

Justin Alexander & Kat Baumann

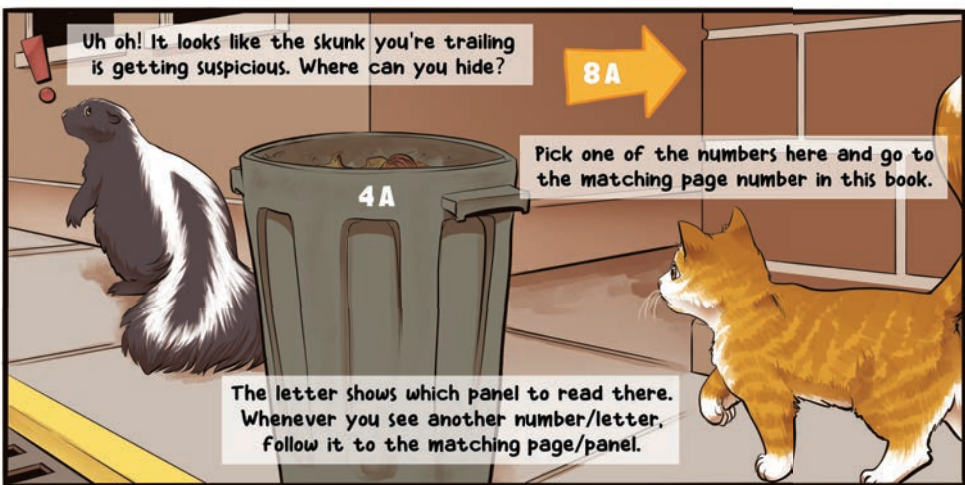
THE BIG ADVENTURE



MAGICAL KITTIES™
SAVE THE DAY!

1

START HERE



2A

You can try a **CUNNING** check at **DIFFICULTY 5** to sneak past the raccoon to **29**. **INVISIBILITY** helps with this check. Roll 2 extra dice! If you fail, go to **27A**.

If you have **HYPNOSIS**, you can hypnotize the raccoon. Make a **CUNNING** check at **DIFFICULTY 3**, with the 2 extra dice for using your power!

If you make it, go to **32B**.
If you fail, go to **27A**.

If you just want to pounce on the raccoon, go to **27A** now!

25A

2B

OH NO!

It was booby-trapped!

You suffer **1 OWIE**.
Mark it on your character sheet.



Go to **26B**.

While you're waiting for Beep-Bop to come back to his nut hidey hole, let's talk about being a magical kitty!

HOW TO BE A

MAGICAL KITTY

1. You must keep your magic hidden from humans.
2. You pick your human, even when it seems like humans pick their kitties.
3. You want to help your human.
4. You can understand humans, but they can't understand you.
5. You can understand other animals, and they can understand you.
6. You can read human writing, but you often get it wrong.
7. You have a way to get in and out of your home that humans can't reach or see.
8. **YOU MUST KEEP YOUR MAGIC HIDDEN FROM HUMANS!**

When making a check, spend a **KITTY TREAT** to reroll any (or all of) the dice you rolled.

Your kitty starts with 3 Kitty Treats. Mark these on your character sheet, or take 3 **TOKENS** from the box.

You'll find other uses for Kitty Treats later, too!

Your kitty has a **TALENT**. Roll a die and write it down. If your talent would help you succeed at a check, you can roll 1 extra die!

Your kitty also has a **FLAW**. It won't come up in this adventure, but you can still write it down for future adventures.

ROLL	ATTRIBUTES
1	Animal Friend: You get along well with non-magical critters.
2	Athletic: You're good at running, jumping and climbing.
3	Calculator: You like numbers and math!
4	Investigation: You're good at finding clues.
5	Scientific: You know a lot about science.
6	Sneaky: You're very good at moving quietly and hiding.

ROLL	ATTRIBUTES
1	Big Mouth
2	Gluttonous
3	Gullible
4	Impatient
5	Superstitious
6	Pessimistic

Here comes Beep-Bop! Go to 10.

4A



You're not a fan of your new smell, but at least you weren't spotted.

Now go to 9 to catch up with that skunk!

4B



HERE IT IS.

THANK YOU.

YES, KITTY.

NOW, RUN AWAY AND FORGET WE EVER HAD THIS CONVERSATION.

5A

HELLO,
BEEP-BOP. I NEED
YOUR HELP.



Go to 12A.

