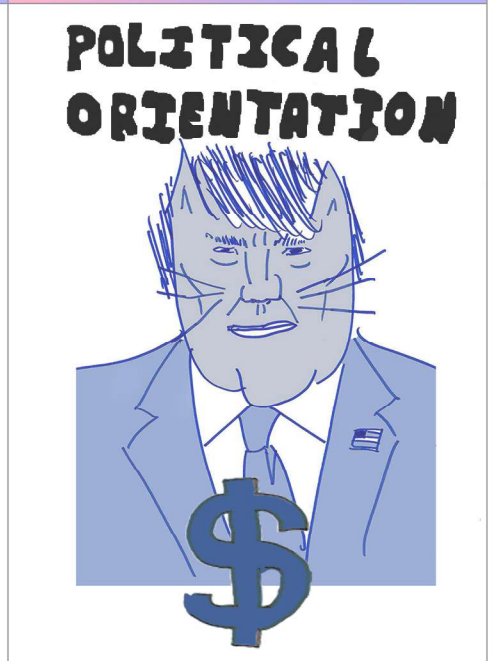
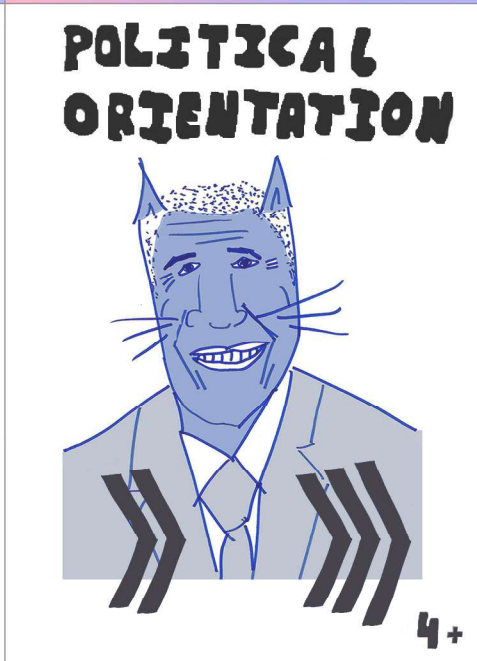
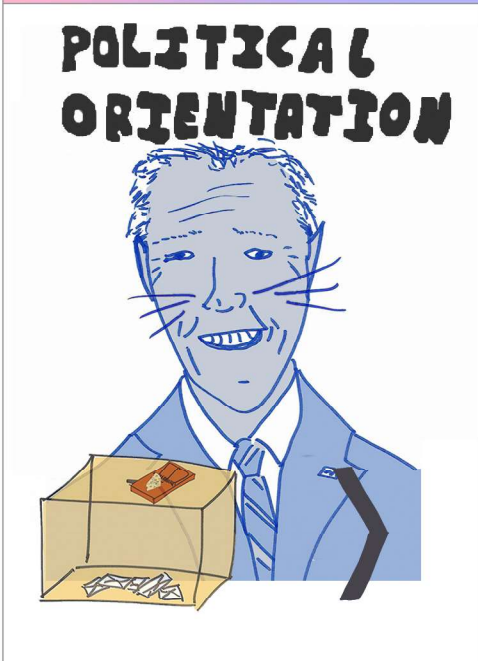
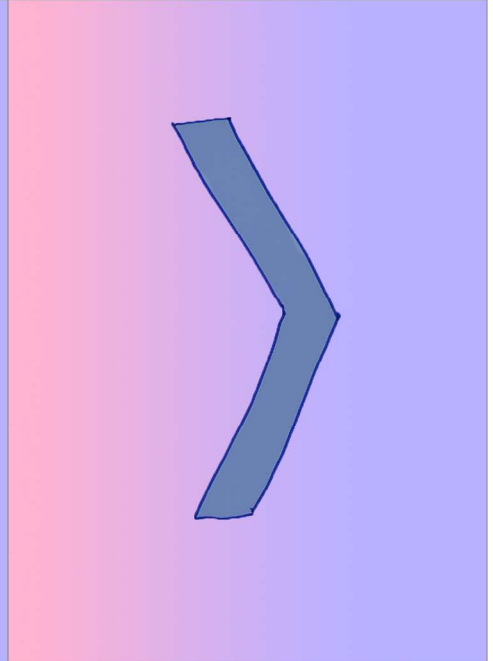
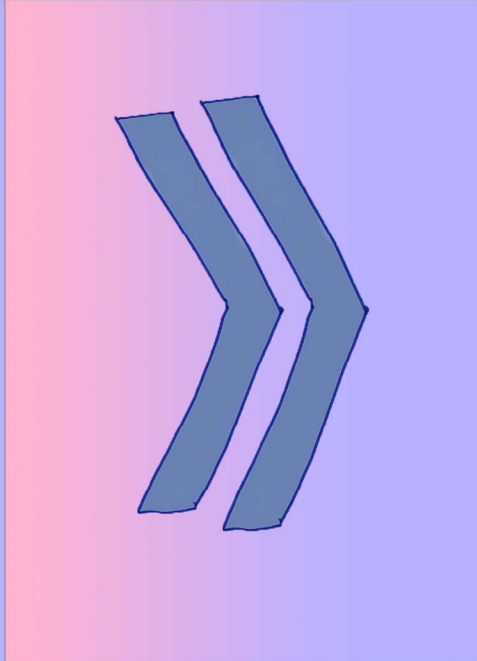
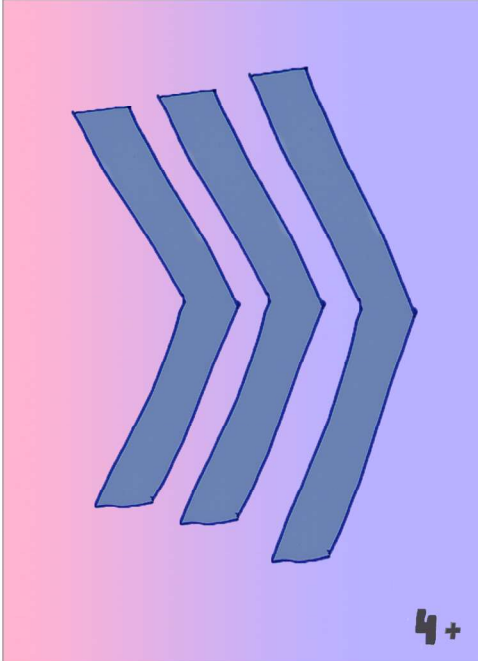
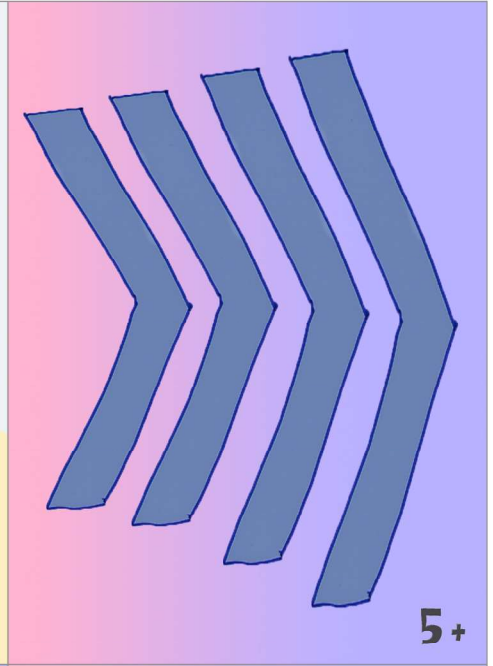







