numbers at the top. These are her scores in the four essential skills – Space Pirate, Amazon, Ninja, and Catgirl. Scores are color-coded, and have the skill initials beneath, for easy reference.

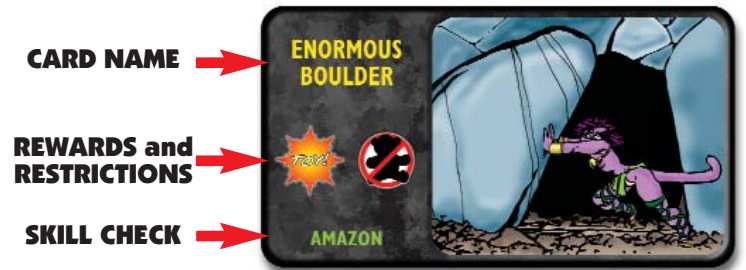
### Toys

These cards represent the things your pirates pick up on their escapades: weapons, devices, and cute guys. Most of them have one or more numbers at the top, in the same places as the skills on the Crew cards. These Toys give the owning Catgirl a bonus (or occasionally a penalty!) in those skills.

Toys can make the difference between success or failure in your schemes, and are discussed in more detail below.

### Challenges

These cards represent the various obstacles the Catgirls will encounter. Each one tests a particular skill – Space Pirate, Amazon, Ninja, or Catgirl. You'll need to beat Challenges in order to get Toys and Loot.



CARD NAME

ENORMOUS BOULDER

REWARDS and RESTRICTIONS



SKILL CHECK

AMAZON

## PLAYING THE GAME

The game is divided into Caper.

Each Caper is an episode of mayhem and larceny consisting of four Challenges. Toys and Loot can be won by defeating the Challenges, and any crew that finishes all four will get more Loot and an extra toy.

To start a Caper, deal four Challenge cards, face down, in a row in the middle of the table. Now turn up the first one.

All the crews are competing to finish the Caper. It ends when at least one crew has beaten all four Challenges.

## The Four Skills

Every feline femme-fatale marauder of the spacelanes has all four of these skills, but many specialize in one or two, as a matter of personal style . . .

*Space Pirate.* Piloting vehicles, carousing, using big guns, persuading by force.

*Amazon.* Intimidation, outdoor survival, swordfighting, persuading by charisma.

*Ninja.* Sneaking, wearing black, using daggers and shuriken, climbing, disarming traps, persuading by fear.

*Catgirl.* Fashion sense, unarmed combat, persuading by sex appeal.

(You will note that “reasoned approaches” don’t enter into any of these.)

## Order of Turns

The player who has the least Loot goes first – roll if there are ties, and the high roll wins. Play proceeds clockwise for the rest of this Caper. To keep track of who is where, place your Crew marker on the Challenge card you’re on. When you beat that Challenge, move it to the next one.

## It’s Good To Be the Captain

The Catgirl you choose as Captain has several advantages.

- She can have two Toys. Other Catgirls can only have one at a time.
- In a Catfight, she can only be attacked by another Captain . . . unless no other members of her crew are left.
- Once per Caper, she can have a free reroll, on either a Challenge or (if it comes to that) a Catfight. When she uses her reroll, turn her Captain marker over (remember to turn it back when the Caper ends). If a card gives a bonus to *one* roll, it affects only the original roll or the reroll, not both.

The only way to change Captains is to lose the old one in a Catfight, or make the old one **Walk the Plank** (see **Be-**

## ATTEMPTING A CHALLENGE

On your turn, you will try to beat your current Challenge. To do so:

- 1) Decide which of your Catgirls will make the attempt. Usually it’ll be the one with the highest skill for that Challenge . . . but not always. You might start with a sacrifice! See **Failure!**, below.
- 2) Make a Skill Check. Each Challenge card shows the skill that is required to pass it. For instance, the Impersonation card says simply “Ninja.” A roll on the Ninja skill is required to beat the Challenge. You must roll *your skill or less*. So if you have a Ninja skill of 8, you need to roll 8 or less on two dice.

