

CATHAM



CITY

THE RULES OF THE GAME

— This is Catham News and I'm Cathella Meowz.

The main event of the last months is, of course, the election of a new mayor of Catham City.



Now we have several candidates whose past raises many questions among the residents of our city. The pre-election race promises to be pretty intense as voters' sympathies are divided more or less equally.

Who will become the mayor of our glorious Catham City, and most importantly, at what price?



— There are 8 factions in the city: brotherhood of Detectives, Police officers, council of Scientists, conglomerate of Robocats, union of Journalists, Officials, Mafia and Hackers.

All of them can help you achieve what you want, although I wouldn't recommend going to the last two. However, it's up to you.

GAME COMPONENTS

120 game cards (15 cards of each faction), 42 point tokens (12 tokens of 5 points and 30 tokens of 1 point), a travel box.

GOAL OF THE GAME

Be the first to get 16 points of influence (with 2-3 players) or 13 points of influence (with 4-6 players).

GAME SETUP

Choose 5 faction decks and put the rest three decks into the box. In one game you can use only 5 factions. For the first game, we recommend using the following factions: the council of Scientists, conglomerate of Robocats, brotherhood of Detectives, Mafia and Hackers.



Pick the first player. Thoroughly shuffle all the decks to form one. Give 6 cards to the first and second players; 7 cards to the third and fourth; finally, 8 cards to the fifth and sixth players.

Put 7 cards from the deck on the table and group them by factions. If some of them are the same — group them together, like with a purple (detectives) faction on the picture below.



THE FIRST RULE. Remember, there should always be 7 faction cards on the table. If a player takes cards from the table, then s/he needs to add the missing number of cards from the deck.

THE SECOND RULE. On their turn, a player can do only one of the following actions:

 Take card from the market of factions. A player can take as many cards as s/he wants but only of one faction. A player cannot take cards directly from the deck, only the ones that are open on the market. One more thing, a player cannot have more than 10 cards in his hand at the same time. Extra cards should be discarded.

 Play cards from your hand. A player can play cards only of one faction, following the rules of this faction.

Remember — if the deck of factions is over, and none of the players gains the necessary points of influence, then a new deck is formed from a shuffled discard pile. And now the most interesting part: rules of factions.


*— As I've promised,
I would like to tell you
more about each faction
in more detail.*

*So, there are 8 different
factions and it's up to you
who to do business with.*





UNION OF JOURNALISTS

They'll find a way to learn all your dirty secrets. Whatever it takes to write headline news! One day they will make a hero out of you, the next day they will drag your name through the mud. Use their talents wisely. I hope you know how to direct people's anger towards the other candidates.

Play 2 cards of Journalists and take 2 points of influence. All other players can give you 1 card of any faction (to your hand) so they will be able to discard 1 card of the same faction and take one point of influence. Cards that were played should be discarded.



BROTHERHOOD OF DETECTIVES

Experienced, strong and dangerous. Retired police officers that do not report to anyone anymore. Can find anyone and anything. Follow their own special code. You may not love them, but it is impossible not to respect them. A black horse among the factions of the city — no one knows what they want, but everyone wants to be their friends. As they say: «keep your friends close and enemies even closer».



Play 3 Detective cards plus 1 extra card of your choice. Get 3 points of influence. All other players can discard one card that matches the faction of your extra card to get 1 point of influence. Cards that were played should be discarded.

OFFICIALS

It's not just mayor in the city. There is a whole apparatus of government officials and administration. They are supposed to serve the people of our noble city, but quite often they don't mind serving someone else for a generous reward. As soon as they hear the rustle of bills they will be in your pocket.

Play X (any number) of Official cards. From the deck open the same number of cards. Now put 1 card of each faction into points of influence and get as many points as factions were opened. For example, if you get a Scientist, another Scientist, Mafia and Official, you will get 3 points. Cards that were played are discarded.

COUNCIL OF SCIENTISTS

There is a group of cuckoos that study us, cats, like guinea pigs. They also try to find ways to control us. Mother nature gifted them with excellent brains, but apparently the understanding of what is right and what is wrong was not included. One of their latest experiments became a headache for everyone. It is still unclear how to perceive the Robocats they have created. As normal citizens? Or as soulless machines?

To play this faction, you need 3 cards of Scientists. Take 2 points of influence and take 2 cards from the deck without showing anyone. Cards that were played should be discarded.