Cut Out Grey Lines!



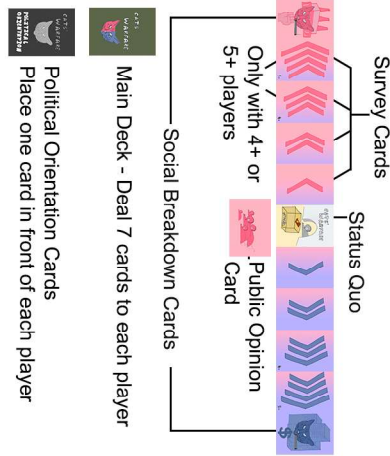
CATS' WARFARE

Contents

- 6x  Political Orientation Cards  3-5 players  1-10 min
- 35x  Main Deck
- 13x  Setup cards (explained on page 2)

Designer: Jordi del Rio, Jordi Ribas
Artist: Jordi del Rio
Acknowledgements: Marta, Josep, Juanma, Pau, Rafa, Ruben, Victor, Marius, Albit, Cristina and many more!
1/6

Setup



2/6

How to Play

Remove the cards you won't play according to the number of players, checking the number in the lower-right side of the cards (e.g. with 4 players you play all the cards depicting 4+ or nothing).
Place and deal cards as indicated in the Setup in Rule Card 2. Keep your cards secret to your opponents!
 The seven cards from the Main Deck are for your hand, and the Political Orientation Card indicates your Victory Condition, so be sure to remember which card you have! You can check all your cards at any time. After the setup, the first turn begins. Each player, at the same time:
1-Chooses a Card in their hand and place it upside down in front of him/her.
2-Reveals the card.