5B

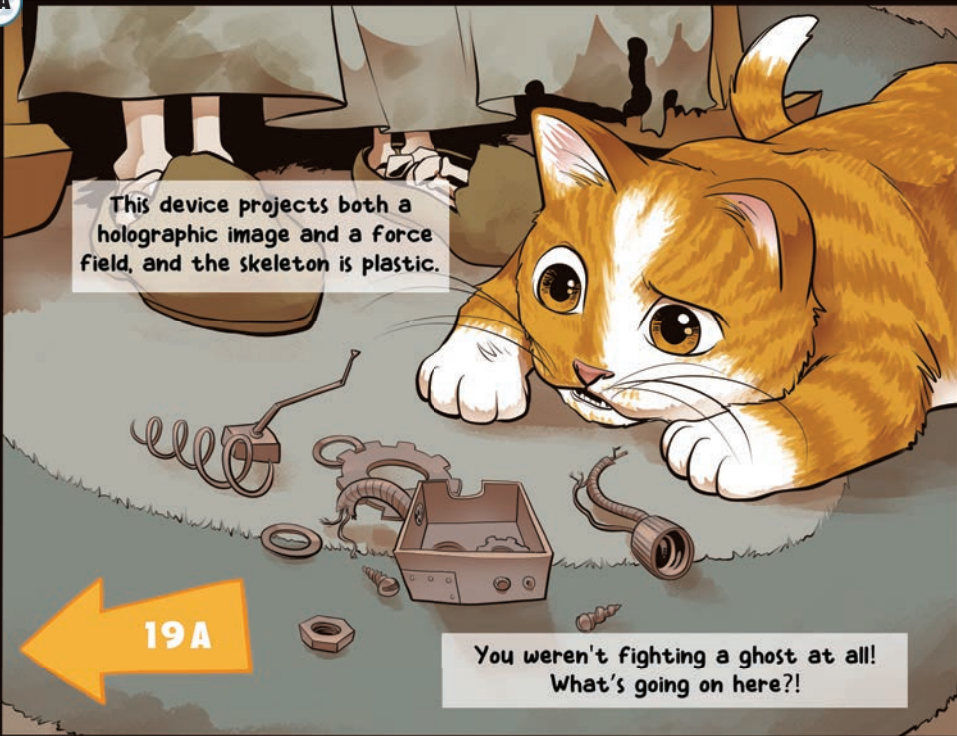
It's reading some sort of note.
That's unusual for a skunk.



To grab the note without
being noticed, you'll need to wait
until the skunk puts it back and
leaves, then re-open the panel.

Go to 7.

6A



This device projects both a holographic image and a force field, and the skeleton is plastic.



19A

You weren't fighting a ghost at all!
What's going on here?!

6B

TIME TO ROLL SOME DICE!

When you make a check, roll the same number of dice as the **ATTRIBUTE** you're using to beat the challenge.

You'll make a **Cunning** check to see if you can open this panel. So roll dice equal to your **CUNNING SCORE**. That's 1, 2, or 3 dice.

Each die that rolls the same as or more than the **DIFFICULTY** of a check counts as a **SUCCESS**.

Opening the panel is difficulty 3, so any dice that roll the number 3, 4, 5, or 6 count as successes.

If you rolled at least one success, **Go to 26B**.

If you rolled zero successes, **Go to 2B**.

CAREFUL!

The panel might be
booby-trapped...

When a kitty does something
that's tricky or dangerous, we'll
use dice to see what happens.

Grab the dice from
the game box now!

To make a **CHECK**,
you'll first need to know
your kitty's **ATTRIBUTES**.
Roll a die now to get your kitty's
CUTE, CUNNING and **FIERCE**.

Write the numbers down on your character sheet.

ROLL ATTRIBUTES

1	3 Cute, 2 Cunning, 1 Fierce
2	3 Cute, 1 Cunning, 2 Fierce
3	2 Cute, 3 Cunning, 1 Fierce
4	2 Cute, 1 Cunning, 3 Fierce
5	1 Cute, 3 Cunning, 2 Fierce
6	1 Cute, 2 Cunning, 3 Fierce

Go to 6B.

8A



8B



YOU ARE A MAGICAL KITTY and this is your adventure!

To figure out what that skunk is up to, you'll need to create your character.
Take one of the character sheets from the box and grab a pencil!

Start by making up a **NAME** for your magical kitty...

Your name might
be descriptive
(like **SNOWY** or **TIGER**)

Maybe it's two words
squished together
(like **FIREHEART** or **BUMBLEBAST**)

It could be a
normal human name
(like **SUSAN** or **JACK**)

Or it might be something completely different!

After you've written down your kitty's name, you'll
want to choose a **MAGICAL POWER** for your kitty ...

FLIGHT will let
your kitty magically
fly through
the air!

Go to 22B.

HYPNOSIS will let you
put other animals
into a trance!
They will follow your
suggestions.

Go to 28C.

INVISIBILITY will let
you turn invisible!
Others can
still hear, smell,
and touch you.

Go to 11A.



FLIGHT



HYPNOSIS



INVISIBILITY

Pick one of these powers now, and write it on your character sheet
in the space for **MAGICAL POWER**.



TO TALK TO BEEP-BOP,
YOU'LL NEED TO
CATCH HIM FIRST!

To fight a foe, you need to make
a **FIERCE CHECK** against their
FIERCE DIFFICULTY.



Your kitty has an **OWIE LIMIT** of 2.
If you ever have more owies than that, you're knocked out!

If you fail a check,
the foe gets their

REACTION

This often gives you an
OWIE. Keep track of your
Owies on your character sheet.

Go immediately to **34A**
unless you're told otherwise.

If you succeed on your
FIERCE CHECK, your foe takes
an **OWIE** instead. If your foe's
Owies equal their Owie Limit,
they're defeated!

If not, roll again until
one of you wins.

