



AT THE CORNER OF MEAN AND MEOW

A WALKING GAME ABOUT FERAL CATS

This game is played outside because as a feral cat you aren't allowed inside. Take a walk with a group of friends and look at the world like a cat would, paying close attention to stuff you see on the ground. Imagine yourself as a feral cat just trying to get by in the mean streets of the city. The first interesting piece of trash you spot is the name of your cat. Describe what your cat looks like to your friends — does it have a distinctive color pattern to its fur or a unique meow?

Keep walking, all of you sharing stories of your cats' adventures and daily struggles of the street. Use your surroundings as inspiration for your stories.

Each player should have one die — it doesn't matter how many sides, any type of normal plastic die will do. Whenever your cat does something risky, roll a die across the road. If the risk is low, like crossing a small side street or pouncing on a mouse, then choose a non-busy street to roll your die. If the risk is high, like crossing a busy intersection or getting in a fight with a raccoon, then choose a highly trafficked street to roll your die. If the die makes it to the other side without being crushed, your cat survives. If the die is scuffed or chipped, use these marks as inspiration to describe how the cat manages to survive but is left licking its wounds.

The game is over when all dice are lost or destroyed or when you end your stroll at a nice warm place and a kind person lets your mangy ass in.

A GAME BY COLIN FAHRION
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