3/6

3-Applies the card in order, according to the number in the upper left side of the card, from lower to higher.
4-Puts the card played in a discard pile, except the lock cards, see rule card 5.





When 5 turns have been played, discard all the lock cards, shuffle the discard pile, deal five more cards to each player, and keep playing!
 The game can end in two ways: the public opinion card finishing a turn under a Social Breakdown Card (it cannot go off limits), or when the players have played ten turns total (five turns, shuffling, and five more played turns).
 The winner is the player with a political orientation card indicating the card closest to the public opinion card. If two players are at the same distance, it's a draw!

4/6

Card Explanation

-  Move the Public Opinion card to the right (as many cards as arrows).
-  Move the Public Opinion card to the left (as many cards as arrows).
-  Move the Public Opinion card one card to the direction it's pointing to.
-  Change the direction the Public opinion is pointing to.
-  Lock Card: Put this card in front of a player who doesn't have already this card. This player cannot move the Public Opinion with blue or red arrows. (he/she can play the cards but they do nothing). Yellow arrows work as usual.
-  Discard a Lock card in front of a player.

5/6

-  Choose a player (it can be yourself). Exchange their Political Orientation Card with the unused one.
 -  Choose between moving or changing where the Public Opinion Card points to.
 -  In this case, the card indicates the Status Quo Card or the Citizen Survey Card with one arrow to the right.
 -  In this case, the card indicates the Social Breakdown Card to the right.
- Game Variant: If playing with your group you reach the Social Breakdown too easily you can put the Survey Cards corresponding to one more player than you are.

