

Gattara

THE CAT MAGNET

ANYONE CAN BE A CAT LOVER
BUT ONLY ONE CAN BE...
A CAT MAGNET!

Players



2-6

Age



8+

Time



10-20

Attract cats.
Steal cats.
Hide cats.
Become the Cat Magnet!

2 minutes to learn
20 minutes to play!

WHO IS GATTARA?

A Gattara is someone who can't stop attracting cats.




THE GAME

Players will have to attract, steal, and hide neighbourhood cats to prove who is the ultimate Cat Magnet.

They have a deck with cards of various colors and cat tokens at their disposal.

- Green cards: You gain cats or steal cats.
- Red cards: Lose cats
- Yellow cards: Anything can happen!
- Meow Cards: The Secret Spell for Cats.



Cat tokens contribute different victory points and come in three levels:   

Common stray cats, pedigree cats and show cats.

OVER 1 YEAR OF PLAYTESTING



THE COMPONENTS

52 cards + 6 screens + 80 cat tokens +
instruction booklet.



Game Type Competitive, Family.

Target All cat and game lovers of all ages. Ideal for families, friends and those who enjoy lighthearted competition.

Wow Factor What sets Gattara apart is its feline-themed gameplay and mechanics. Beautifully illustrated cards, each with its own quirky feline character, combined with strategic depth and unpredictable twists and turns, create an engaging experience.

What's more, thanks to the collectable cat-shaped tokens that you'll have to hide from your friends, Gattara has surprises and rewards in store at every turn, making it a game you'll definitely want to play again with your friends.

disometric.co.uk/gattara



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