If you defeat Beep-Bop,
Go to 5A.

Beep-Bop The Squirrel

OWIE
LIMIT 1

CUTE
DIFFICULTY 4

CUNNING
DIFFICULTY 4

FIERCE
DIFFICULTY 4



REACTION: Big Pointy Teeth!
You take 1 **OWIE** and go to **8B**.



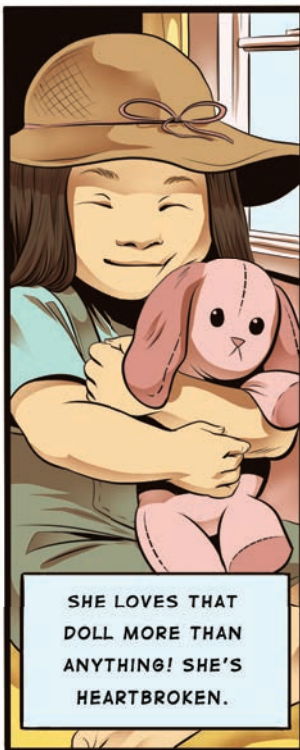
12A

OH! IT'S YOU!
DON'T SURPRISE
ME LIKE THAT!

CAN YOU
READ THIS NOTE
I FOUND?

...MAYBE.
WHAT'S IN IT
FOR ME? WHAT'S
GOING ON?

MY HUMAN SOFIA
LOST HER DOLL. IT WAS
STOLEN! AND IT TURNS
OUT A LOT OF DOLLS
HAVE BEEN GOING
MISSING!



SHE LOVES THAT
DOLL MORE THAN
ANYTHING! SHE'S
HEARTBROKEN.



AND SHE'S WAITING
FOR YOU TO HELP HER.
THIS IS THE BEST
I'VE GOT!

OKAY, OKAY.
ENOUGH WITH THE
SOB STORY. I'LL DO
WHAT I CAN.

Go to 12B.

12B

HAWTHORNE MANOR, HUH?
I KNOW WHERE THAT IS!
THANKS, BEEP-BOP!

Tell the Dragonflies
to spread the word:
Bring the dolls
to the old
Hawthorne Manor
on PILL HILL!!!

Head up to Pill Hill at 13A
to find Hawthorne Manor.



Continue to Hawthorne Manor at 14B.



If you have the power of **FLIGHT**, you can fly up to the balcony at 33A.

You can make a **FIERCE CHECK** at **DIFFICULTY 3** to rip the board off the pet door.

If you succeed, go to 21A.

If you fail, choose a different route.

If you've already removed the board, go straight to 21A.



I THOUGHT YOU WERE PATROLLING THE WILDERNESS.

I WAS. BUT THE FOXES TOLD ME STRANGE LIGHTS WERE SEEN IN RIVER CITY. SO I DECIDED TO COME GET TO THE BOTTOM OF IT. THE SCENT LED ME TO HAWTHORNE MANOR.

I'M GOING THERE TOO! WHAT DO YOU KNOW ABOUT IT?

PEOPLE SAY IT'S HAUNTED.

GHOSTS MAKE MY FUR STAND ON END, BUT MY LITTLE GIRL HAS LOST HER DOLL.

I REMEMBER WHAT THAT WAS LIKE.

BEING AFRAID OF GHOSTS?

THERE IT IS. I'LL HEAD AROUND BACK AND LOOK FOR A WAY IN.

HAVING A LITTLE GIRL.

JUST LIKE OLD TIMES.

IT'S GOOD TO SEE YOU AGAIN, VICTOR.

Enter Hawthorne Mansion at 16.



17A



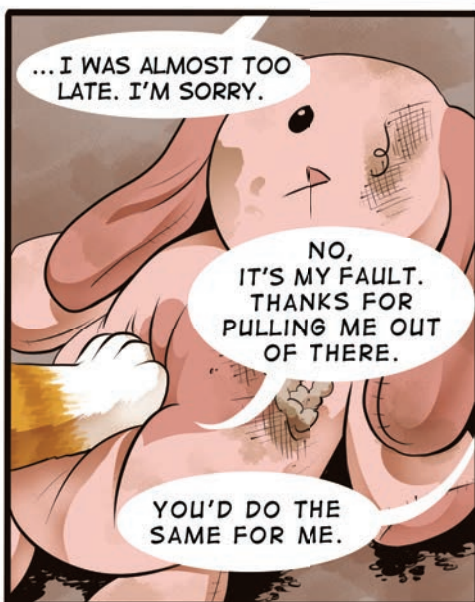
17B



17C



YOU'VE BEEN KNOCKED OUT!



19A



19B



Congratulations on finishing your big adventure!
What will your next one be like?

Read the
**MAGICAL KITTIES
SAVE THE DAY**

rulebook to join kitties
played by your friends and
save the day together!

THE END

ARE YOU
ALL RIGHT?

I'M FINE! GRAB YOUR
GIRL'S DOLL! I'LL TAKE CARE
OF THE RACCOON!

You've got what
you came for!

Now escape to 32C!

21A

If you've been to the kitchen before, go straight to 30A.



