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 NAÏADE

SUPER CATS

From 3 to 6 players | 15 minutes

THE THREATENING METALLIC SILHOUETTE OF A GIANT ROBO-DOG HOVERS ABOVE THE BOWLS OF OUR FURBALLS. IN THE DAMP DARKNESS OF THEIR SHED, THE CANIDS HAVE DEVELOPED A MACHIAVELLIAN PLAN TO GET A PAWHOLD ON ALL CAT FOOD FACTORIES ON THE PLANET. LUCKILY, A HANDFUL OF HEROIC FELINES DO NOT SEE IT THAT WAY! TIME TO ASSEMBLE A TEAM! BE BRAVE, SUPER CATS!

EVERY BELLY OUT THERE IS COUNTING ON YOU!

Goal of the game

The game is played in 2 episodes.

Episode 1

TRANSFORMATION!

Each player will try to be the first to transform his 5 cats into Super Cats to become the Hero of Episode 2.

Episode 2

FIGHT!

The Hero faces the RoboDog played by the other players.

Components list



30 Cat cards
(with one Super Cat
on the back)



6 Activation
cards,
from 0 to 5



12 RoboDog
cards



1 SilverCat
card
1 GoldenCat
card

EPISODE 1: TRANSFORMATION!

Setup

Each player takes 5 Cat cards (from the same team... or not!) and places them in a single row, cat side visible, in front of them.

The 6 **ACTIVATION** cards are placed in the center of the play area.



Principle & Round Sequence

Episode 1 takes place in several rounds. The goal of episode 1 is to be the first to transform his 5 cats into Super Cats.

- Each round, players simultaneously shout **SU-PER-CATS!** and hold up a hand, raising 0, 1, 2, 3, 4 or 5 fingers.
- **The player whose hand indicates the largest unique number wins this round** (identical numbers cancel each other).
- The winner of the round must then apply the effect of the **ACTIVATION** card corresponding to the number he won the round with.

ACTIVATION cards

0. The player transforms two of his Cat cards. The player transforms one of his Cat cards and can play with both hands as if he was two different players during the next round.

1.

2&3. The player transforms one of his Cat cards.

4. The player transforms one of his Cat cards and must flip another player's cat card.

5. The player transforms one of his Cat cards and he must make the number 2 with his fingers in the next round.



Transform a cat

The player flips one of his **Cat** cards to its **Super Cat** side.

Example Emily, Jack, Oliver, Charlie and Nicolas are competing.

Identical numbers cancel each other.

The 5 cancel each other.

The 4 cancel each other.

SU-PER-CATS!

OLIVER X

EMILY X

JACK X

CHARLIE X

NICOLAS ★

The biggest unique number is 1.

1. Nicolas activates the **ACTIVATION** 1 card.

2. He transforms one of his Cat cards into a Super Cat.

3. He can play with both hands in the next round.

END OF EPISODE 1

When a player transforms his 5th cat, he becomes the Hero of episode 1 and must face, in episode 2, the RoboDog played by the other players.

EPISODE 2: FIGHT!

Setup

Assemble the RoboDog in the center of the table. The **Hero** keeps his 5 Super Cats in front of him. The others can put their Cat cards back in the box.



Principle and round sequence

Episode 2 takes place in several rounds. In this episode, the Hero faces the RoboDog played by the other players. **In order to damage the Robodog, the Hero must make a unique number among the other players' numbers.** Players embodying the Robodog must raise a number similar to the Hero to weaken him.

• During each round, players embodying the RoboDog and the Hero all shout **RO-BO-DOG!** at the same time, hold out one hand, and raise 0, 1, 2, 3, 4 or 5 fingers. Players embodying the RoboDog can't agree beforehand on the number they will raise. There are two possible outcomes:



The Hero raises a unique number with his hand:
he discards as many cards from the RoboDog as the number shows. He chooses the cards freely.

If the Hero discards the last RoboDog card,
the Hero wins the game!
(...and saves the world!)



The Hero raises a number identical to any of his opponents:
his attack is blocked! He flips back as many of his Super Cats cards to their cat side as the number of opponents with the same number as his.

If all his Super Cats become cats again,
the Robodog wins!
(...and causes the destruction of all cat food factories!)

Rounds keep going until either the Hero or the Robodog wins.



SUPER MEOW!

If the Hero raises the unique number 0, he flips back all his Cat cards to their Super Cat sides and inflicts as many damage on the RoboDog.

Example Nicolas is the Hero of this episode.

<p>RO-BO-DOG!</p> <p>ROUND 1</p> <p>NICOLAS</p>	<p>Nicolas raised a unique number and removes as many RoboDog cards as the number he raised.</p>
<p>RO-BO-DOG!</p> <p>ROUND 2</p> <p>NICOLAS</p>	<p>Nicolas's attack is blocked by three players. He must flip back 3 Super Cats cards to their cat side.</p>
<p>RO-BO-DOG!</p> <p>ROUND 3</p> <p>NICOLAS</p>	<p>SUPER MEOW! Nicolas transforms all his Cat cards back into their Super Cats sides and the Robodog loses 3 cards.</p>

• 3 players game

During episode 2, the two players playing RoboDog play **with both hands** as if each of them played two different players.

Example Emily is the Hero.

<p>RO-BO-DOG!</p> <p>ROUND 1</p> <p>OLIVER</p> <p>JACK</p> <p>EMILY</p>	<p>Emily raised a unique number, so she inflicts 3 wounds to the RoboDog.</p>
<p>RO-BO-DOG!</p> <p>ROUND 2</p> <p>OLIVER</p> <p>JACK</p> <p>EMILY</p>	<p>Emily does not hurt the RoboDog and flips back two of her Super Cats on their cat side.</p>

• 5 players game



In Episode 2, the **Hero gets help from the Silver Cat**, who's the team's sixth cat. He alone can block all damage received by the Hero during a round. However, once an attack has been blocked by the Silver Cat, his card is flipped to its Disappearance side. The Silver Cat will no longer be able to be used during this game. **SUPER MEOW** has no effect on the Silver Cat.

Example Oliver is the Hero of the episode 2.



• 6 players game



Rules are the same as a **5 players game** however, you add the Golden Cat which works like the Silver Cat. **SUPER MEOW** has no effect on the Golden Cat.

Example Jack is the Hero of the episode 2.





• Credits •

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