

THE ISLE OF CATS LATE ARRIVALS RULES

Your friends have finally arrived at the island, and with more people exploring, new discoveries will be made!

COMPONENTS



40 CAT TILES

These should be added to the discovery bag. They follow all the normal rules for cat tiles.



10 RARE TREASURE TILES

These should be added to the discovery bag. They follow all the normal rules for rare treasures.



1 OSHAX FIGURE

When playing with 6 players, this should be used as the 6th player piece on the turn order track on the island.



2 OSHAX TILES

These should be placed with the other Oshax tiles in your game.



16 COMMON TREASURE TILES

These should be placed with the other common treasure tiles in your game.



2 PLAYER BOATS

These should be placed with the other player boats in your game. They can be used by any player in all your future plays.



70 DISCOVERY CARDS

These should be shuffled with your existing discovery cards when playing with 5 or 6 players.



20 FISH TOKENS

These should be placed with the other fish tokens in your game.

DISCOVERY CARDS

There are 70 new discovery cards included with the Late Arrivals expansion. You should only use these cards when playing with 5 or 6 players, when playing with 1 - 4 players, you should remove them from the discovery deck.

LESSON MODULES

The 70 new discovery cards include 2 new lesson modules, even when playing with 1 - 4 players, you can use these new lesson modules following the rules on page 23 of the rulebook.

IDENTIFYING LATE ARRIVAL CARDS

All of the cards included with the Late Arrivals expansion show the treasure chest symbol in the bottom left corner.



ADDITIONAL RULES FOR 5 AND 6 PLAYERS

When playing The Isle of Cats with 5 or 6 players, the game plays with the same rules, but you will need to make a few changes to the number of tiles available.



GLOBAL SETUP

3 Common Treasure.

- Use 13 of each tile for 5-player.
- Use 15 of each tile for 6-player.

4 Oshax. Place 8 Oshax tiles below the common treasure.

FILL THE FIELDS

Cat Tiles.

- 20 cats (10 per field) for 5-player
- 24 cats (12 per field) for 6-player

LESSON MODULES

When playing The Isle of Cats with 5 or 6 players you will always use 5 Lesson Modules, rather than 3. When adding new lesson modules to the game, follow the rules on page 23 of the rulebook, but raise the number of lesson modules from 3 to 5.

OSHAX TILES

When playing The Isle of Cats with 5 or 6 players you will always use 8 Oshax tiles, rather than 6. When adding new Oshax tiles to the game, follow the rules on page 23 of the rulebook, but raise the number of Oshax tiles in play from 6 to 8.

SOLO RULES

If playing The Isle of Cats solo with the Lesson module G, you will need to take note of the following rule:

MOST TREASURES

For the lesson card "Blinded", you require 10 treasures to complete the lesson.

