

# THE ISLE OF CATS REMOTE EDITION V1.0



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, purple and red cat tiles.
- All rare treasure tiles.

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

## HOW IT WORKS

The Remote Edition allows you to play The Isle of Cats with people who are not in the same room as you.

### GAME MASTER

One player will need to own a copy of The Isle of Cats and take the role of game master.

### PLAYERS

Every player, including the game master, will require a player sheet and pen.

## SOFTWARE

We recommend using a video conferencing or streaming tool so the game master can share the current options with the other players.

If you do not have access to any software, you can share photos via a phone.

## DRAWING TILES

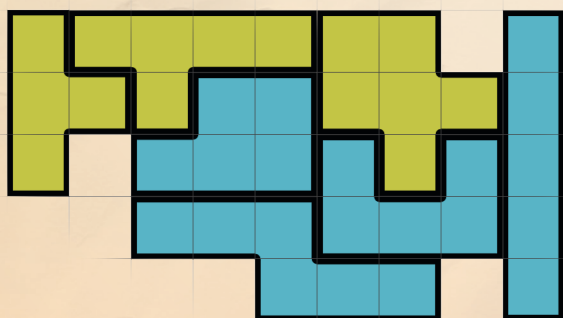
Throughout the game, players will select cat and treasure tiles and place them on their boat.

Placement is done by drawing the shape onto a player sheet.

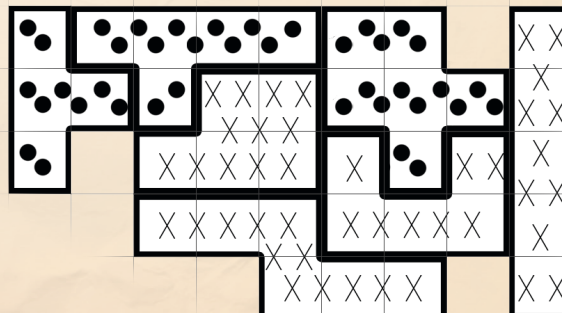
You must make sure you draw a clear outline around each cat, so you can identify how many cats you have on your boat at the end of the game.

There are 2 ways you can draw the tiles on your boat.

1. Use different colour pens to represent the different colour cats and treasure types.



2. Choose a pattern to represent each cat colour and treasure type. You can find some suggested patterns on the top of your player sheet, or if you are feeling creative you can make up your own.





# REMOTE DISCOVERY DECK

Before you begin you will need to create the remote discovery deck, which consists of 29 cards that can all be found in the standard discovery deck in The Isle of Cats.

*Remember, each card has a unique number in the bottom right corner*

## MAKING THE DECK - 29 CARDS

- 1 **Rare treasure cards.** Take all 9 rare treasure cards.

*Cards: 098, 099, 100, 101, 102, 103, 104, 105, 106*

- 2 **Oshax cards.** Take 4 Oshax cards.

*Cards: 001, 002, 003, 004*

- 3 **Anytime cards.** Take 2 "Place your next cat or treasure anywhere on your boat" cards.

*Cards: 069, 070*

- 4 **Lesson cards.** Take the 14 lesson cards listed on the right:

Card 113: 12 points if there are no empty spaces at the edge of your boat.

Card 114: 10 points if you have exactly 15 cats on your boat.

Card 117: Pick a colour. 1 point per cat of the chosen colour touching the edge of your boat.

Card 120: 1 point per lonely cat on your boat.

Card 122: 2 points per rare treasure on your boat.

Card 123: 1 point per common treasure on your boat.

Card 124: 10 points if you have no visible rats on your boat.

Card 125: 2 points per visible rat on your boat.

Card 126: 1 point per lesson card in front of you.

Card 132: 10 points if you have exactly 5 visible rats on your boat.

Card 135: 1 point per 2 cats touching the edge of your boat.

Card 136: 12 points if both captain's rooms are full.

Card 138: 4 points per family of 4 or more cats on your boat.

Card 140: 15 points if the dining room is empty.

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

### GAME MASTER SETUP

- 1 **The island.** Choose an area of your table to be the island; it should be 3 cards wide and 4 cards tall.
- 2 **Oshax.** Place 6 Oshax tiles to the left of the island.
- 3 **Remote discovery deck.** Shuffle the remote discovery cards and place them in a face-down pile.
- 4 Place the **discovery bag** somewhere you can easily reach.
- 5 Place 1 of each of the 4 **common treasures** to the right of the island.