Some Challenges show a skill with a bonus or penalty. For instance, the Shark Pit card says “Amazon +1.” A Catgirl with an Amazon skill of 7 would have an effective skill of 8 on this Challenge! But if the card said “Amazon -2,” a Catgirl with a Amazon skill of 7 would have an effective skill of only 5.

A roll of 2 always succeeds, and a 12 always fails.



## Success!

If you succeed, you’ve beaten the Challenge. If the card says TOY!, draw the top Toy card. If it says LOOT!, take a Loot token. Now advance your crew token to the next Challenge. If it’s face down, turn it face up.

You may immediately attempt the next Challenge *with the same Catgirl*. You can keep attempting more Challenges until you fail or choose to stop. You may stop at any time, but as often as not, you’ll want to keep trying new Challenges until you fail.

## Failure!

If you fail, your turn ends. You stay where you are. The Catgirl who attempted the Challenge is knocked out, and your rivals may mock you.

However, the rest of your crew will learn from this mistake; on your next turn, you get a +2 bonus for *each* time one of your Catgirls was knocked out for failing this Challenge. (Ignore this bonus for the Zen Master Challenge.)

## Being Knocked Out

A Catgirl is Knocked Out when she fails at a Challenge. “Knocked Out” should not always be taken literally. For instance, a Catgirl who fails her roll to deal with the the Zen Master is annoyed and goes home in a snit, while one who fails her roll at the Poolboy Convention is merely distracted and forgets all about the Caper.

A Catgirl who is knocked out by a Challenge is turned sideways, and is out of play until the next Caper. Any Toys she had become unavailable for the rest of that Caper; they cannot be traded away or used by other members of her team.

If your Captain is Knocked Out, the rest of your crew continues, but every roll they make is at a -1 penalty because they have lost their leader.

A Catgirl may also be Knocked Out by an Amazon attack in a Catfight. This is more serious! That Catgirl is discarded, along with any Toys she had.

## Salvaging Failure!

Except . . . you can often snatch victory from the jaws of defeat.

● If you have any unassigned Toys in your hand, and one of them would give your Catgirl enough of a bonus to succeed . . . you can give her the card, and her roll becomes a success. She had it all along, really. Meow.

● If one of the *other* players has a Toy that would save the day . . . maybe you can buy it! If you can get that Toy, you can give it to the Catgirl who needs it. But don’t expect it to come cheap.

● If she already *had* a Toy that gave a bonus on that skill, she can discard it, using its bonus one last time, and get a reroll.

● Some “Usable Once Only” toys give a reroll or partial reroll.

● And finally . . . your Captain gets one free reroll (but only one) per Caper.

● If you are attempting a Challenge against “Your Highest (or Lowest) Skill,” and you change toys so that you have a new highest (or lowest) skill, you must roll against that *new* skill.



## MORE STUFF ABOUT TOYS

Toy cards are always kept face up, so everyone can see what you have.

No player may have more than seven Toy cards: one assigned to each Catgirl, one more for the Captain, and two unassigned ones. You may never have more than two unassigned Toys. If you have two and draw another one (or another two at once, which can happen), you must immediately use up, assign, trade, or discard Toys to get down to two.

Most Toys can be used over and over. The exceptions say “Usable Once Only” on them. Discard such a card after use.

### Assigning Toys

A Toy card can be *owned* or *unowned*. If a Toy is owned, it belongs to a particular Catgirl. Place the Toy behind her card, as shown, to make it easy to see who owns it and what bonus she gets from it!

In the example to the right, Himiko has the Collar with Bell. It gives +2 to her Catgirl skill, because it's so ky00t! But it also gives -1 to her Ninja skill, because it's noisy. So her Catgirl skill is now 10 (8 from her card, plus 2 for the toy). But her Ninja skill is now a pathetic 1 (2 from her card, *minus* 1 for the toy).

Your Captain may have two Toys. Other Catgirls may have only one at a time.

Toys may be freely reassigned between your Catgirls at any time. You *may* give a toy to a Catgirl who is currently knocked out, but you *may not* take a toy from a Catgirl who is knocked out.

