

KICKSTARTER PACK 2

The Isle of Cats Kickstarter Pack 2 contains upgraded components and new content for the Kittens + Beasts expansion and can be mixed in with the existing components.

COMPONENTS AND FIRST TIME SETUP



25 LARGE BEAST MEEPLES

These are upgrades for your existing small beast meeples; the small ones will no longer be needed.



15 CAT TILES

Place these in the discovery bag with the rest of the cat tiles.



4 OSHAX KITTENS

Place these in the green kitten bag with the rest of the kitten tiles.



10 EVENT TILES

Place these in the blue event bag with the rest of the event tiles.

IDENTIFYING KICKSTARTER PACK 2 CARDS

All of the cards included with Kickstarter Pack 2 show the lightning symbol in the bottom left corner.



12 CORE CARDS

The 12 cards should be added to your discovery deck. Once added, you never need to remove them.



6 BEAST TILES

Place these in the red beast bag with the rest of the beast tiles.

OSHAX KITTENS

STANDARD AND SOLO MODES

Oshax kittens follow all the normal rules for both Oshax and kittens with the exception of the basket restriction detailed below.

They are drawn from the kitten bag, placed on the kitten board, and during phase 4: Rescuing Cats, the fastest player may rescue them using fish and a basket. When you place an Oshax kitten on your boat, you will choose which cat family it will befriend and place the matching cat figure on the tile as per the normal Oshax rules.

BASKET RESTRICTION

Unlike regular kittens, Oshax kittens take up an entire basket while being rescued. If you choose to rescue an Oshax kitten, it will require 1 basket and 2 fish, and you may not spend extra fish to rescue a second kitten with the same basket.

FAMILY MODE

Oshax kittens follow all the normal rules for kittens, with 2 exceptions:

- 1) You can only have 1 Oshax kitten on the kitten board at any time. When drawing kittens from the bag, if you draw 2 or more Oshax kittens, you should place any extra Oshax kittens to one side, continue drawing kittens until the kitten board is filled and then return the extra Oshax kittens to the bag.
- 2) Unlike regular cats and kittens, Oshax kittens do not have a colour. At the end of the game (during scoring) for each Oshax kitten on your boat you may choose which of the 5 cat colours you would like it to be. Whichever colour you choose will be used for scoring both families and lesson cards. Just like regular kittens, Oshax kittens do count as cats. If you place an Oshax kitten on a treasure map, you do not get to take a treasure.

EVENT TILES

POINT TILES

The Kickstarter Pack 2 event tiles all contain a rat icon (🐭) in the bottom right corner.



Gain 1 point for every 2 fish you have. You do not get any points for having 1 fish, and 13 fish would score 6 points.



Gain 5 points if the dining room (🍴) is full.
A full room is one that has no visible squares.



Gain 1 point for every cat on your boat that is touching at least 1 common treasure. Each cat can score a maximum of 1 point.



Gain 5 points if the storage room (🌿) is empty.
An empty room contains no tiles of any type.



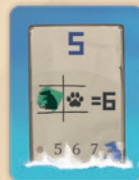
Gain 2 points for each colour cat, where you have at least 1 cat of that colour on your boat.
There are 5 colour cats, so this event can score a maximum of 10 points.



Gain 5 points if you have exactly 13 visible rats on your boat.



Gain 5 points if you have exactly 3 different colour cats on your boat.
You can have multiple cats of the same colour, but you must have exactly 3 different colours across all of your cats.



Gain 5 points if exactly 6 of your visible rats are touching at least 1 cat.



Gain 5 points if you have more rare treasures than common treasures on your boat.



Gain 5 points if you have exactly 5 lonely cats on your boat.
A lonely cat is a cat not touching any other cats of the same colour.