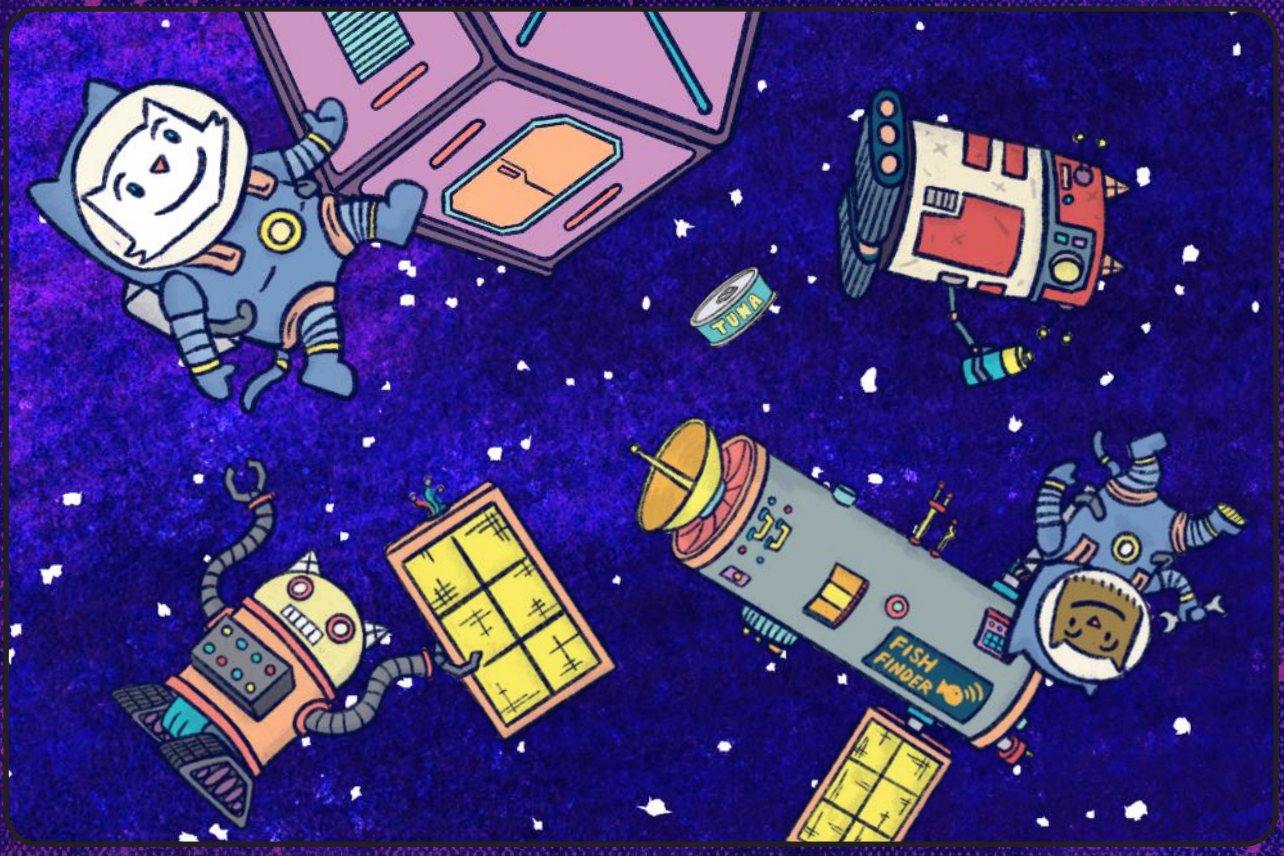
CatStronauts
Fish Finder Satellite

8+

1-6

45-60 min



THE MOST IMPORTANT SATELLITE EVER!!!

The World's Best Scientist has purr-fected the Fish Finder Satellite. Once the satellite is active, no cat will ever go hungry again! The CatStronauts have teamed up with the Cosmo Cats to complete this mon-mew-mental mission. But can they do it

... BEFORE TIME RUNS OUT?!