6/6

CATS' WARFARE



POLITICAL ORIENTATION

CATS' WARFARE



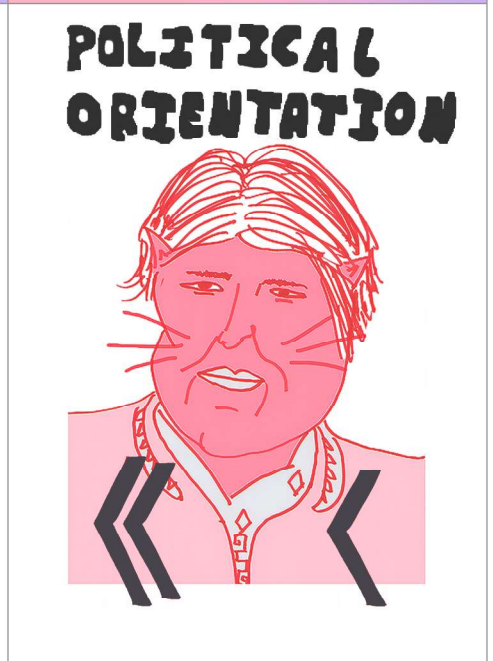
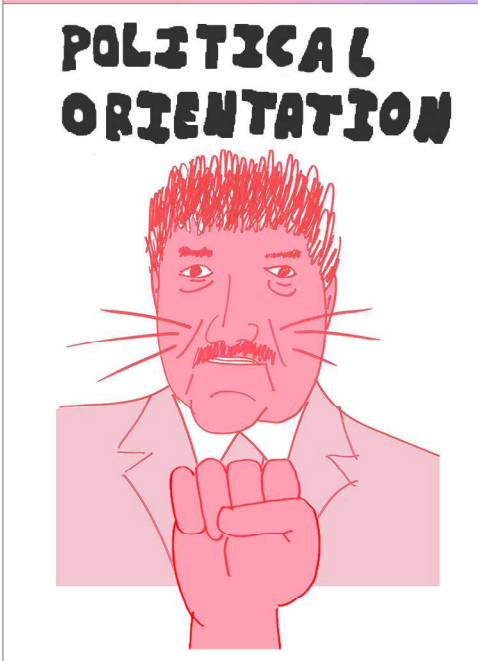
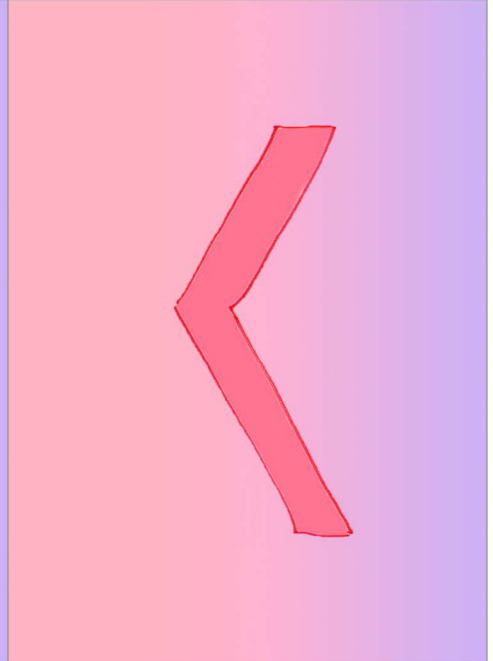
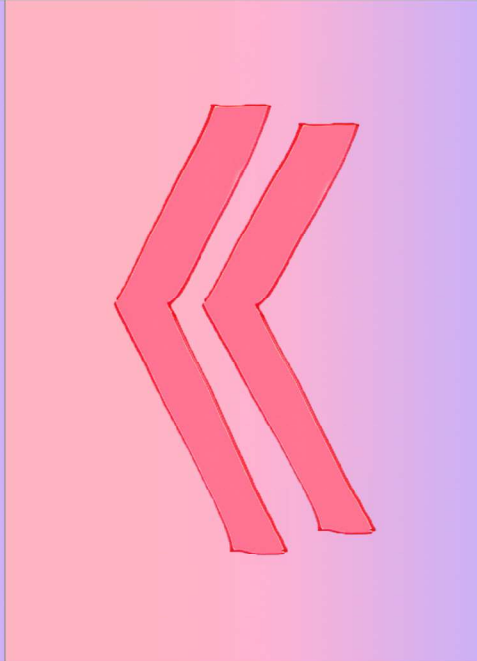
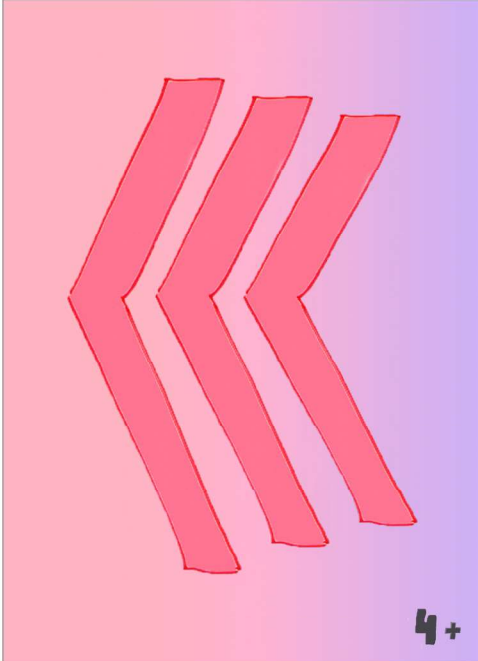
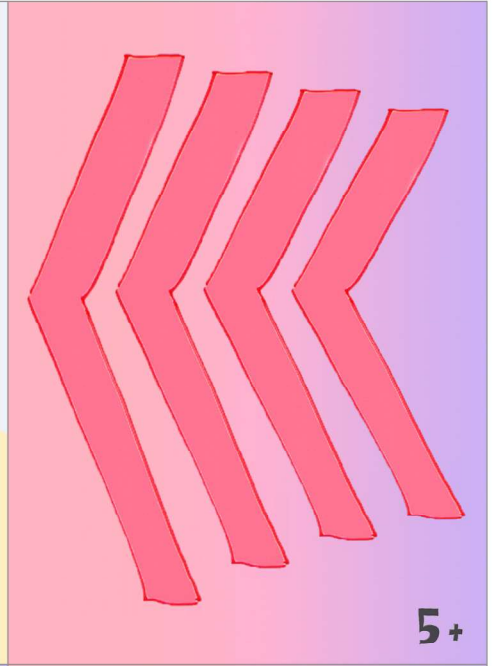
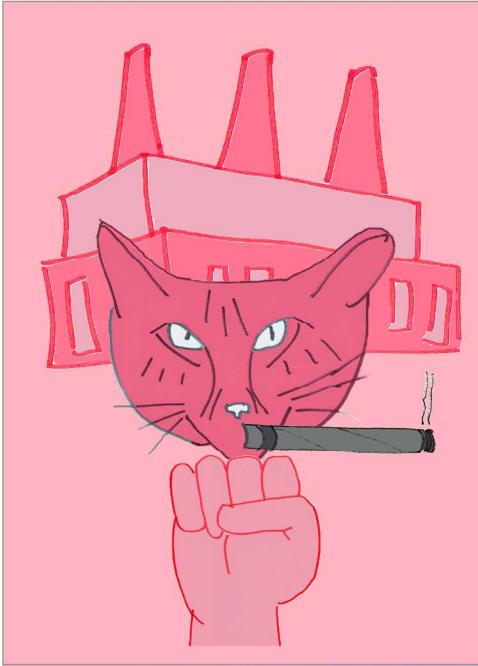
POLITICAL ORIENTATION

CATS' WARFARE



POLITICAL ORIENTATION

Cut Out Grey Lines!




