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KATUA



15'



2-4



+8



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◆ COMPONENTS ◆

CAT DECK (dark blue back)

28 blue, yellow, red, and tricolor cat cards



6 fake cat cards



UFO DECK (white back)

26 action cards



48 abduction cards



We all know that aliens live among us. They've been watching us for decades and have discovered that some humans do in fact abandon their cats. What you may not know is that aliens love cats and so they decided to take matters into their own hands.

This led to the creation of the Katua Force, an elite team of alien fleets that compete to abduct abandoned cats and give them a better home on their distant planets.

As a member of the Katua Force, you will coordinate your UFOs to abduct more cats than your rivals and become the greatest cat benefactor in the whole universe.

◆ GOAL ◆

To win you must **get 7 Katua Points** before anyone else does. You can also win by having the highest score when the cat deck runs out of cards.

You'll find Katua Points in the corners of the cat cards—both real and fake cats give Katua Points.



A cat can be worth between -2 and 3 Katua points, so move deliberately and sharpen your memory skills.

◆ SETUP ◆

Shuffle the Cat deck and deal 3 cards to each player. Each person looks at their cards and places them face down in front of themselves without showing them to anyone else*.

Then, shuffle the UFO deck and deal 3 cards to each player. No one can have more than three cards in their hand at any time.

Lastly place both decks in the center and leave an empty space next to the UFO deck for the discard pile.

SHARED AREA



Cat deck



UFO deck



UFO discard pile

YOUR PLAY AREA



Your cat cards

* You can check your cat cards whenever you want throughout the game, but you can only change their position by using specific action cards.

If you are color blind

look for the symbols in the corners of the cards.



Blue color



Yellow color



Red color



Tricolor / All colors



Action card

The player who most resembles an alien takes the first turn.

◆ HOW TO PLAY ◆

On your turn, you can do one of these three actions:

- A) **Pass:** you won't play or discard any cards. You simply won't do anything on your turn.
- B) **Discard:** choose the UFO cards you don't want from your hand, place them face down on the UFO discard pile, and finish your turn.
- C) **Play UFO Cards:** you can play as many UFO cards as you want, but keep in mind that you can only use one abduction card per turn. And so the fun begins:

1. ACTION

Action cards are advanced alien technologies that will help you abduct cats and evade abduction attempts.

During your turn, you can play as many Action cards as you want and against as many rivals as you wish.

You can play them at any time during your turn: before or after an abduction attempt, or even if you aren't trying to abduct. Chaos is good fun both here and on Alpha Centauri. Remember to discard Action cards after their effects have been resolved.

Check out the Action cards and their effects on pages 10 and 11.

2. ABDUCTION

Abduction cards use special abducting light beams to attract and abduct cats of specific colors. The only exception is The Hook, which we'll explain later (see page 9).

To abduct someone else's cat, place an abduction card in front of the cat card you want to abduct, keeping the following in mind:

- Blue light UFOs attract blue and tricolor cats.



- Yellow light UFOs attract yellow and tricolor cats.



- Red light UFOs attract red and tricolor cats.



- Tricolor light UFOs attract all authentic or fake cats.



- All abduction UFOs attract tricolor cats and fake cats.



Abducting someone else's cat is fun, but your rivals think so, too. Luckily you'll have the chance to defend yourself.

3. DEFENSE

If someone tries to abduct one of your cats, you can defend yourself with Action cards (see pages 10 and 11) or neutralize the abduction. So, how can you neutralize an abduction?

- **In case of a Monocolor abduction:**

Play a UFO of the same color that was used against you, or a tricolor UFO. The abduction attempt will fail and both UFOs will be discarded.

If the target cat was face down, it will remain that way.

● **In case of a Tricolor abduction:**

You can play a UFO of the same color as the target cat, but in that case, if the cat is hidden, you will have to briefly show it to all the players. The abduction attempt will fail, and both UFOs will be discarded.

You can also defend yourself with a tricolor UFO; in this case, you will not have to show the cat card to the others.

