

THE ISLE OF CATS FAMILY RULES

City legends have always told of a fabulous island where a race of ancient, wise, fierce and playful cats made their home. Recent scouts from Squall's End have revealed that it is real! But it is threatened by the approaching armies of Vesh Darkhand, who will stop at nothing to destroy the island and the rest of the world. Trees will burn and the ancient rocks will be broken – but there's a chance that these noble creatures can be saved!

BEFORE YOUR FIRST GAME:

The first time you play, you will need to put the following tiles in the discovery bag:

- All blue, green, orange, red and purple cat tiles.
- All rare treasure tiles.

Do not put the Oshax tiles or the common treasure tiles in the discovery bag.

SETUP (If you need help identifying a component, use page 3 of the standard rulebook.)

GLOBAL SETUP

- 1 Place the **island** in the centre of the table (🐱 side up).
- 2 Place **Vesh's boat** on space 5 of the day tracker.
- 3 Place **common treasure** tiles below the island. These are limited, so when you run out you may no longer take common treasure.
Use 5 of each tile for 2-player, 8 for 3-player, and 11 for 4-player.
- 4 Place the **discovery bag** near the island.

PLAYER SETUP

- A Place 1 **boat** in front of each player (🐱 side up).
- B Randomly decide who goes first. Then, beginning with that person, go around the table and have each player:
 - Choose a colour by taking their favourite cat figure.
 - Place their chosen cat figure on the island in turn order.
- C Give each player 3 **family cards** at random. Each player should look at their 3 cards, choose 2, and place them face down next to their boat. Return the unselected card to the box.
Do not show these cards to other players!



GAMEPLAY

The game is played over 5 days (rounds), during each day you should do the following:

1. The starting player should draw 4 cat tiles per player at random from the discovery bag, and place them around the island.

If you find rare treasure, place it by the common treasures and continue drawing tiles. Rare treasures do not count towards the number of tiles drawn.

2. In turn order, each player should take any 1 cat tile from around the island and immediately place it on their boat following the tile placement rules. Players should continue doing this until you run out of cat tiles.

Players may choose to pass and not take a cat tile if they wish.

3. Once you have run out of cat tiles, or all players have passed, place any remaining cat tiles back in the box.

Then move Vesh's boat 1 space along the day tracker, and move the starting player's cat figure to the bottom of the island, they will be last to play during the next day!

If Vesh's boat reaches the hand symbol, Vesh has arrived and it's time to set sail. Proceed to scoring.

Otherwise, the next day begins! Return to step 1.

SCORING

At the end of the game, players should add up their score. The player with the highest score wins.

RATS

You get -1 point for each visible rat on your boat.

ROOMS

You get -5 points for each room that has not been filled.

A filled room is one which has no visible squares.

CAT FAMILIES

You get points for every cat family you have.

each 3 cat family is 8 points

each 4 cat family is 11 points

each 5 cat family is 15 points

each 6 cat family is 20 points

If you have more than 6 cats in a family, you score an extra 5 points for every additional cat in that family.

LESSONS

Reveal the 2 family cards you selected at the start of the game. For each one you have completed, add those points to your score.

TIEBREAKER

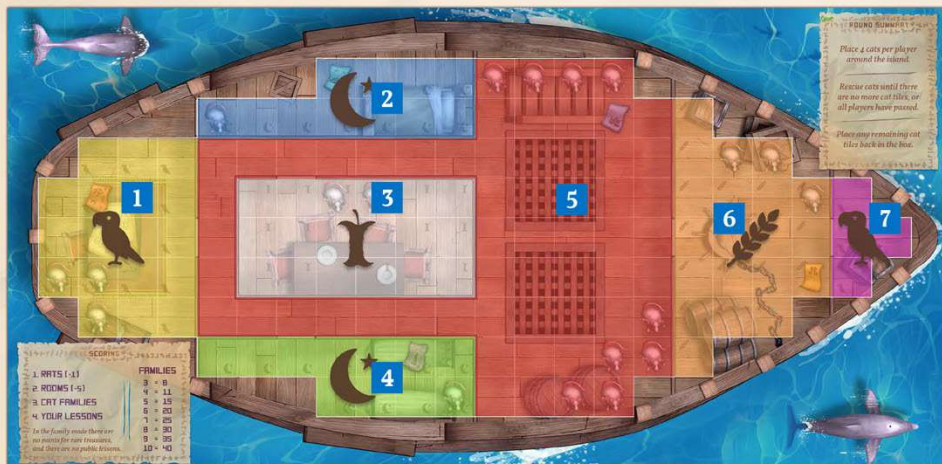
In the case of a tie, the player who has filled the most rooms wins. If the tied players have the same number of filled rooms, then both players win.

ROOMS

Every square on your boat is part of a room; you can identify rooms by the walls surrounding them.

When you start placing tiles on your boat, you may find it difficult to remember where each room is. To help with this, you can use the different icons in the corners of the rooms.

You do not need to remember these icons, but they are listed below for reference.



- 1 - Parrot.
- 2 - Moon.
- 3 - Apple.
- 4 - Moon.
- 5 This room has no icon.
- 6 - Corn.
- 7 - Parrot.

TILE PLACEMENT

Whenever you rescue a cat or collect treasure, you must immediately place that tile on your boat. If your boat is full, or a tile does not fit, then you cannot take that tile.

- ✿ Tiles may be rotated and flipped to any orientation you wish.
- ✿ Tiles cannot overlap each other.
- ✿ Tiles must be within the edge of your boat.
- ✿ Tiles must always line up with the squares on your boat, no parts of a square should be visible.

THE FIRST TILE

Your first tile may be placed anywhere on your boat.

ALL OTHER TILES

After your first tile, every other tile must be placed immediately adjacent to another tile already on your boat, so that they touch.

Adjacent tiles do not include diagonals.

TREASURE MAPS

Your boat contains five coloured treasure maps that can be used to unlock treasures.



If you place a cat tile on a treasure map icon and the colours match (e.g. green cat on green treasure map), then you may instantly take any one of the available common or rare treasures and place it on your boat.

You can place other tiles over a treasure map, but you will not receive the bonus treasure.

CAT FAMILIES

A cat family is 3 or more cat tiles of the same colour which are adjacent.

- 1 There are 3 orange cat tiles, making a family of 3.
- 2 There are 4 blue cat tiles, making a family of 4.
- 3 There are 2 red cat tiles, but not 3, so this is not a family.
- 4 Diagonal tiles are not adjacent, so this is another set of 2 red cat tiles and therefore is not a family.
- 5 There are 3 orange cat tiles, making a family of 3.