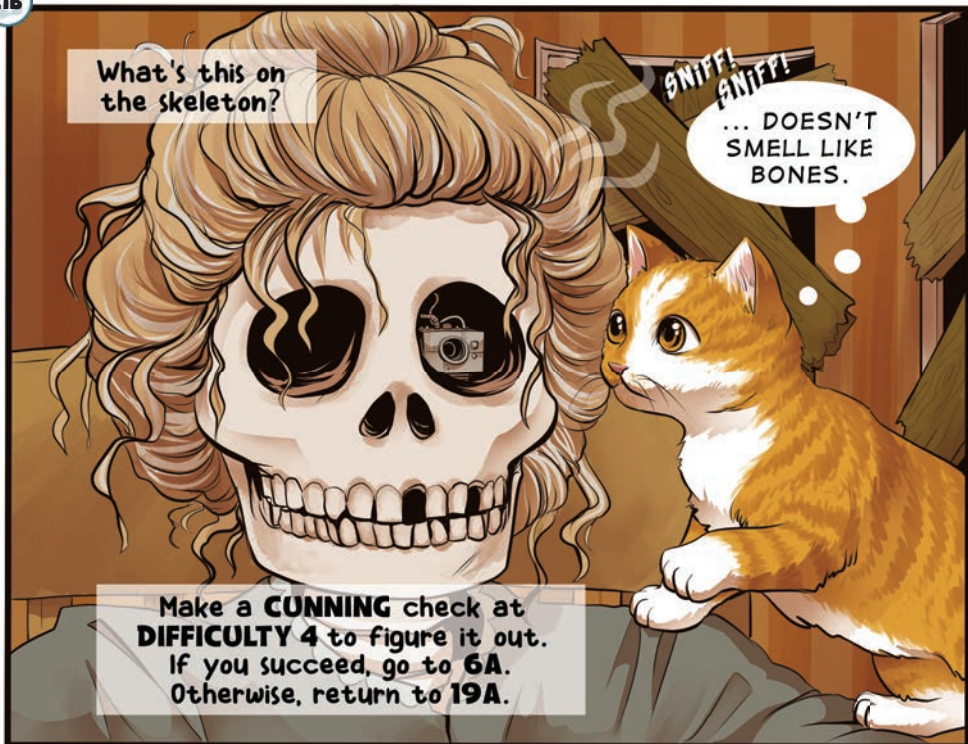
21B

What's this on the skeleton?

SNIFF!
SNIFF!

... DOESN'T
SMELL LIKE
BONES.

Make a **CUNNING** check at **DIFFICULTY 4** to figure it out. If you succeed, go to 6A. Otherwise, return to 19A.



BWAHAHAHA!
YOU SHOULD HAVE RUN AWAY WHILE YOU HAD THE CHANCE!

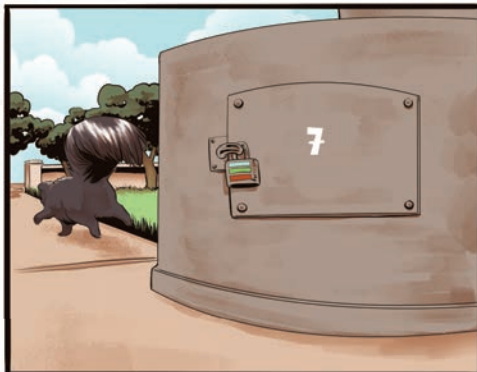
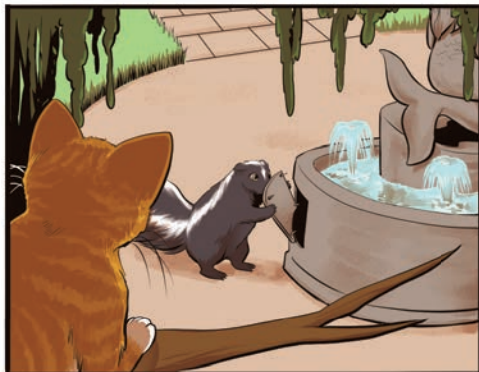
NO ONE CAN STOP CHITTERFLING NOW!
THE ARMY OF DOLLS SHALL RULE RIVER CITY!