CATS' WARFARE

Contenidos

6x  Cartas de Orientación Política  3-5 jugadores  1-10 min

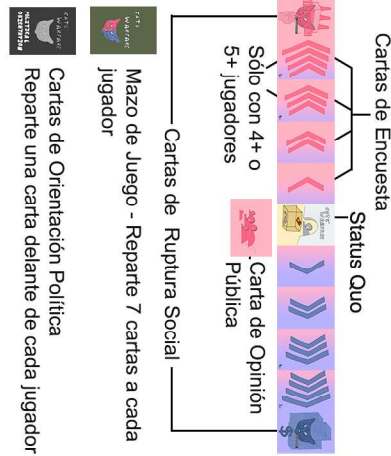
35x  Mazo de Juego

13x  Cartas de Preparación (explicadas en la página2)

Diseñador: Jordi del Rio, Jordi Ribas
Artista: Jordi del Rio
Agradecimientos: Marta, Josep, Juanma, Pau, Rafa, Ruben, Victor, Marius, Albit, Cristina y muchos más!

1/6

Preparación



2/6

Cómo jugar

Separa las cartas que no se jugarán según el número de jugadores, mira el número en la parte inferior derecha de las cartas (ej. con 4 jugadores juegas con las cartas con 4+ o nada).

Coloca y reparte cartas según la carta de Reglas 2. No permitas que tus oponentes conozcan tus cartas!

Las siete cartas del mazo de juego són para tu mano, y la carta de orientación política indica qué tienes que hacer para ganar, tenla siempre presente! Puedes mirar todas tus cartas en todo momento.

Después de la preparación empieza el primer turno. Cada jugador, a la vez:

- 1- **Elige una carta** y la coloca boca abajo delante de él/ella.
- 2- **Revela la carta.**

3/6

3- Aplica los efectos de la carta en orden, según el número en la parte superior izquierda, de menor a mayor.

4-Coloca las cartas jugadas en la pila de descarte, excepto las cartas de bloqueo.

Cuando se hayan jugado 5 turnos, descarta todas las cartas de bloqueo, mezcla la pila de descartes, reparte cinco cartas más a cada jugador, y seguid jugando!







El juego puede terminar de dos formas:

Si la Carta de Opinión Pública termina un turno debajo de una carta de Ruptura social (no puede sobrepasar los límites), o cuando los jugadores han jugado un total de 10 cartas (5 turnos, mezclar y jugar 5 turnos más)

El ganador és el jugador con la Carta de Orientación Política indicando la carta más cercana a la Carta de Opinión Pública. Si dos jugadores están a la misma distancia, es un empate!


4/6


Explicación de las cartas


-  Mueve la carta de Opinión Pública a la izquierda (tantas cartas como flechas).
-  Mueve la carta de Opinión Pública a la derecha (tantas cartas como flechas).
-  Mueve la carta de Opinión Pública una carta hacia la dirección donde está señalando.
-  Cambia la dirección hacia donde esta señalando la carta de Opinión Pública.
-  Carta de bloqueo: Coloca esta carta delante de un jugador que aún no la tenga. Este jugador no puede mover la carta de Opinión Pública con flechas rojas o azules (puede jugar las cartas pero no se aplica su efecto) Las flechas amarillas funcionan normalmente.
-  Descarta una carta de bloqueo de delante de un jugador.

5/6

 Elige un jugador (puedes ser tu mismo) Mezcla la carta de Orientación Política con la no usada.

 Elige entre mover o cambiar la dirección que señala la carta de Opinión Pública.

 En este caso la carta indica las Cartas de Encuesta con una o con dos flechas a la izquierda.

 En este caso la carta indica la Carta de Ruptura Social de la izquierda.

Variante de juego: Si jugando con tu grupo llegais demasiado facilmente a las cartas de Ruptura Social, podeis utilizar las Cartas de Encuesta correspondientes a un jugador más de los que jugáis.

