

# CATASTROPHIC TREE

## RULEBOOK



SCAN THE CODE  
SKIP THE  
RULES



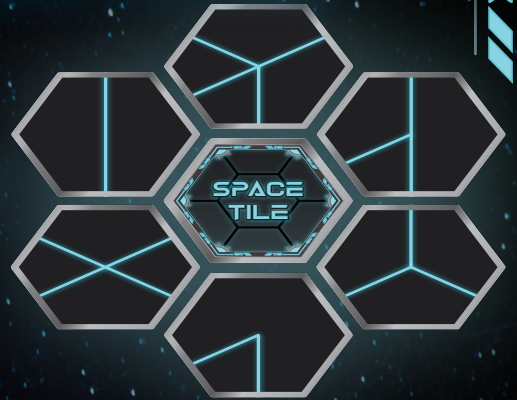
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# COMPONENTS



1 • Catastrotree Board



39 • Space Tiles



30 • Catastrophe Cards



6 • Reference Cards



18 • Cat-o-nauts

# ICONOGRAPHY

## DESTROY CAT/TILE



**Cat** → Move to same color solar point  
chosen by attacker  
**Tile** → Remove from board

## ROTATE TILE



Turn the tile to a new orientation

## MOVE CAT/TILE



Move the targeted cat or tile as specified

## SWAP CAT/TILE



Swap the positions of 2 cats or 2 tiles as specified

## FLIP TILE



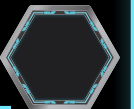
Turn over an unoccupied tile as specified

## CAT MOVEMENT



Number of spaces a cat may move

## UNOCCUPIED SPACE TILE



Space Tile that does not contain a cat

## OCCUPIED SPACE TILE



Space Tile that contains a cat

## CATASTROPHE CARD



Indicates a catastrophe card

## PURRTICLE SHIELD



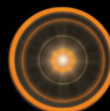
Effects with this icon can be blocked using this card out of turn

## FREEZE CAT



Makes a cat unable to move until their next turn ends

## SOLAR POINT



Indicates a cat's starting home position

# QUICK START

## 1 CHOOSE A COLOR



Everyone places their 3 cats on the 3 matching solar points

## 2 DRAW A CARD



Shuffle the card and tile decks. Everyone draws 1 card before the game starts

## 3 START THE GAME



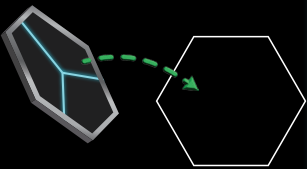
Choose a player to take the 1st turn: last to pet a cat or by group choice

## 4 END YOUR TURN



Draw 1 card. Discard down to 3 cards & 3 tiles if over the limit. Play Clockwise

## OPTIONAL ACTIONS - ON YOUR TURN - ANY ORDER



Draw 1 tile. Keep it in hand or place it face-up on any empty hex space



Move your cats up to 3 spaces anytime during your turn



Play any number of cards from your hand anytime during your turn



Discard 2 tiles from your hand to draw 1 card from the deck

# HOW TO WIN



- ✦ Move all 3 of your cats to the center hex first
- ✦ Remove each cat that reaches the center
- ✦ Cats that reach the center can't be affected









# TILES & MOVEMENT

## TILE PLACEMENT RULES

- ✦ Place up to 1 tile from hand each turn, unless otherwise specified
- ✦ Place tiles face-up:  
- ✦ Place only on empty non-center hex spaces

## MOVE RULES

- ✦  only on your turn
- ✦  only your 
- ✦ Each space entered expends 1 
- ✦ Spend up to 3  each turn split between your 

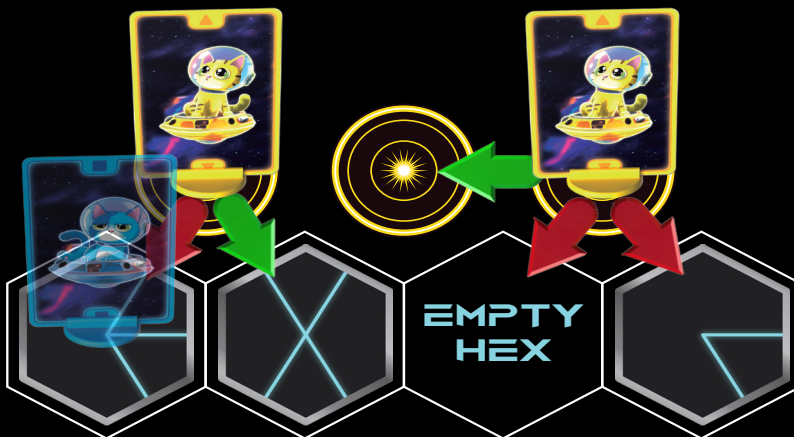
## LEGAL MOVES

- ✦ Connected space tiles
- ✦ Adjacent  spaces
- ✦ Connected center space

## ILLEGAL MOVES



- ✦ Unconnected space tiles
- ✦ Empty hex spaces
- ✦ Occupied spaces

## MOVEMENT DIAGRAM



# CARDS

## CARD RULES

- Play cards only on your turn
- Exceptions:  or 
- Keep cards hidden until played
- End turn: Draw 1 card, then discard down to 3 cards and 3 tiles if over the limit