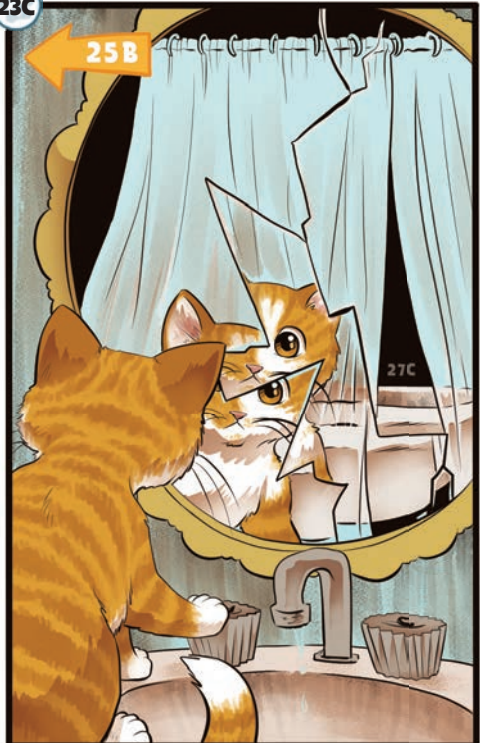
CHITTERFLING THE RACCOON

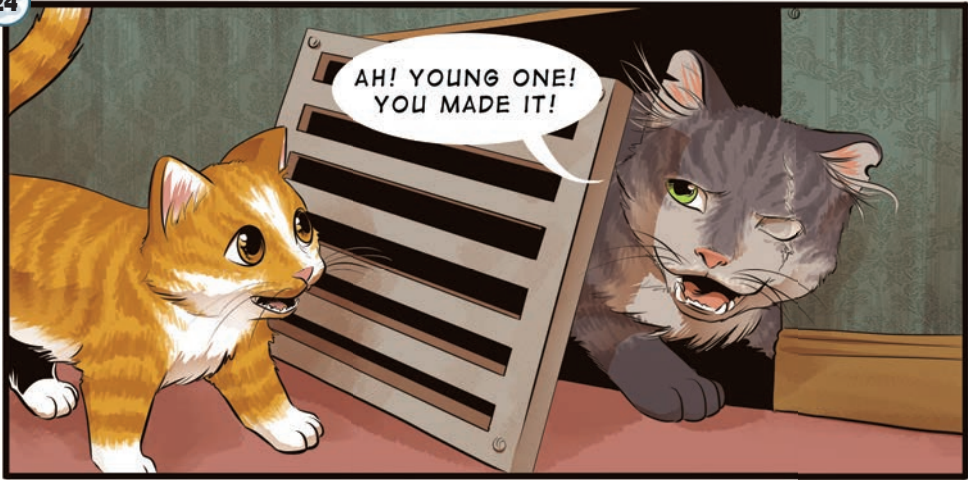
OWIE LIMIT	2	CUTE DIFFICULTY	4
CUNNING DIFFICULTY	5	FIERCE DIFFICULTY	4

REACTION: Zap! You take 1 OWIE!

Defeat Chitterfling with **FIERCE** checks dealing 2 OWIES to go to 26A. If you're knocked out, go to 18.







AH! YOUNG ONE!
YOU MADE IT!



HAVE YOU SEEN
ANYTHING OUT OF
THE ORDINARY?

A FEW
THINGS.

ME TOO.
BUT I DON'T THINK
ANY OF IT'S TRULY
SUPERNATURAL!



WHAT MAKES
YOU SAY THAT?

IT SEEMED
LIKELY FROM THE
BEGINNING.

THE PLACE
DOESN'T SMELL
LIKE GHOSTS.



WHAT IS
THAT?

I'M NOT
SURE.

BUT THERE'S
STUFF LIKE IT
ALL THROUGH
THE VENTS.

SOMETHING'S VERY WRONG
WITH THIS HOUSE. BE CAREFUL.



WHAT ARE YOU
GOING TO DO?

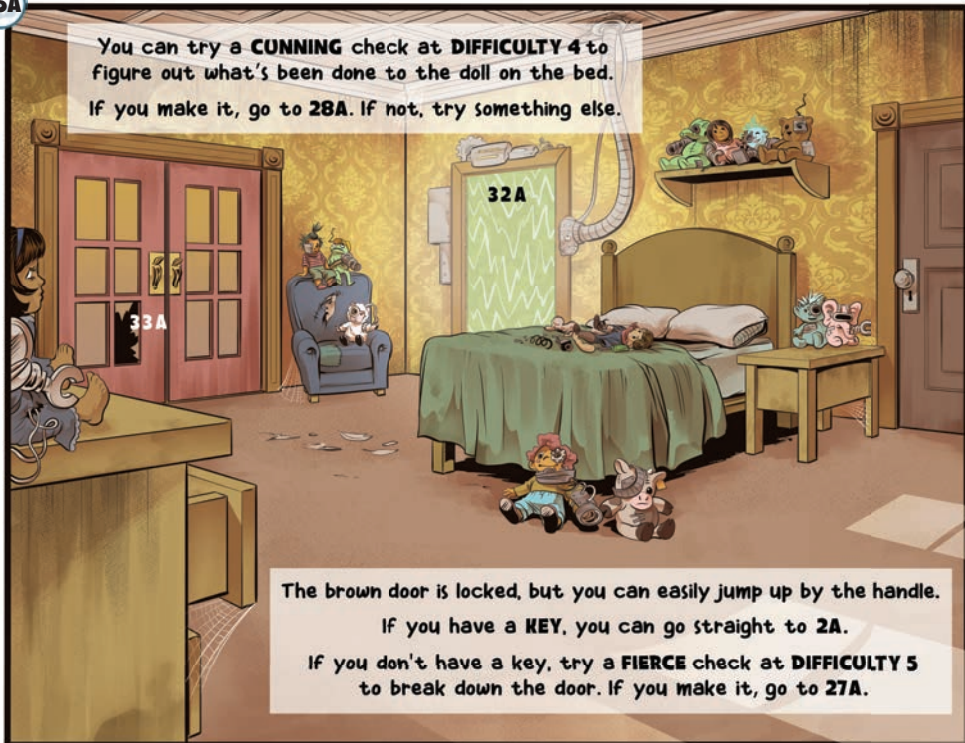
WE NEED TO
GET UPSTAIRS.
I'LL TRY TO FIND
A WAY THROUGH
THE VENTS.