### PLAYER SETUP

Each player should have 1 player sheet in front of them and a pen.

*It can be beneficial if a player has access to pens of the 7 different colours (blue, green, orange, purple, red, brown and black), but this is not required.*



**You can download the player sheet here:**

<http://thecityofkings.com/games/the-isle-of-cats/remote-edition/>

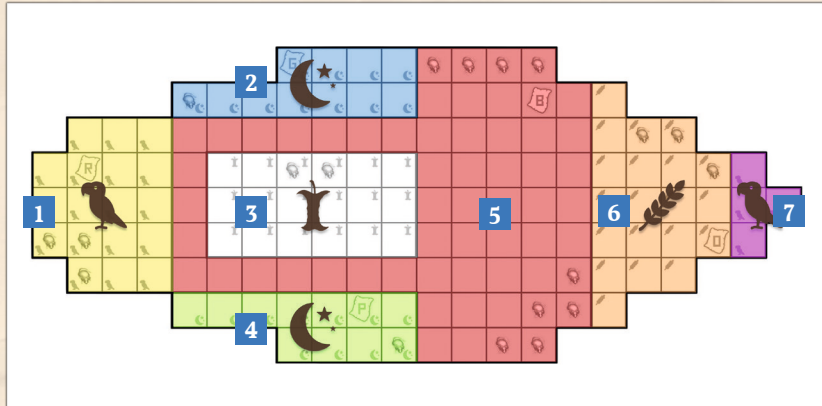




## ROOMS

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

When you start drawing 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.



- 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 draw that tile on your boat. Only if your boat is full, or a tile does not fit, should you ignore the 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 drawn anywhere on your boat.

### ALL OTHER TILES

After your first tile, every other tile must be drawn 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 common treasures.



B = Blue | G = Green | O = Orange | P = Purple | R = Red

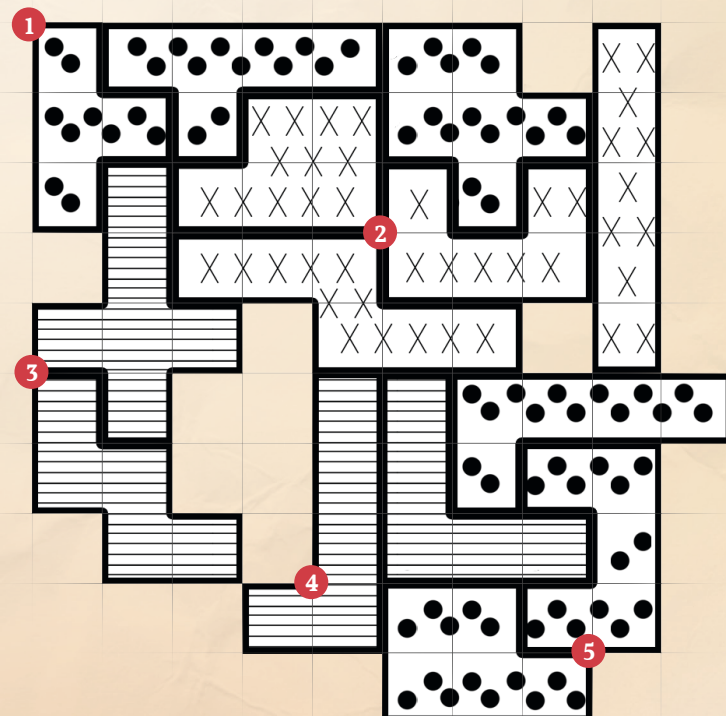
If you draw a cat on a treasure map icon and the colours match (e.g. green cat on green treasure map), then you may instantly draw any one of the common treasures on your boat.

*You can draw 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, as shown in the example below:

- 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 another family of 3.





## GAMEPLAY

The game is played over 7 days (rounds). During each day you should do the following:

### ROUND SETUP

1. The game master should draw 8 cat tiles at random from the discovery bag and place 1 tile in each of the following island slots: 1, 2, 3, 5, 6, 7, 9, and 11. Follow the exact pattern shown to the right.

