

Gattara

THE CAT MAGNET

Players
2-6

Age
10+

Play time
10-20



PURPOSE OF THE GAME

In this competitive card game, players compete to attract, steal, and hide the neighbourhood's cats to prove they are the only **Cat Magnet**.

COMPONENTS

52 cards



6 screens



80 cat tokens



SETUP

- 1 Give each player 1 screen.
- 2 Give each player 2 Stray Cat tokens (1). Players place them behind their screen.
- 3 Shuffle the deck and deal 3 cards to each player. Place the remaining deck face down in the center of the table.
- 4 The player **who last saw a cat goes first**. Play proceeds clockwise.

GAME TURN

- 1 At the start of their turn, each player draws until they have 3 cards in hand. For example: if you have 2 cards, you draw 1.
- 2 Each player must always play 1 card: **green**, **red** or **yellow**. They may skip their turn only if they are unable to play.
- 3 After resolving the card's effect, play passes to the next player.

If play is clockwise, it passes to the player on the left. If it is counter-clockwise, it passes to the player on the right.

WINNING THE GAME

The first player to reach the target score for the current player count wins the game by **shouting "GATTARA!"**

- 2 players: 10 points
- 3 players: 8 points
- 4 or more players: 7 points

CAT TOKENS

Cat tokens represent your score. The total value of your cat tokens represents your score, which must remain hidden.

- (1) Stray Cat token – 1 point
- (2) Pedigree Cat token – 2 points
- (3) Show Cat token – 3 points

EVENT CARDS

14 Red Cards:

Cause players to **lose** cat tokens.

20 Green Cards:

Allow players to **gain** cat tokens.

18 Yellow Cards:

Affect the game rather than cat tokens directly. For example: changing the order of play or drawing a card from an opponent.



All event cards have a target.

If a **red card** requires the target to lose 2 Stray Cats but the target has only:

- 1 Stray cat
- 2 Pedigree cat

the target loses only the Stray Cat.

If a **green card** instructs a player to take a Stray Cat from the target but the target does not have any stray cats, the player who played the **green card** gets nothing.

A card is placed in the discard pile only after its effect has been fully resolved (because it could be retrieved or duplicated).

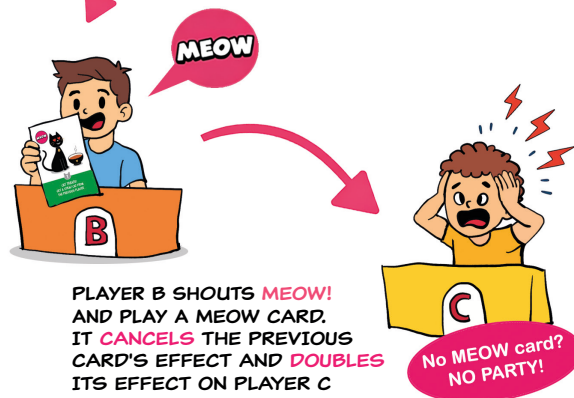
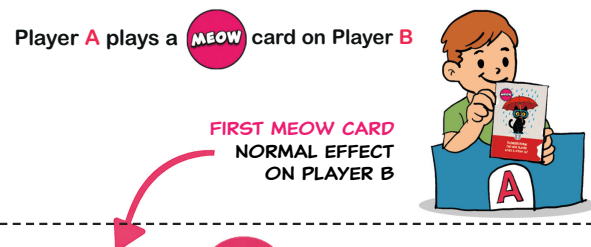
MEOW CARDS

MEOW

These cards are identified by this icon.

When a **Meow** card targets a player, that player may immediately respond with their own **Meow** card. The original card is cancelled and the responding **Meow** card's effect is doubled.

Multiple **Meow** cards can be played in sequence, but only the last one cancels the previous and doubles its effect. Only the target of a **Meow** card can play another **Meow** card.



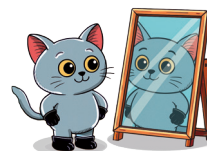
Player A plays a **Meow** card on Player B. Player B counters with a **Meow** card, cancelling the effect and doubling it onto Player C. Player C cannot respond with another **Meow** card and takes the doubled effect.

Once the chain ends, play continues from the player targeted by the final Meow card. In our example, Player C.

SPECIAL CARDS

MIRROR **yellow card**

Copies the effect of the last card in the discard pile. It cannot copy the Bastet card. If it copies a **Meow** card, only its base effect is copied.



CHANGE DIRECTION SKIP TURN

yellow cards

In a 2-player game, these cards effectively grant the player who played them an extra turn.



BASTET **yellow card**

- Cancels any card and its effect.
- A BASTET card can cancel another BASTET card.
- It can be played out of turn and does not count as a card played.
- It must be played immediately after a card you want to cancel; you cannot wait to see the card's effect and then decide whether to play it.
- It cannot be played after a player has declared "GATTARA!"



REBEL CATS **yellow card**

Each player passes all of their cat tokens to the next player in turn order. It is important that players do not see the tokens being exchanged.



ZEN CAT **yellow card**

This card forces the next player to **play ONLY** yellow cards during their turn. This is the only case in which a player can skip their turn if they do not have any yellow cards to play.



Disometric
Games

THE BEST MOMENTS IN GAMING
HAPPEN WITH FRIENDS!



BOARD GAMES ABOUT CATS, ADVENTURE AND STRATEGY!

disometric.co.uk/gattara