JOIN ME UP
THERE AS SOON
AS YOU CAN!

Go back to 19B.

25A

You can try a **CUNNING** check at **DIFFICULTY 4** to figure out what's been done to the doll on the bed. If you make it, go to **28A**. If not, try something else.

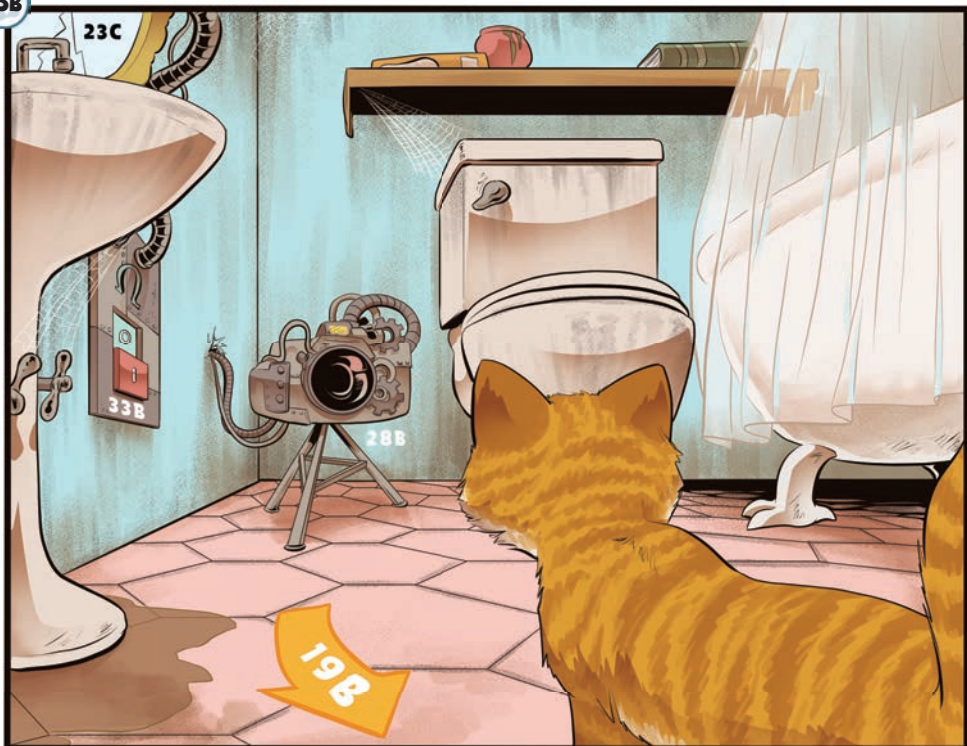


The brown door is locked, but you can easily jump up by the handle.

If you have a **KEY**, you can go straight to **2A**.

If you don't have a key, try a **FIERCE** check at **DIFFICULTY 5** to break down the door. If you make it, go to **27A**.

25B





27A



IT SPOTTED YOU!

If you can defeat this weird raccoon with **FIERCE** checks dealing 2 **OWIES**, you make him talk at 11B.

If you get knocked out, go to 34A.

HYPER-INTELLIGENT RACCOON

OWIE
LIMIT

2

CUTE
DIFFICULTY

4

CUNNING
DIFFICULTY

5

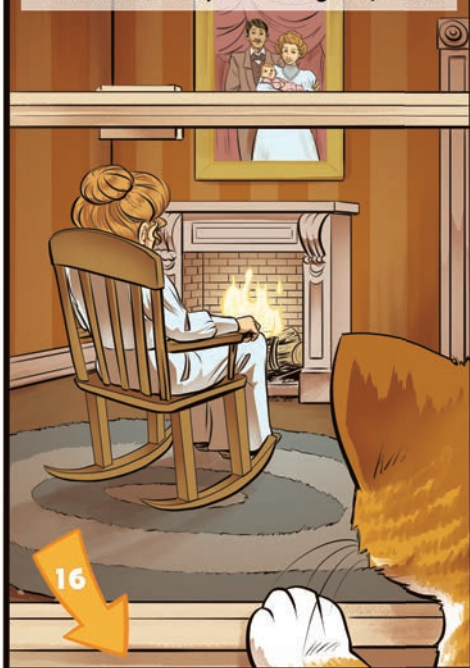
FIERCE
DIFFICULTY

4

REACTION: Power Drain!
Suffer 1 **OWIE** and your magical power is suppressed until the end of the adventure!

27B

Once you're inside, be careful not to let that human see you use magical powers!



16

27C

RATS! ANOTHER
DOLL THAT ISN'T
SOFIA'S!



