

# Gattara

THE CAT MAGNET



Players



2-6

Age



8+

Play time



10-20

## PURPOSE OF THE GAME

In this competitive card game, players compete to collect the most valuable cats in town and claim the title of Gattara.

## COMPONENTS

52 cards



6 screens



80 cat tokens



(48)




(24)



(8)

## SETUP

- 1 Give each player 1 screen.
- 2 Give each player 2 Stray Cat tokens  and hide them behind the 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 Choose a starting player.  
**The game begins clockwise.**

## GAME TURN

- 1 Each player, on their turn, draws cards until they have 3. 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 Once the card has been played and its effect completed, play passes to the next player in the order of play.

If the game 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, based on the number of players, wins by **shouting "GATTARA!"**

- With 2 players, the target score is 10 points.
- With 3 players, the target score is 8 points.
- With 4 or more players, the target score is 7 points.

## CAT TOKENS

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

-  Stray Cat token – 1 point
-  Pedigree Cat token – 2 points
-  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: change the order of play, draw a card from your opponent, etc.



All event cards have a target:

- The player who played the card
- The next player
- The previous player
- Any player
- All players

If a **red card** causes the loss of 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** obtains a stray cat from its target but the target does not have any stray cats, the player who played the **green card** gets nothing.

## 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.



## SPECIAL CARDS

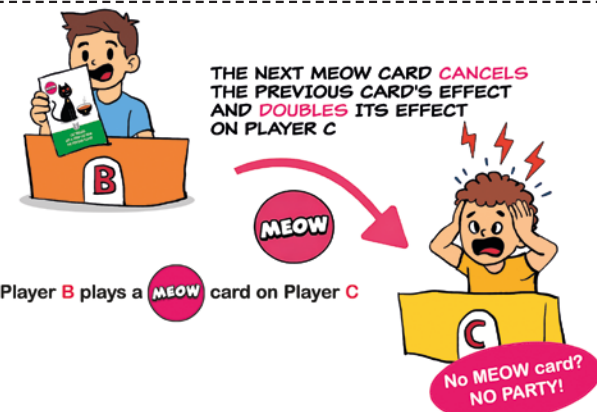
### MIRROR **yellow card**

Duplicates the effect of the last card in the discard pile. It cannot copy the Bastet card. If it copies a **Meow** card, only the 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.



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 and takes the doubled effect. Play then passes to the next player after the one who played the last card — here, Player C.

### ZEN CAT **yellow card**

This card forces the next player to use **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.



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