



Free-Range Felines and Papal Pursuit!

Night has settled over a remote monastery, and Pope Leo cannot sleep without his beloved cats gathered around him. The cats have other plans...

As cats, the players scatter throughout the monastery, create chaos by closing doors, redirect Leo toward their rivals, and try to stay free and on-the-run longer than anyone else!

HOW IT PLAYS

MOVE Travel through the monastery rooms and close doors in rooms you visited to alter the Pope's search.

PROGRAM Add a tile to the shared Pope Movement Plan.

RUN After every player has moved, determine where the Pope searches, open any doors he has encountered and determine who has been captured.

WHY IT STANDS OUT

TACTICAL Doors can score, redirect danger, and cut off your escape.

INTERACTIVE Each player has the opportunity to impact the evolving game, even if they have been captured.

QUICK Simple turns build toward a tense, escalating finish in about 20 minutes.

WHAT'S IN THE BOX

- Monastery game board
- 1 Pope, 4 Cat and 1 Mouse standees
- 63 movement tiles and bag
- 16 closed door markers
- 4 dry-erase maps and markers
- 1d6 and Starting Player token



15-30 Minutes

3-6 Players

Designed for 4

Ages 10+

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