CONGLOMERATE OF ROBOCATS

Well, since we started talking about scientists, we need to talk about their offspring, if I may say so. Robocats love rules, order and stability. They are beautiful as servants, but having been granted intelligence they no longer agree to perform only this role. And this a major problem. A candidate for the mayor that will give them a helping paw will get executive and tireless allies, but trusting a machine is still too... presumptuous.

You can play 2 Robocat cards and take 5 cards from the deck face down. Or you can play 4 Robocat cards and take 3 points of influence. Cards that were played should be discarded.

MAFIA

Dirtbags are everywhere. But it does not mean that they are useless and can only harm. Most often they have their own leaders who you can have a deal with. But I would not recommend you contact them. Still, criminals and murderers are never true allies.



Play 4 Mafia cards, take 2 points of influence, other players either discards 2 cards or discards 1 point of influence. Cards that were played should be discarded.



POLICE OFFICERS

The respected police protect the law and order, but some of them can be persuaded to change their mind. They love money and can do a lot of tricks within the legal system. Search someone or accuse and keep locked up – easy peasy for these guys.

Play X (any number) of Police officers plus 1 card of **any other** faction. The player against whom you played the faction of Police officers must shuffle his hand and lay out randomly X (the same number) of cards from his hand.

For each card this player drew that is matched with the one that you played as extra, you take one point of influence. For each opened police officer, the victim-player gets 1 additional card face down from the deck. Cards that were played should be discarded.

HOW TO PLAY POLICE OFFICERS - EXAMPLE



Max has 5 cards of Police officers and 2 cards of Journalists. He chooses an opponent for a search and lays in front of him 5 cards of Policecats and one card of the wanted faction: Journalist. The opponent shuffles his cards and randomly lays out 5 cards. We can see 2 Journalists, 1 Hacker and 2 Mafia cards. Max takes 2 points of influence (for 2 Journalists that were found in opponent's hand). Cards that were played should be discarded.

HACKERS



These kids stand apart from mafia. They call themselves the «new generation». Despite the fact that they look like a bunch of kids, they can seriously mess up your life if you make them angry. Starting from innocent pranks, like calling to your house all rescue services at night, and ending with the complete removal of your personality from the electronic databases of the city. Try getting a loan after such a wipe out. Hmm, little assholes!

To play Hackers give a player of your choice from 1 to 4 cards of Hackers. **The key condition:** the opponent must have as many or more cards as the number of Hackers you infiltrate him/her. After receiving the cards, s/he shuffles his/her hand and lays out the same number of cards as you gave him/her on the table. If there is a Hacker among those cards, take 1 point of influence. Other cards take into your hand. If there were Hacker cards — after giving you points of influence they **must** be discarded.

HOW TO PLAY HACKERS - EXAMPLE



Michael has 2 Hackers, which he cannot play against his opponent on the left because he has only one card. Remember that the number of infiltrated Hackers should be equal or less than the number of cards an opponent has in his hand. So, Michael turns to another opponent on the right. He gives two Hackers to the opponent. The player takes these cards and shuffles them together with the rest of his cards, then randomly lays out two cards (equals the number of given Hackers). If it is a Hacker, Michael takes one point of influence. If it is another faction, he adds it to his hand. This time the opponent laid out 1 Hacker and 1 Official. Thus, Michael gets 1 point of influence and takes Official into his hand. Hacker card is discarded.

GAMEPLAY - EXAMPLE

Jack has four cards: 2 Journalists and 2 Scientists. He cannot play Scientists because he needs 3 of them to make a move. But he can take cards from the market: there are 3 scientists and for the next turn he needs just one. Another option is to play Journalists since he has exactly 2 cards. After he either takes Scientist or plays Journalists the turn goes to another player.

FACTION MARKET



POINTS
OF INFLUENCE



JACK

END OF THE GAME

The game **immediately** ends as soon as one of the players gets the necessary points of influence. Its **16** points of influence for **2-3 players** or **13** points of influence for **4-6 players**.

VERSION FOR ADVANCED PLAYERS

If you are an experienced board game player, you can try making two moves within one turn, instead of one move. Moves could be made according to the basic rules: either take cards from the market or play the ones you have.

SYMBOLS ON CARDS



Points of influence, a place where a player keeps his/her Victory Points designated by tokens.



Faction card.



Specific faction card. This symbol is used to notify that other players should play the same card as you do.

HAVE A NICE GAME!





Games are a wonderful example of the fact that every person is free to use their resources according to their own will, and, in the end, only we decide what happens with us in the process. In my opinion, games are so much like real life.

Yuri Zhuravlev, designer of «Catham City»

KUDOS FOR PLAYTESTERS:

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