

## KITTENS + BEASTS FAMILY RULES

The Isle of Cats kittens + Beasts expansion comes with 3 new expansion modules and some extra family cards.

The kittens module, and the beasts module can both be used in the family game. You can use just one of them with the normal family game, or use them both together for a slightly more challenging game.

The events module cannot be used in the family game.

## KITTENS MODULE SETUP

### GLOBAL SETUP

In addition to the normal setup, the kittens module requires 2 extra steps:

- 1 Kitten board.** Place the kitten board below the island (side up).
- 2 Kitten bag.** Place the kitten bag near the island.



*If you need help identifying a component, use page 2 of the Kittens + Beasts rulebook.*

## KITTENS GAMEPLAY

While playing with the kittens module, all of the normal rules apply, but you will have 2 less cats available each day.

- 1** When you draw cats from the discovery bag, take 2 fewer cats than normal.  
 2-players use 6 cats instead of 8.  
 3-players use 10 cats instead of 12.  
 4-players use 14 cats instead of 16.  
 5-players use 18 cats instead of 20.  
 6-players use 22 cats instead of 24.

In addition to the cats, draw 4 kitten tiles at random from the kitten bag each day. Place the first 2 in the space on the left side of the kitten board, and the second 2 in the space on the right of the kitten board.

## BEFORE YOUR FIRST GAME

The first time you play, you will need to do the following 4 things:

- 1 Kitten setup.** Place the 20 kitten tiles in the green bag.
- 2 Beast setup.** Place the 18 beast tiles in the red bag.
- 3 Overflowing.** Search your family cards for card 157 (Overflowing). You can find the numbers in the bottom right corner of the cards. This card should be thrown away and is no longer needed, even when playing without the expansion. It will be replaced by the new version of Overflowing provided in this expansion, card 157b.
- 4 Family cards.** Add the 7 new family cards, including the new Overflowing (card 157b) to your existing 17 family cards.

- 2** When players choose a cat, they may instead take a pair of kittens from the kitten board. If you choose to rescue kittens, you must take both kittens from the same area.
- 3** The day will end once you have run out of cat and kitten tiles, or all players have passed.

### SCORING AND TILE PLACEMENT

Kittens are cats, they are just a little bit smaller! They follow all the normal tile placement rules you would use for a cat.

There are no changes to how scoring works and for all purposes you should treat each kitten as a cat.



## BEASTS MODULE SETUP

In addition to the normal setup, the beasts module requires 1 extra global setup step, and 1 extra player setup step.

### GLOBAL SETUP

- 1 **Beast figures.** Place the beast figures somewhere all players can reach.



## BEASTS GAMEPLAY

All players will now start with a beast on their boat, this means their first cat will have to be placed touching the beast, as the beast counts as a tile on their boat.

Beasts do count as tiles and follow all of the tile placement rules, but they do not count as cats and they do not have a colour.

### BEAST FRIENDSHIPS

Each beast tile has 3 or 4 cat icons on it, and these represent which cat families the beast wishes to be friends with.

To become friends, the square on the beast containing the cat icon must be touching at least 1 cat of the matching colour, and that cat must be part of a family.

Once a family of cats is touching the matching icon on a beast, they become friends and you may take any 1 of the beast figures and put it across the beast and touching cat tiles to show the friendship is complete.

A beast can only be friends with one family of each cat colour.

### BEAST FIGURES

There are 5 different beast figures and you can use whichever one you want to show your beast friendships. The figure does not need to match the beast or cat colour.

### SCORING

You get 5 points for each completed friendship on your beast. Simply count the beast figures, and multiply the total by 5.

## PLAYER SETUP

Following the original family player setup, this new step happens between steps B and C, before players are given their family cards.

- 1 **Beast tiles.** Each player should take 2 beast tiles at random from the beasts bag. Each player should look at their 2 beasts, choose 1, and place it on their boat following the tile placement rules. Return the unselected beast tile to the box.

### EXAMPLE

- 1 The orange cat family is touching at least 1 side of the orange cat icon on the beast, a friendship was formed so a beast figure was added and it scores 5 points.
- 2 The red cat is touching the red cat icon, but it is not part of a cat family, so no friendship was formed and it scores 0 points.
- 3 The blue cat family is touching the beast, but it is not touching at least 1 side of the blue cat icon, so no friendship was formed and it scores 0 points.
- 4 The orange cat family is touching the orange cat icon on the beast, but an orange cat friendship was already formed 1 and each beast can only be friends with one family of each cat colour. This means no friendship was formed for these cats and they score 0 points.