25B

28A

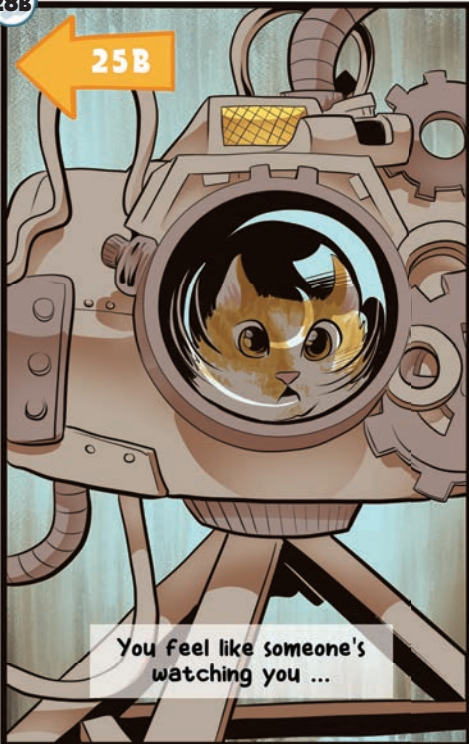
Once these modifications are complete, this hyper-technology could be used to remotely monitor and control the doll!



But why?

25A

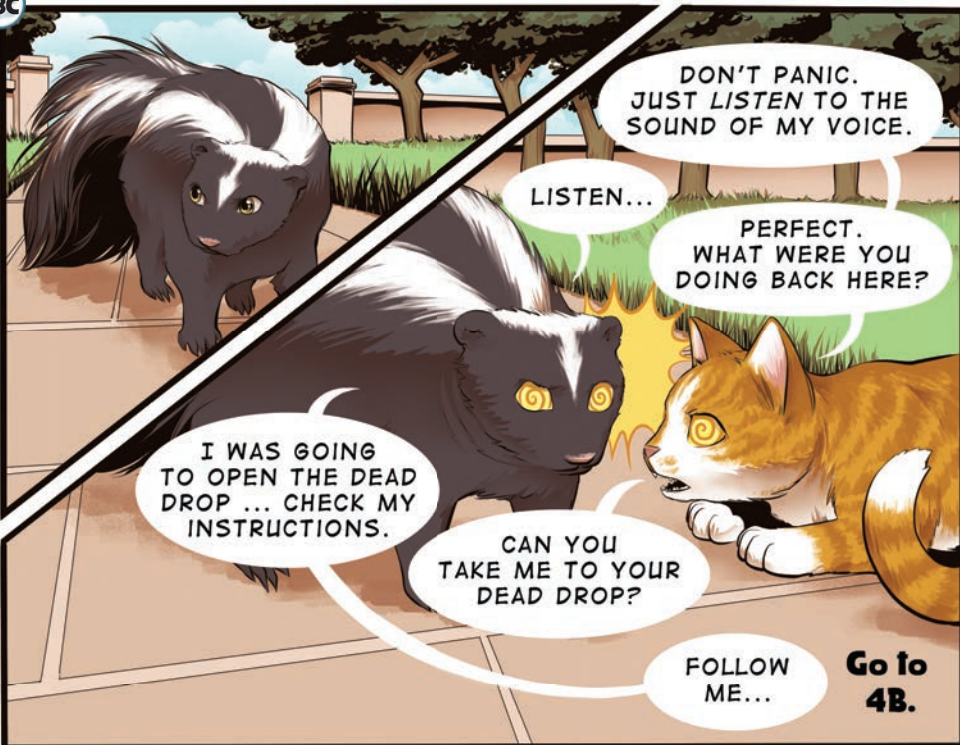
28B



25B

You feel like someone's watching you ...

28C



DON'T PANIC. JUST LISTEN TO THE SOUND OF MY VOICE.

LISTEN...

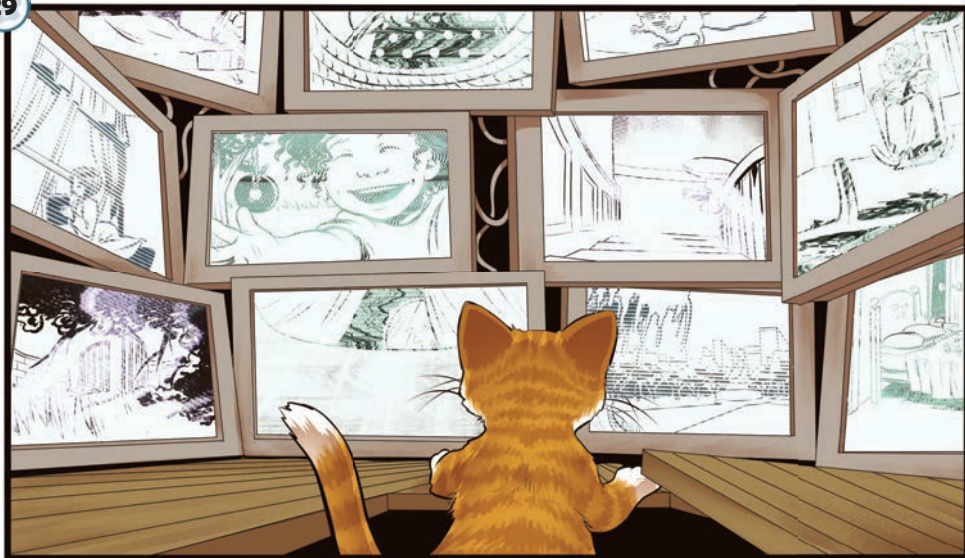
PERFECT. WHAT WERE YOU DOING BACK HERE?

