

Game End & Scoring

- The game ends after 5 rounds
- Players score points as follows:
 - ♦ Cat Families..... points for the number of adjacent cat tiles of the same color as follows:
 - 3 cats+8 points
 - 4 cats+11 points
 - 5 cats+15 points
 - 6 cats+20 points
 - More+5 additional points for each additional cat
 - ♦ Rare Treasures...+3 points for each rare treasure on your boat
 - ♦ Your Lessons points for each completed card
 - ♦ Public Lessons..... points for any completed card
 - ♦ Rats.....-1 point for each visible rat
 - ♦ Rooms.....-5 points for each room not completely filled (see diagram below)
- In case of a tie, the player with the most fish wins; if still tied, players share the victory



Rooms:

- Every square on your boat is part of a room
- To avoid end-game penalties, all squares within a room must be covered by cat or treasure tiles
- There are 7 rooms, in varying sizes, as follows:



- 1** 🦜 Parrot / Captain's Room Stern..... 18 squares
- 2** 🌙 Moon / Bedroom Port..... 11 squares
- 3** 🍏 Apple / Dining Room 18 squares
- 4** 🌙 Moon / Bedroom Starboard 11 squares
- 5** No Icon / Deck 60 squares
- 6** 🌾 Wheat / Cargo Hold..... 20 squares
- 7** 🦜 Parrot / Captain's Room Bow..... 4 squares

Setup, Notes, & Round Summary

For additional game support, see the accompanying **Card Definitions & Clarifications** reference guide.

Game Setup

- Give each player:
 - ◆ 1 boat, red cat side up
 - ◆ 1 permanent basket, green side up
- Place the island in the center of the play area, red cat side up; then:
 - ◆ Place the boat token on space 5 of the round tracker
 - ◆ Determine a player order and place each player's large wooden cat figure in turn order on the island's trail
- In a general supply around the island, place:
 - ◆ All wooden cats and fish tokens
 - ◆ The permanent basket tokens

- Place the 4 types of **common treasures** in the general supply as follows:
 - ◆ 2 players: 5 of each
 - ◆ 3 players: 8 of each
 - ◆ 4 players: 11 of each
 - ◆ 5 players: 13 of each
 - ◆ 6 players: 15 of each

Common Treasures are the four bronze-colored tiles of square sizes 1 & 2 ("small treasures") and 3. These tiles are limited and, if displaced during play, are discarded to the game box.

- Add random **Oshax tiles** to the general supply as follows:
 - ◆ 2 to 4 players: 6 Oshax tiles
 - ◆ 5 or 6 players: 8 Oshax tiles

NOTE: Remaining tiles are placed in the bag.

- Place all cat tiles and all rare treasure tiles into the bag; then draw and place cat tiles as follows:
 - ◆ 2 players: 8 cat tiles (4 per field)
 - ◆ 3 players: 12 cat tiles (6 per field)
 - ◆ 4 players: 16 cat tiles (8 per field)
 - ◆ 5 players: 20 cat tiles (10 per field)
 - ◆ 6 players: 24 cat tiles (12 per field)

NOTE: Any Oshax or rare treasure tiles drawn during setup should be placed directly in the general supply.

- From the following 8-card sets, select any **3 sets** of Lesson Module cards in a game with 2 to 4 players, or **5 sets** in a game with 5 or 6 players:
 - ◆ Module A cards (#127 - 134)
 - ◆ Module B cards (#135 - 142)
 - ◆ Module C *public lessons* (#143 - 150)
 - ◆ Module D cards (#220 - 227)
 - ◆ Module E *public lessons* (#228 - 235)
 - ◆ Module F cards (#236 - 243)
 - ◆ Module G cards (#310 - 317)
 - ◆ Module H cards (#318 - 325)

Lesson Module Cards come in sets, each of which includes exactly 8 cards; sets are identified on the bottom left corner of the cards with the text "LESSON" or "PUBLIC LESSON" followed by a letter in brackets.

- Create the deck of discovery cards (to be placed face-down beside the island) by shuffling together:
 - ◆ The 24 or 40 cards of the selected Lesson Module card sets (above)
 - ◆ The 14 Core Lesson cards (#113 - 126)
 - ◆ All Oshax, Rescue, Treasure, and Anytime cards (#001 - 112)
 - ◆ *Optionally*, cards from the Kickstarter Pack (#244 - 255)
 - ◆ *And if with 5 or 6 players*, cards from the Late Arrivals expansion (#256 - 309)

NOTE: You must include the Core Lesson cards with every game.



Round Summary

Phase 1:

- Each player takes 20 fish

Phase 2:

- Deal 7 cards to each player
- Draft 2 cards at a time, passing to the left on rounds 1, 3, and 5, and to the right on rounds 2 and 4
- From the 7 cards held after drafting, determine cards to keep, paying their collective cost in fish; discard the cards you do not want to keep

NOTE: If you have unplayed cards from the prior round, add those to your hand after selecting and paying for this round's newly acquired cards.



Anytime Cards—those with a purple border—may be played at any time as a free action.

Phase 3:

- Play all lesson cards; if you play a public lesson, read it aloud and place it face up

NOTE: Lesson cards may not be held for play in a future round.

Phase 4:

- Simultaneously play green rescue cards

NOTE: Each rescue card revealed at this time must be either used or discarded this round.

- Determine player order (by most to least number of played boots) and reposition the large wooden cat figures accordingly on the island's trail

NOTE: In case of ties, relative player order is unchanged.

- In turn order, use a basket to select, pay for, and place a cat tile on your boat

NOTE: Your first tile may be placed anywhere on your boat. After the first, every tile must be placed adjacent to another and sit fully inside your boat. Tiles may be rotated and flipped to any orientation; they may not overlap.

*NOTE: When covering a treasure map with a cat tile of the same color, you may select a **common** treasure tile and immediately place it adjacent to tile on your boat.*

Lesson Cards come in two varieties—either "Public Lesson" cards (that are played face-up and are available for every player to score at game's end) or just "Lesson" cards (that are private to the individual player and played face down and only scored by that player).

Adjacent means that tiles' sides are touching; diagonals never count.

The Boat's Edge is defined by the thick white line that frames the grid of squares on a player's boat.

A Treasure Map, when covered by a cat tile of the same color, earns the player a common treasure (if any remain).

Phase 5:

- In turn order, play yellow treasure cards or brown Oshax cards

NOTE: You may carry unspent fish and unplayed cards into the next round.

Round Cleanup:

- Reset (flip over) used permanent baskets
- Discard the island's abandoned cats (if any) to the game box
- Draw tiles from bag and place new cat tiles in the island's fields in the same quantity as during game setup

NOTE: Oshax and rare treasure tiles that are drawn are immediately placed aside the island in the general supply.

- Advance the round tracker and start again with Phase 1