4. IMPACT

If the abducting beam finally reaches one of your cats, you must flip the card over and show it to everyone (only if the impacted cat is face down).

If the cat's color matches the abducting beam, the abduction will succeed. Whoever launched the attack will take the cat card and place it face up in their play area, scoring its Katua Points.

If the cat's color does not match the cat will escape. The abduction card will be discarded, and the cat card will return to its previous position and state (face up or face down).

Remember: fake cats always get abducted regardless of UFO color, and they always deduce Katua Points.

5. THE HOOK



In addition to abducting your rivals' cats, you can also abduct your own cats by playing The Hook.

Play The Hook on one of your cats during your turn. This counts as one abduction attempt, so you won't be able to make any more attempts on this turn.

At this critical moment, your rivals may play an abduction card, but only the first one placed on top of The Hook will count. The rest of the cards will be retrieved by their owners.

Flip the cat card over to see if your rival's abduction attempt was successful.

If the color of the target cat matches the color of the abduction card played by your rival, they will succeed and take your cat. This would also happen if either the cat or the abduction card were tricolor, or if the cat was a fake cat.

If the colors don't match, the abduction will fail. Your rival will discard their abduction card, and you will capture your own cat, adding its Katua points to your score.

If no one else tries to abduct your cat, you'll capture it, whether it's real or fake. Will you try to use The Hook to trick your opponents?

6. ACTION CARD EFFECTS

• X-RAY UFO



Use it against a rival's hidden cat to force them to flip it over.

Afterwards this cat will remain face up until it gets abducted or discarded.

• TELEPORTER UFO



Choose any two cats from your area or someone else's area, hidden (face down) or revealed (face up).

Swap the positions of both cats without changing their state (face up or face down).

• SHIELD UFO



Use it as a counterattack to an abduction attempt. Redirect the abducting beam to the attacker's cat of your choosing. But be careful: your rival could defend themselves in turn with a beam of the same color (or tricolor), with another defensive card... or with another Shield UFO!

● STAMPEDE UFO



Use it to discard all your cats or to make someone else discard theirs.

You can use it to defend yourself from an abduction attempt or to replace your cats, but you cannot use it to defend yourself from a Teleporting UFO or an X-Ray UFO.

The affected player must remove all of their cats from their play area, then draw three new cards from the cat deck, placing them face down, one by one, from left to right.

Shuffle the discarded cat cards back into the cat deck before the game continues.

● REPLICATOR UFO



Replicate the effect of any UFO card you play along with it (except The Hook). This way you can attack two different cats as long as they belong to the same rival.

You can even use two Replicators at the same time (always in combination with another UFO card) to make a triple attack!

Sometimes depending on the replicated attack a double defense will be necessary to escape this attack unharmed.

7. END OF TURN

Your turn will end when you can no longer play any more cards, or choose not to. Then, the following actions must be taken:

- 1. Count:** each player adds up their Katua points (positive and negative). If anyone reaches or exceeds 7 points, they will have won the game (see next page).
- 2. Replenish:** starting with you and following the turn order, each player draws cards from the cat deck to fill any empty spaces in their play area.
- 3. Draw:** starting with you and following the turn order, each player draws cards from the UFO deck until they have 3. You can only draw cards at the end of a turn.

◆ VARIANTS ◆

Total Memory: you can only look at your cat cards once during the initial deal and you cannot check them again unless a game action allows it.

Quick Start: before the first turn begins each player will choose one of the three cats in their area and show it to the other players.

◆ END OF THE GAME ◆

The game can end in two ways:

A) **If a player reaches seven or more Katua Points during the count, they win the game.** If multiple players have 7 or more points, the player with the highest score wins.

In case of a tie, the player who has captured the most cats with the highest score will win. If the tie persists, the player with the fewest fake cats will win. If somehow the tie still persists, you can amicably share the victory or play one more game to settle it!

B) If the cat deck runs out and a cat card cannot be replenished, the game ends immediately. The player with the most Katua Points at that moment wins.

Now that we have explained the game to you,
get in your UFO
and go rescue cats across the galaxy!!





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