## DIAGRAM KEY



Legal



Illegal



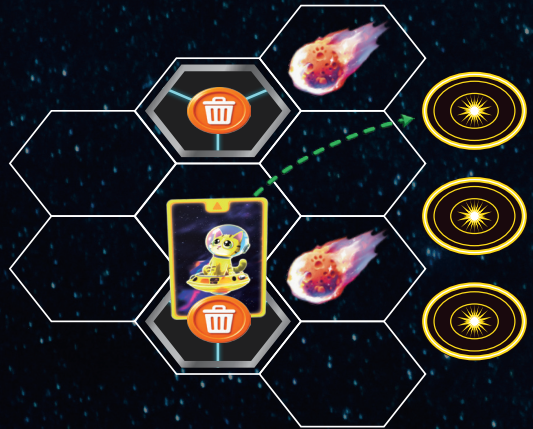
Remove



Freeze\*

\*Freeze related effects will appear in future expansions

### METEOR IMPAWCT



### PURRTICLE SHIELD



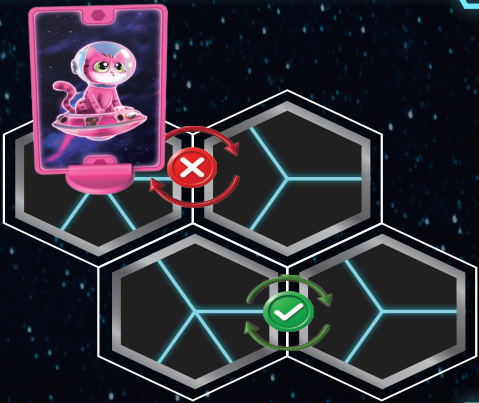
# TIME MEOWCHINE



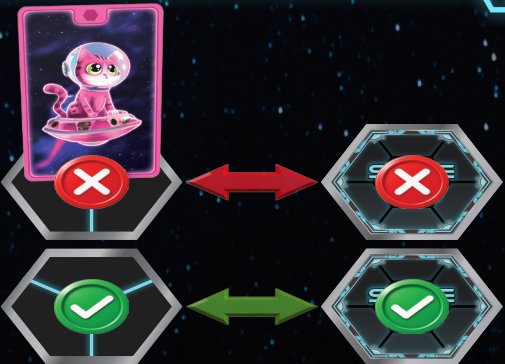
# FURRMAMENT ROTATION



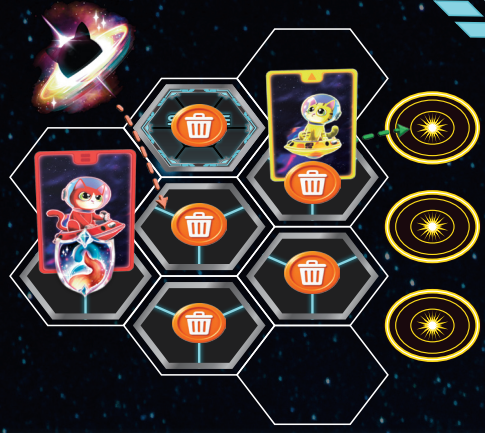
# PAWSITIONAL PIVOT



# SOLAR PURRCLIPSE



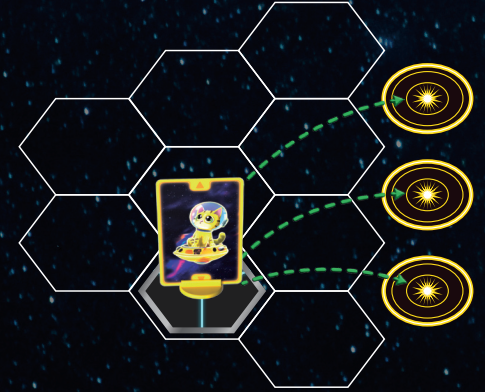
# EVENT FURRIZON



# GALACTIC PAWNADO



# COSMIC CATAPULT



# UNIPURRSAL EXPANSION



# CREDITS

A GALACTIC THANK-YOU FROM THE BRANCHES OF CATERNITY

GAME DESIGN & DEVELOPMENT  
Brandon Fitzpatrick

ILLUSTRATION & ART DIRECTION  
KH Board Game Design

GRAPHIC DESIGN & LAYOUT  
KH Board Game Design

3D MODELLING & MINIS  
KH Board Game Design



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Supports both Solo and Multiplayer Modes.



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“My hands stretched out the heavens, and  
I commanded all their host”

# CATASTROPHIC TREE

## RULEBOOK



IMMORTALITY  
GAMES