I WAS GOING TO OPEN THE DEAD DROP ... CHECK MY INSTRUCTIONS.

CAN YOU TAKE ME TO YOUR DEAD DROP?

FOLLOW ME...

Go to 4B.



Hey! That's Sofia's doll!

If you want to use **FLIGHT** to fly up to the satellite dish and disable it, roll a **CUNNING** check at **DIFFICULTY 3**.
If you make it, go to 31A.
If you fail, the hyper-intelligent raccoon spots you and attacks! Go to 22A.

If you want to use **HYPNOSIS** to take control of the hyper-intelligent raccoon, roll a **CUTE** check at **DIFFICULTY 5** to hypnotize the hyper-intelligent raccoon. **HYPNOSIS** lets you roll 2 extra dice!
If you make it, go to 14A.
If you fail, go to 22A.

If you want to use **INVISIBILITY** to sneak over to Victor's cage and free him first, roll a **FIERCE** check at **DIFFICULTY 5** to break the lock, or a **CUNNING** check at **DIFFICULTY 3** to pick it.
If you make it, go to 20B.
If you fail, the hyper-intelligent raccoon spots you and attacks! Go to 22A.

If you'd rather just pounce on the raccoon, go to 22A.

30A

Choose a door. To go outside via the pet door, make a **FIERCE CHECK** at **DIFFICULTY 3** to rip the board off it.



If you succeed at the roll, go to **13B**.
If you fail, pick another door.
If you've already removed the board, you can go straight to **13B**.

30B



Go to **15**.

31A



31B

If you roll **FIERCE** and defeat this fearsome ghost by dealing 3 **OWIES**, go to 21B!



GHOST

OWIE LIMIT 3

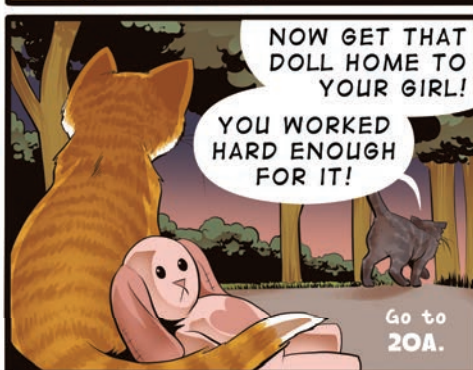
CUTE DIFFICULTY 5

CUNNING DIFFICULTY 4

FIERCE DIFFICULTY 3

REACTION: Moan!
Make a **CUNNING** test or flee to 34B.

If you have **INVISIBILITY**, you can turn invisible now and escape to either 17A or 34B.



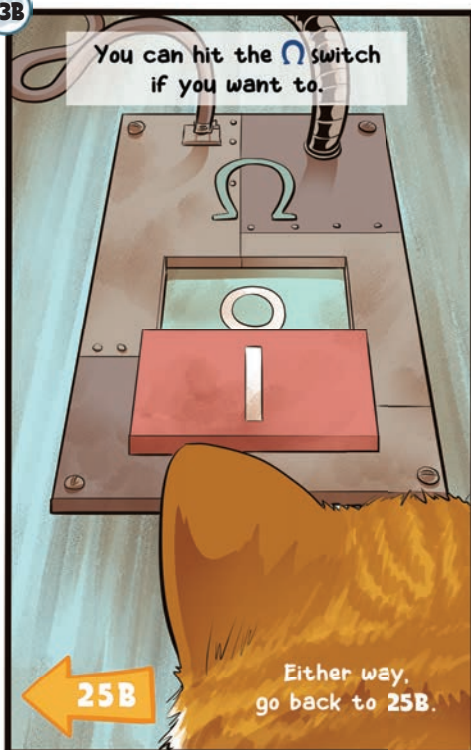
33A

Make a **FIERCE CHECK** difficulty 3 to jump down into the backyard at 13B. If you fail, take 1 **LOWIE** from the fall. If you have **FLIGHT**, you don't need to make the check.



33B

You can hit the Ω switch if you want to.



Either way, go back to 25B.

33C

Good thing THAT'S not Sofia's doll!



YOU'VE BEEN KNOCKED OUT!



MAGICAL KITTIES SAVE THE DAY!

You are cute. You are cunning. You are fierce.
You are a magical kitty, and it's time to save the day!

When your human's favorite doll mysteriously goes missing, it's up to you to bring it home. But you'll have to brave a haunted house and foil the schemes of hyper-intelligent racoons!

This action-packed comic book is also a full adventure for the *Magical Kitties Save the Day* RPG. It lets you pick your own path in the story.

Find out more at www.atlas-games.com/magicalkitties!

CREDITS

Author's Dedication: To my mom, who taught me what goes bump in a haunted house.

Artist's Dedication: For my magical kitties, Abner and Egg Noodle. And for Camille, the sweetest tabby in the world.

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