If you give a new Toy to a Catgirl who already has her maximum number of Toys, she must give up an old one (discarding it, giving it to another Catgirl, or letting it go unassigned).

If you don't want to give a particular Toy to any of your crew, keep it in front of you, face up. You may only have two unassigned Toy cards at a time; if you get extras, you must discard, use, or assign one immediately.

### Trading Toys Between Players

Players may trade Toys among themselves at any time. A Toy may be traded for another Toy, for Loot, or for both. If you are between Capers, players may even trade Catgirls as part of a deal.

Trades take place instantly, so a Toy can actually be bought and used in the middle of a Caper, even after a failed die roll.



### Use It 'Til It Breaks!

If a Catgirl has a Toy that gives her a bonus to a particular skill, and she misses a roll in that skill, she may try again . . . but this breaks the Toy. The Toy's bonus does count on this second roll! Discard the Toy immediately after the reroll, whether the second roll succeeds or fails.

No, Poolboys *cannot* be used until they break!

### No Toys!

A few Challenge cards don't allow Toys to be used. These cards are marked by a teddy bear with a slash through it. Simply ignore the bonuses and penalties granted by Toys when you roll on such a Challenge. And on these Challenges, you cannot discard a Toy for a reroll.



However, single-use cards like Secret Door *can* be used on these Challenges, even though they are in the Toy deck.

### Poolboys

Poolboys count as Toys . . . well, they *are*, but we don't have to get into that. Poolboys are of no practical use, aside from house-keeping and footrubs, but they are very good for their owners' morale. By standing on the sidelines and cheering, a Poolboy gives his owner a +1 bonus to *all four* skills.

No Catgirl may have more than one Poolboy. At least, until after she retires, which is beyond the scope of this game.

Unlike other Toys, Poolboys count toward victory. See **Winning the Game**.

## ENDING THE CAPER

Players take turns in order until someone beats the last Challenge. That crew gets *two* Loot and draws one Toy (in addition to any rewards for the Challenge itself).

Each other player now gets one more turn (regardless of who went first). If any of them can beat the last Challenge, they get *one* Loot and one Toy, in addition to any rewards for the Challenge itself.

If more than one team finished the last Challenge, there will probably be a Catfight between the teams that finished . . . see **Catfights**.

Otherwise, discard the four Challenge cards and proceed to **Between Capers**.

## CATFIGHTS

*This section is optional. If you think that it slows the game down more than it's worth, skip it and go to **Between Capers**.*

If more than one crew finishes the last Challenge, catty remarks are exchanged, leading to a Catfight. The players who didn't finish the last Challenge are not involved. They cannot attack or be attacked.

Starting with the first player to finish the Challenge and going clockwise, each player names *one* Catgirl to make an attack. Resolve the results of that attack before going on to the next player. A Catgirl who loses a Toy before she attacks does not get to use it. A Catgirl who is Knocked Out before she attacks cannot attack.

Each crew gets only one attack. You may choose not to attack. You may even accept a bribe.



## To Attack

1) Declare which of your Catgirls is attacking and which other Catgirl is the defender. Knocked-Out Catgirls can't attack *or* be attacked. A Captain may only be attacked by another Captain, unless she is the only one left standing in her crew.

2) Declare what skill the attacker is using. The effect of a successful attack depends on the skill used:

- A Space Pirate attack can steal one Loot token from the defending crew.

- An Amazon attack can knock out the foe . . . but if it fails, the *attacker* is Knocked Out.

- A Ninja attack can steal a Toy (but not a Poolboy) from the defender. You may only steal one Toy, even if the defender has two; declare which one you're after. The defender cannot trade or discard a toy after you have announced an attempt to steal it!

- A Catgirl attack can lure away a Poolboy belonging to the defender.

3) Both the attacking and defending Catgirl roll against the appropriate skill, attempting to roll her skill or less.