6/6

CATS' WARFARE



POLITICAL ORIENTATION

CATS' WARFARE



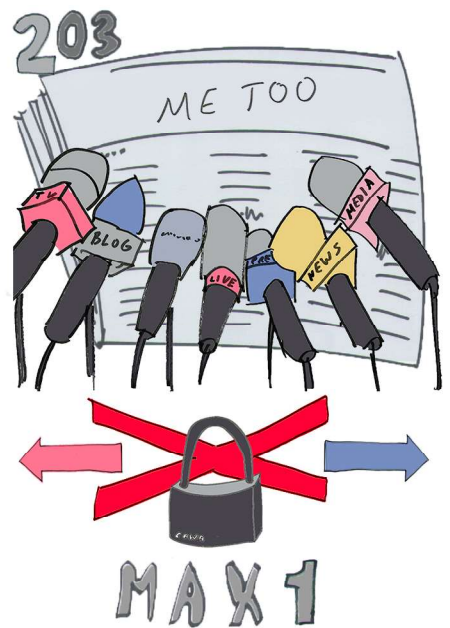
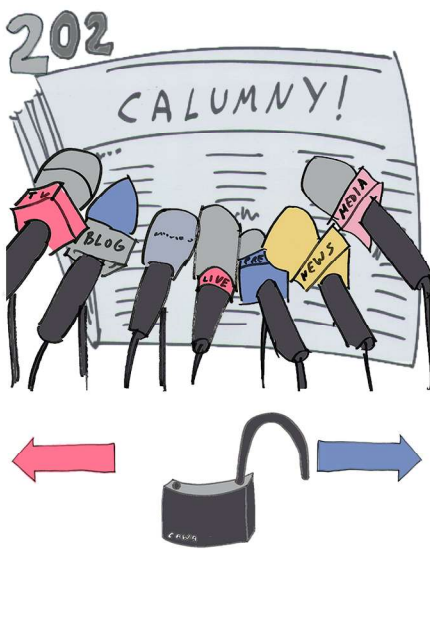
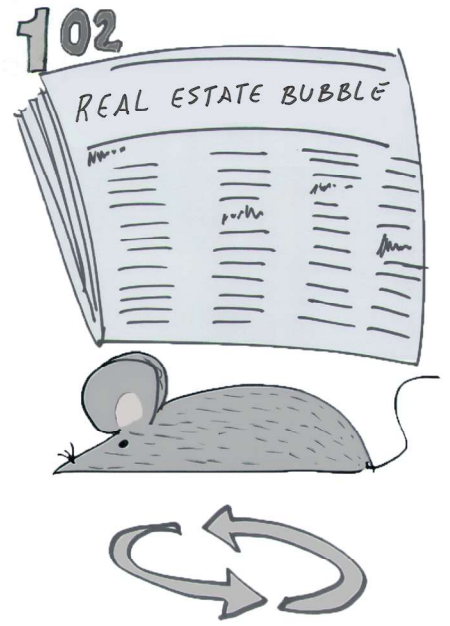
POLITICAL ORIENTATION

CATS' WARFARE

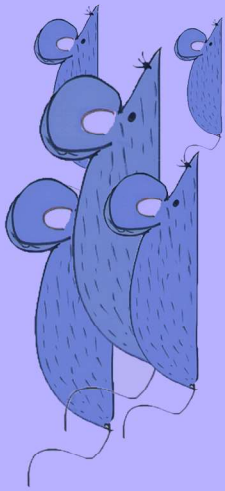


POLITICAL ORIENTATION

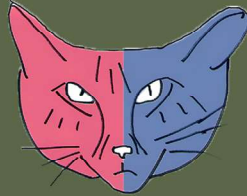
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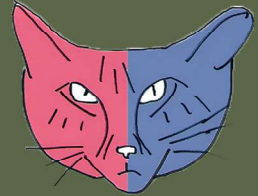
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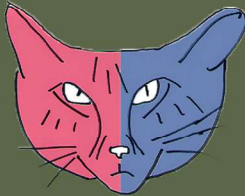
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WARFARE



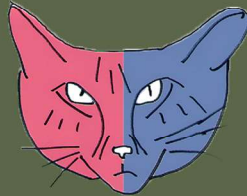
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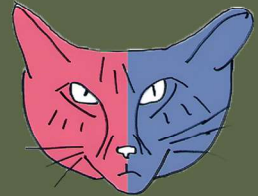
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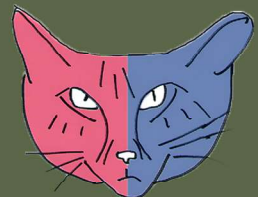
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WARFARE



204

SO... WHAT?

