

CULT OF THE INVISIBLE CAT

(7th player additional rules)

Story

The Cult of the Invisible Cat has been to most devout in research of the legends regarding the stories and presence of the island where the cats would live. Their libraries are filled with many scrolls holding some knowledge that tells the ways to handle cats but also they have long known other stories about mighty beasts that are likely to accompany the cats where they live.

Even when going to help with the rescue mission to avoid destruction as Vesh arrives at the island these members of the cult are likely to take any opportunities to research all life and environment at the island. They will likely want to take their time even when pressing threat is about but maybe the secrets they are able to reveal will prove worth the spent time and effort.

ADDITIONAL RULES FOR 7TH PLAYER

Follow the normal setup for 5 and 6 players but with following additions.

GLOBAL SETUP

4. **Oshax.** Place 10 Oshax tiles below the common treasure.

The Events module cannot be used as normal but will have different setup instead. The first two steps are replaced with following rules.

1. **Tiles bag.** Place all events tiles into the blue events bag within reach of the 7th player.
2. **First event.** The 7th player then draws one event tile at random and chooses to place it either face-up or face-down. Face-up tile is placed to cover either 5 space or 1 space of the day tracker, while face-down tile is placed to cover any one of the 4, 3 or 2 spaces of the day tracker.

The Beasts module cannot be used as normal but will have different setup instead. The first step is replaced with following rules.

1. **Beasts bag.** Place all the beast tiles into the red beast bag within reach of 7th player.

Gameplay for beasts module will be different from the normal rules also.

FILL THE FIELDS

Cat Tiles.

- ❖ 26 cats (13 per field) for 7-player

PLAYER SETUP

- A. The 7th player receives a random boat, but of different nature than most of the other players. Meaning that if majority of other players are using asymmetric alternative boats, the 7th player receives a random standard boat and vice versa. If there's no majority, the 7th player may choose which type to receive.
- B. 7th player does not receive cat figure and has no figure on island for turn order.

GAMEPLAY

7th player has no place in the usual player order at the island but will always be the last in order and is never affected by any rules regarding change of player order.

For Royal Rats, scoring and semi-permanent token, use normal rules for event tiles.

FILL THE FIELDS

Before the fields are filled with new cats, the event under the Vesh's boat should be resolved. If there are event tiles also above the Vesh's boat then those should be resolved too in order from bottom to top.

If an event tile rewards a player with points, they should immediately take that many point tokens from the supply and place them next to their boat. Point tokens are public for all players to see.

PHASE 4: RESCUING CATS

In addition to rescuing cats, players may now choose to use their baskets to rescue beasts during the rescue phase. Rescuing beasts follows the normal rules of rescuing a cat. The cost of rescuing a beast is always 5 fish as they only appear ever at right field.

When 7th player plays any green cards, the speed value is forfeited as the player will always remain last despite played total speed. However, for each full 5 speed played by the 7th player, the 7th player must draw one random beast tile and either place it in the right field or pay 5 fish to place it in the player's boat instead. If the player chooses to place the beast in the boat, this placement does not require spending any basket, but instead the 7th player immediately draws 2 additional beast tiles at random and places them at the right field.

If any beast tiles were placed during this phase, then before starting to rescue cats the 7th player draws 2 event tiles at random and chooses to discard one and places the other face-down on the next day at the day tracker. If there already exists some event tile on the day place the event tile above the existing tile for that day instead.

If event tiles are drawn during the last day those are not placed anymore on the day tracker, but the 7th player instead keeps the tile the tile and resolves it immediately personally either face-up or face-down. In this case the event tile only affects the 7th player.

PHASE 5: RARE FINDS

The 7th player has an option to pay 4 fish after playing any Oshax card to place that card face-up next to their boat instead of discarding the card. At the end of this phase the 7th player collects all face-up Oshax cards placed next to their boat and places them back in their hand.

EMPTY THE FIELDS

At the end of each day any beast that were not rescued from the fields flee and should be placed back in the box unless some player in player order wants to pay 2 fish to choose one beast to stay at the field. If there are several beasts at the field, a player can only pay for up to one beast even when there are several available. After first payment is done, the rest of the beasts cannot be lured to stay, and they flee and are placed back in the box.

The first player that chooses to pay for any beast to stay is handed with the event bag and then draws one tile at random and places it either face-up or face-down on the next at the day tracker. If there already exists some event tile on the day place the event tile above the existing tile for that day instead.

If event tiles are drawn during the last day those are not placed anymore on the day tracker, but the player instead keeps the tile the tile and resolves it immediately personally either face-up or face-down. In this case the event tile only affects the player that has the tile.

KEEPING CARDS

The 7th player may pay 2 fish at the end of Empty Fields to give one card to any other player and this player must give some other card from their hand in return to the 7th player.

DISCOVERY CARDS

If the pile for discovery cards runs out, the 7th player chooses to add 21 cards from either the top or from the bottom of the discard pile to form the new Discovery Card deck and then the cards are drawn again normally.

DISCOVERY CARDS

No additional discovery cards are added for the 7th player except for 2 additional lesson modules.

LESSON MODULES

When playing the Isle of Cats with 7 players you will always use 7 Lesson modules rather than 5.

OSHAX TILES

When playing The Isle of Cats with 7 players you will always use 10 Oshax tiles instead of 8. Otherwise follow the normal rules for Oshax tiles.