*You may not Salvage Failure or Use a Toy 'Til It Breaks in any kind of Catfight . . . only on Challenges.*



## Resolving Space Pirate, Ninja, and Catgirl Attacks

*If both Catgirls succeed:* The attack is unsuccessful. The attacker has the option to press her attack. Both Catgirls roll again immediately, but this time the attacker has lost the element of surprise, and her skill is reduced by 2. Each additional attempt to press the attack is made with a further -2. If she does *not* press her attack, it fails.

*If the attacker succeeds and the defender fails:* The attacking player immediately gets the Loot, Toy, or Poolboy. The defender curses.

*If the attacker fails and the defender succeeds:* The defender is unaffected, and may mock the attacker.

*If both Catgirls fail:* Whatever they were fighting for was yanked apart in the melee, and the card (or Loot token) is discarded.

## Resolving Amazon Attacks

*If both Catgirls succeed:* The attacker has the option to press her attack, as above. If she does not press her attack, there is no effect.

*If one or both Catgirls fail:* Those who failed are Knocked Out and *lost from the crew* (unless you immediately play a card that can bring back a Knocked Out Catgirl). Discard the Catgirl and any Toys she owned, and draw a replacement at the end of the Caper.

## Ending the Catfight

Continue until each player has made one attack.

If any crew is completely Knocked Out, the player who Knocked Out its last member takes one Loot from the defeated crew (if it had any).

When each player has made one attack (or chosen not to), the Caper is completely over. Draw replacements for any Catgirls who were Knocked Out in the Catfight, starting with the player who has the most Loot and going clockwise. Then go to **Between Capers**.

## UNFINISHED CAPERS

If the players all agree to quit a Caper, they may do so . . . for instance, when it's obvious that nobody has the Skills to finish. Go to **Between Capers**.

If all the Catgirls are Knocked Out before the last Challenge is beaten, the Caper ends. Go to **Between Capers**, unless one crew made it to 10 Loot before losing its last Catgirl.

## WINNING THE GAME

The game ends when any player has 10 (or more) Loot at the end of a Caper. Toys do not count for victory . . . except for Poolboys. Each Poolboy counts as one Loot for victory. (Why do you think the Catgirls wanted that money in the first place? For their stamp collections?)

If more than one player ends a Caper with 10 or more Loot, the player with the most Loot wins. But if there's a tie, play another Caper.

You cannot win the game between Capers. If you get your tenth Loot by trading a Toy between Capers, the game must run for at least one more Caper to give your rivals a chance to catch up.

## BETWEEN CAPERS

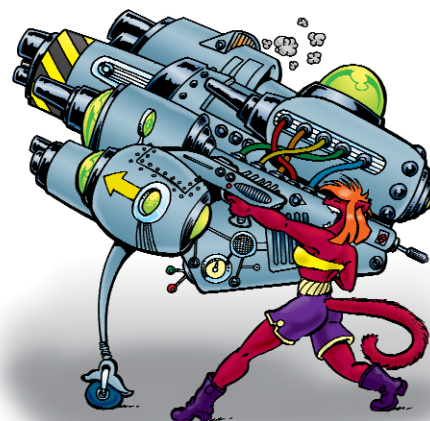
If a Caper ends but nobody has won, all players now have a chance to buy new Toys, get new Catgirls, and make deals.

### The Toy Store

Any player may draw new Toy cards from the deck, paying two Loot for each. Early in the game, this is often a good idea. Later, you'll need your Loot for victory!

### Trades

Between Capers, players may sell or trade Toys between themselves, and even trade Catgirls between crews . . . but each crew must always consist of four Catgirls.



### Walking the Plank

If any of your Catgirls were Knocked Out during the Caper, their comrades can make her Walk the Plank. You may only make one Catgirl walk the plank per turn. Discard her and draw a new Catgirl to replace her.

The departing Catgirl does NOT take her Toys with her. She might like to, but you're not going to give her that option, right? Her toys become unassigned.

If the Captain walks the plank, choose a new Captain *after* drawing your replacement Catgirl.

Any other knocked-out crew members now come back, with any Toys they had.

When you're through reorganizing your crews, start a new Caper!