

How to Play:

Choosing the Starting Player: You can use whatever method you want, but this is the suggested way of choosing who starts. For the first game, the owner of this copy of Cats Play Politics starts. After the first game, the player who had the least VP last game starts. Play goes to the left (though you can switch it up if you want).

Shuffle the Deck and deal each player 4 cards. Every player has a hand size of 4 cards. If you ever have more cards in hand than your hand size, choose a card and discard it (do not use the cards ability even if it's a When Discarded ability).

Cards have three different ability types: In Hand, In Play and When Discarded.

- In Hand abilities are kept secret during the game and revealed at the end to tally up Victory Paws up at the end of the game.
- In Play abilities are activated the moment the card is played upside right in front of you.
- When Discarded abilities are activated when the card is discarded from your hand and only on your turn.

On your turn you **MUST** do one of the following:

- Play a Card from your Hand by putting it face up in front of you.
- Discard a Card from your Hand and put it in the discard pile face up.

Once you have done one of the above, end your turn by drawing a card from the deck.

Winning: The Game ends when the last card of the Deck is drawn. If a player does not have a full hand (4 cards, unless they have a Summit in Play, in which case it is 5 cards) and the deck is empty, they return a card from the Discard Pile to their hand at random. Players reveal their hands and count up the Victory Paws their cards give them. The player with the most Victory Paws wins.

(Helpful Tip: Did multiple players tie for the most VP? Come up with a fun way to determine the winner, such as Rock-Paper-Scissors, Trial by Combat, another game of Cats Play Politics, etc.)