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

2. The game master should draw 4 cards from the remote discovery deck and place 1 card face-up in each of the following island slots: 4, 8, 10, and 12. Follow the exact pattern shown to the right.
3. For each Oshax card that has been revealed, the game master should discard the card and replace it with a random Oshax tile taken from the Oshax supply.
4. The game master should now share the island setup, common treasures and rare treasures with the other players. This can either be via webcam or by sharing a photo.

### PLAYER TURNS

**Player turns can be taken simultaneously.**

Each player should choose a row from the island, either A, B, C or D, and then resolve all 3 items in the row. You can resolve the items in any order (you don't have to do them from left to right), but you must resolve all 3.

Each player may also choose to use 1 special each round, these are described on the next page.

*You cannot keep any cards or tiles for later rounds, they must always be resolved in the round you select them.*

### NEXT DAY

Once all players have resolved their selected row, the game master should discard all the cards and tiles on the island, along with any rare treasures, and move on to the next round.

After you have finished 7 rounds, then the game is over and you should move on to scoring.

*You can use the notes section on your player sheet to tick off each round as it completes.*



THE ISLAND

A	1 CAT	2 CAT	3 CAT
B	4 CARD	5 CAT	6 CAT
C	7 CAT	8 CARD	9 CAT
D	10 CARD	11 CAT	12 CARD



## RESOLVING ITEMS

### CAT TILES

Cat tiles must be drawn on your boat following the tile placement rules on the previous page.

### OSHAX TILES

Oshax can be any colour. When selecting an Oshax immediately choose a colour and then draw the Oshax on your boat in the chosen colour, following the tile placement rules.

### TREASURE CARDS

You may choose to place any 2 common treasures or 1 rare treasure on your boat.

Common treasures are unlimited and you may choose to take 2 of the same shape tile.

Rare treasures are only available if they have been drawn by the game master this round from the discovery bag and placed below the common treasures. If you have multiple treasure cards, you may take the same rare treasure multiple times.

### LESSON CARDS

Locate the selected lesson in the lesson section of your player sheet and tick it off to show you have chosen it. You will score points for this card at the end of the game should you complete its requirements.

### ANYTIME CARDS

You may place any 1 tile you have selected this round anywhere on your boat. It does not have to touch a previously placed tile!



## SPECIALS

There are 5 special actions at the bottom of the player sheet.

SPECIALS

You may use 1 special per round, and 3 specials in total.

☐ Take 1 additional item from any other row.

☐ Take a column instead of a row.

☐ Draw your next cat twice.

☐ Take 1 item from each column instead of taking a row.

☐ Draw your next treasure twice.

Each player can use 1 special per round at any time, and up to 3 specials per game. You may not use the same special twice.

**Take 1 additional item from any other row.**  
Once you have selected a row, you may take 1 additional card or cat tile from any of the other 3 rows.

**Draw your next cat twice.**  
When you draw a cat on your boat, you may draw a second identical cat on your boat.

**Draw your next treasure twice.**  
When you draw a treasure on your boat, you may draw a second identical treasure on your boat.

**Take a column instead of a row.**  
This round, rather than selecting one of the 4 rows, you may take 1 of the 3 columns instead. This means you will get 4 items this round.

**Take 1 item from each column instead of taking a row.**  
This round, rather than selecting one of the 4 rows, you may take any 1 item from each of the 3 columns. They do not need to be from the same row.

## NOTES

Each player sheet comes with a section for notes, split into the 7 rounds.

You can use this area to keep track of which round you are on, and to note any other information you wish to record.

NOTES

Round 1

Round 2

Round 3

Round 4

Round 5

Round 6

Round 7

## TIMER

We recommend you use a 4-minute timer for each round. The timer should start when the game master has finished setting up the round, and when time runs out the round is over.

If you are playing with children or would like a more casual game, then you can opt not to use the timer.

## SCORING

At the end of the game, players should add up their scores. 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.*

### RARE TREASURES

You get 3 points for each rare treasure on your boat.

### LESSONS

For each lesson 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.

## CREDITS

The Remote Edition rules and player sheet were designed by Frank West as an official variant of The Isle of Cats.