← →

205

PROBLEMS WITH ALCOHOL

← →

MAX 1 4+

206

IT WASN'T ME

← →

4+

207

DRUGS

← →

MAX 1 5+

208

IT WON'T HAPPEN AGAIN

← →

5+

301

JOBS JOBS JOBS

→ →

302

CAWACARE

← ←

303

WEAPONS FOR EVERYBODY

→

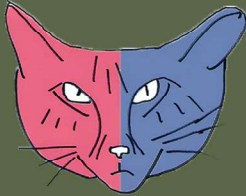
304

POT FOR EVERYONE

←

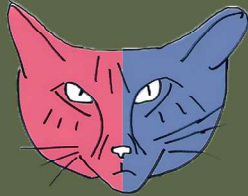
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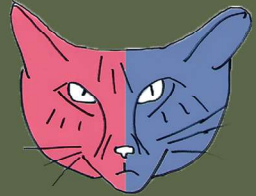
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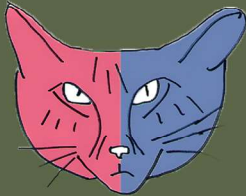
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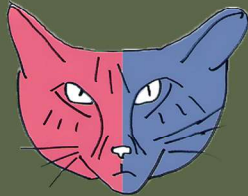
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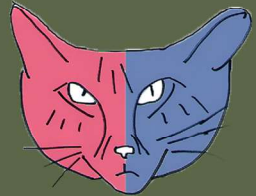
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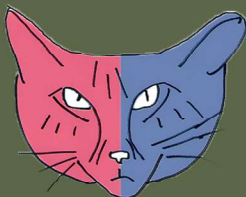
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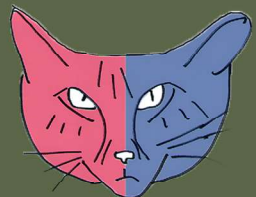
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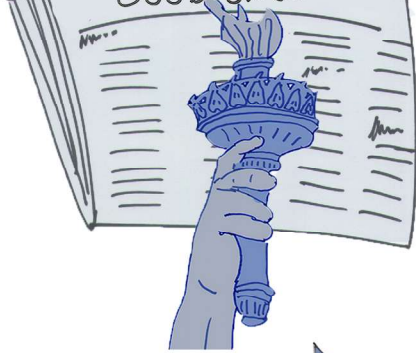
WARFARE



Cut Out Grey Lines!

305

WE ARE THE GOOD ONES



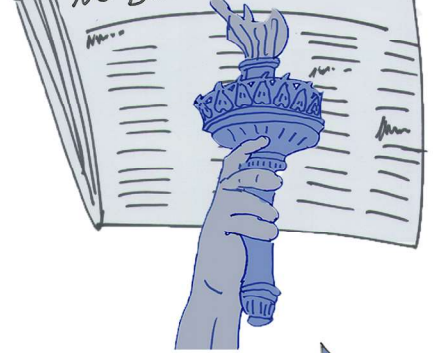
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MINIMUM WAGE



