

CATASTROPHREE

RULEBOOK



SCAN THE CODE
SKIP THE
RULES



IMMORTALITY
GAMES

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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



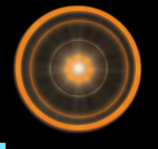
Effects with this icon can be blocked using the Purrparticle Shield

FREEZE CAT



Indicates a frozen cat unable to move until their next turn ends

SOLAR POINT



Indicates a cat's starting home position

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



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



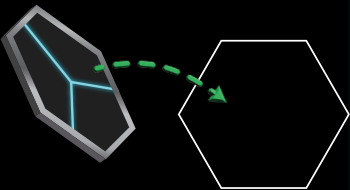
Choose a player to take the 1st turn: last to pet a cat or by group choice

4 END YOUR TURN



Draw 1 card. Discard down to 3 cards & 3 tiles as required. 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

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 

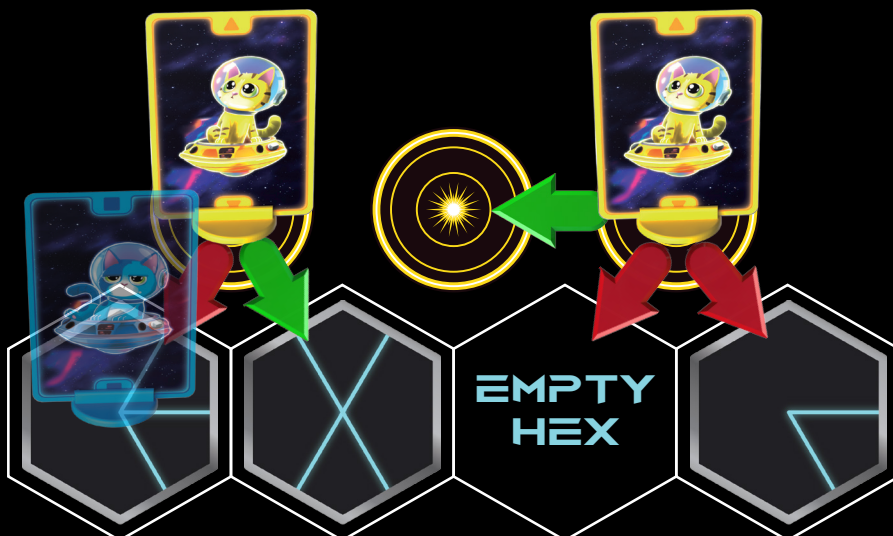
LEGAL MOVES

- ✦ 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



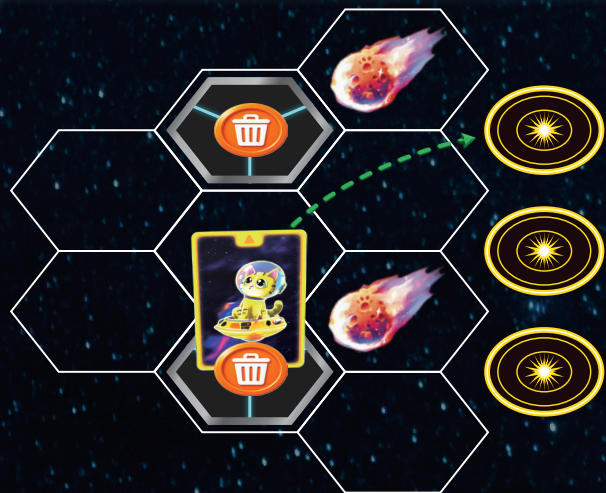
Remove



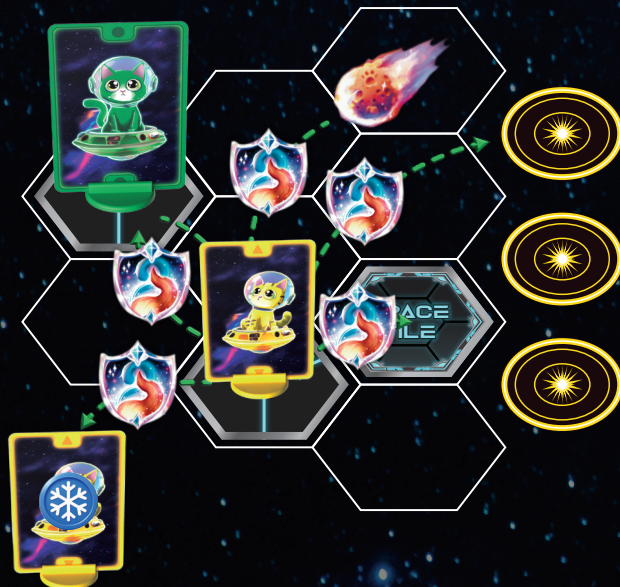
Freeze*

*Freeze related effects will appear in future expansions

METEOR IMPAWCT



PURRTICLE SHIELD



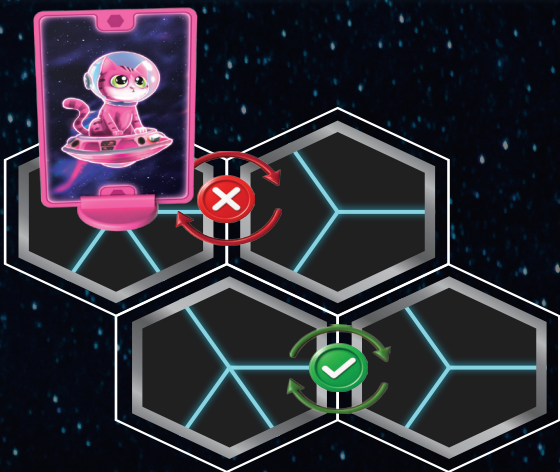
TIME MEOWCHINE



FURRMAMENT ROTATION



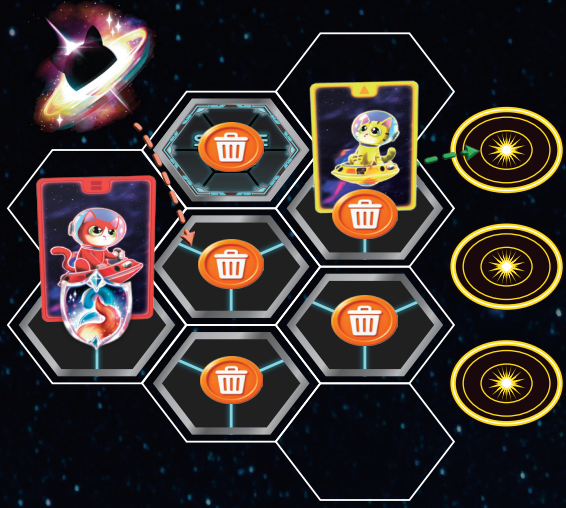
PAWSITIONAL PIVOT



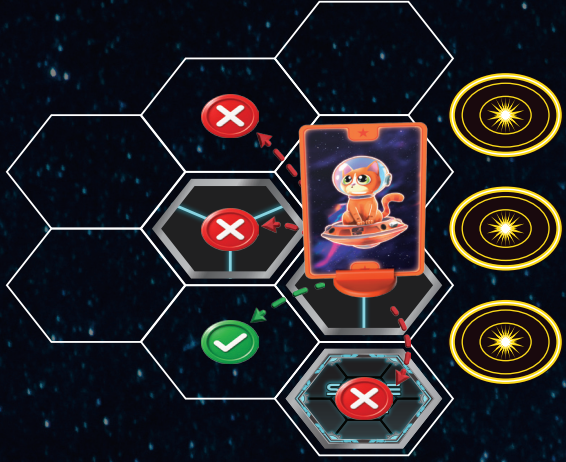
SOLAR PURRCLIPSE



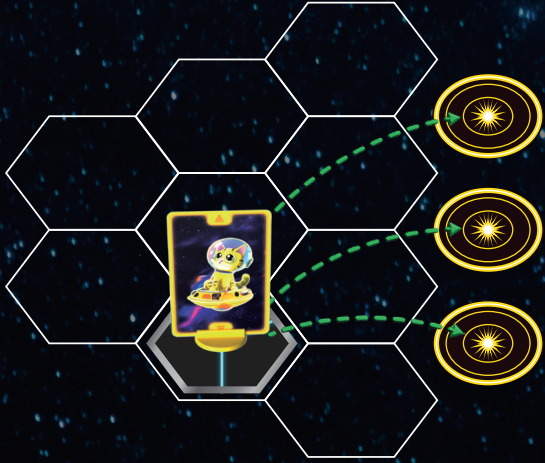
EVENT FURRIZON



GALACTIC PAWNADO



COSMIC CATAPULT



UNIPURRSAL EXPANSION



CREDITS

A GALACTIC THANK-YOU FROM THE BRANCHES OF ETERNITY

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

CATASTROPHIC TREE

RULEBOOK

