

Fer?? Me?wtlaws



Tales of recent and old have spoken of bands of cats adventuring out to the alleys beyond the Esplanade. We've found some historic scouting maps from a particularly feisty group of felines, but their plans have been lost! Maybe we can learn something from the unique routes of this kitty crew.

Expedition Rules:

1. Don't die (by having HP 0 or less)
2. Eat meat to stay alive (it restores health, with no max)
3. Vaporize our enemies (HP equal to their health is lost)
4. Avoid obstacles (boxes and water, unless stated)
5. Tread carefully (no diagonal moves unless stated)
6. Don't wander (take the most direct route)

Tom  	Finn  	Ally  	Scott  	Tabitha  
Start: A	Start: B	Start: B	Start: B	Start: A
End: Junkyard	End: Junkyard	End: Sewers	End: Sewers	End: Junkyard
Nothing Special (and that's perfectly fine)	Is That Even a Cat? (-1 HP when moving to a non-water tile)	Vegetarian (Won't touch meat; 1+ HP from eating grass)	Pacifist (Won't touch enemies; Only moves diagonally)	Bloodthirsty (Doesn't heal from meat; +2 HP AFTER kill)