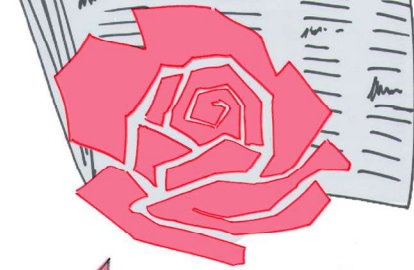
307

NO BROWNS ALLOWED



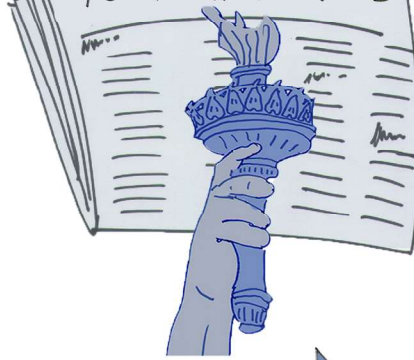
308

SOCIAL HOUSING



309

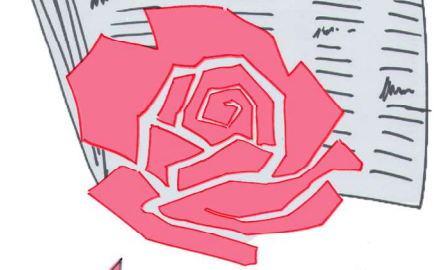
TOO MUCH IN TAXES



4+

310

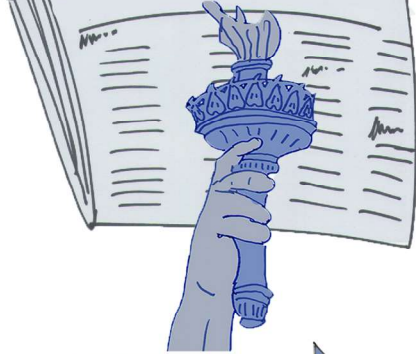
35-HOUR WORKWEEK



4+

311

GOD WANTS ME TO RULE



5+

312

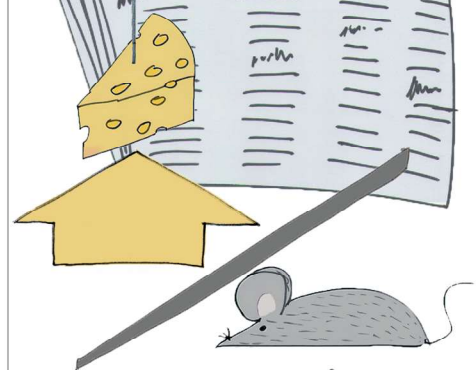
RETIREMENT AT 55



5+

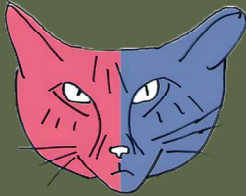
401

LATE SHOWS



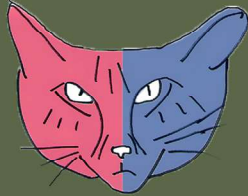
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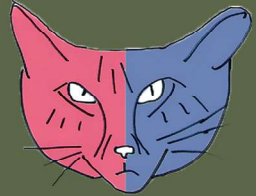
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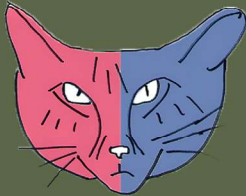
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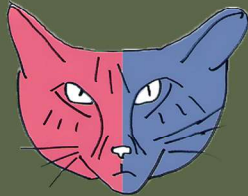
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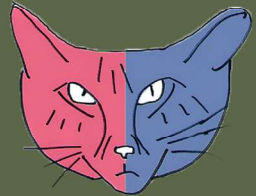
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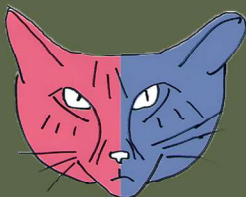
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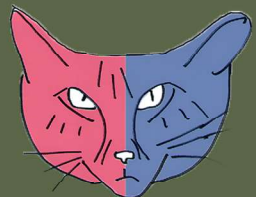
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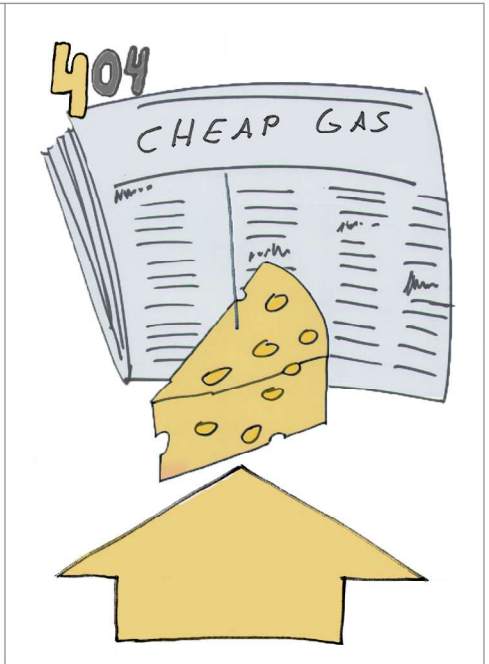


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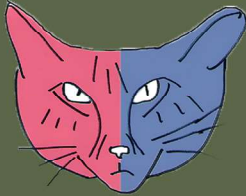


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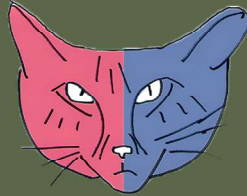
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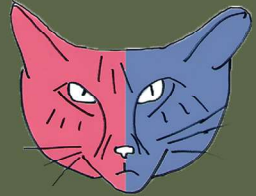
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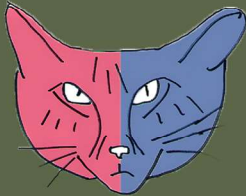
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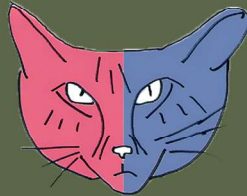
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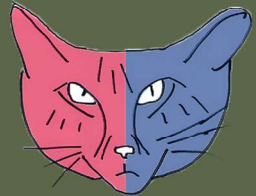
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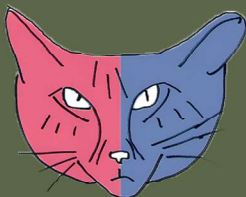
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