HOW TO WIN

This expansion adds the new Core Mission: Fish Finder Satellite. To win, you'll need to:

1. **Build all the Fish Finder Satellite Modules:** Be sure to arrange them so the satellite image is connected.
2. **Program the Satellite:** Bring the 3 tokens from the satellite modules to the Control Room module. Then flip the 3 tokens to reveal a Boot Up System symbol, and place a Boot Up Token on it.
3. **Boot Up the Satellite:** Now you just need to use that Boot Up System action to activate the satellite!

DON'T FORGET TO COMPLETE YOUR OTHER CORE MISSIONS, TOO!

CAN YOU DO ALL THAT BEFORE THE POWER LEVEL HITS ZERO?

If you do, you'll become world-wide heroes, and have an even bigger parade than before, with even more snacks!!!

EXPANSION SET UP

The *Fish Finder Satellite* expansion changes the game's set up, as shown in the picture below.

Feel like herding cats? The yellow chart shows how to set up a game for 5 or 6 players. Meowza!

EXPANSION SET UP

ADD THE NEW TOKENS TO THE PILE

MIX IN THE NEW SATELLITE MODULES







CHARACTER DASHBOARD

PUT THE NEW CORE MISSION CARD HERE



CORE MODULE TILES

(CATSUP symbol on back)

MODS FOR 5 & 6 PLAYERS

Each player chooses 1 character	Each player chooses 1 character
2 actions per character	2 actions per character
Starting power level 4-7	Starting power level 3-5

NEW BASIC ACTION

PANIC BUTTON

If the Power Level is at 2 or below, any character can hit the Panic Button as their last basic action. You can't hit it twice in one turn, sorry!

Flip the Panic Token: Take the Panic Token from the token pile and flip it like a coin.

- **If it Lands on PANIC!:** All the players scream in panic! The Panic Token stays on the table.
- **If it Lands on RECHARGE:** Raise the Power Level by 1, and remove the Panic Token from the game so it can't be used again.

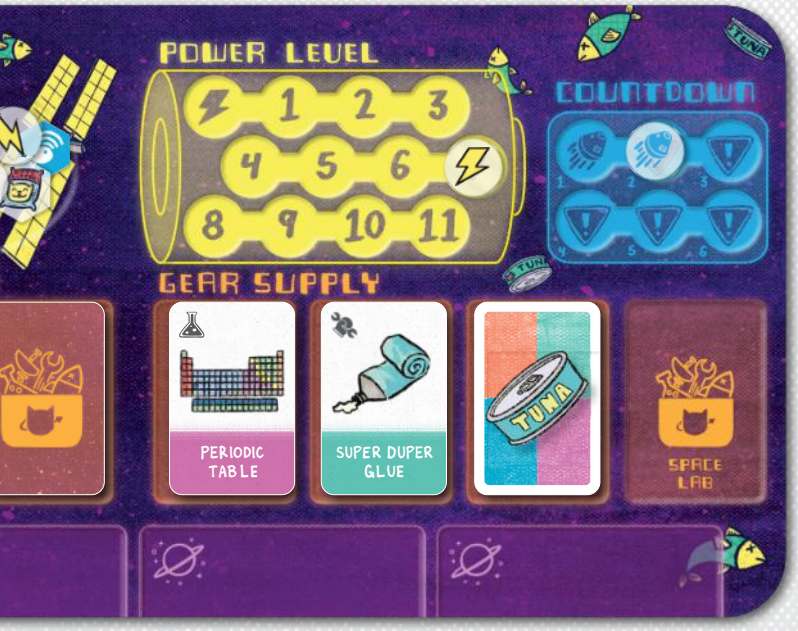


PANIC! side



RECHARGE side

L PANEL





PUT THE PANIC TOKEN RIGHT HERE

(Let's hope you don't have to use it!)

ADD THE NEW ALERT! CARDS



CHECK OUT THE NEW CHARACTERS

(Mix and match them with the original ones!)





THERE'S A NEW CORE MODULE TO ADD ON!

CHARACTER DASHBOARD

SATELLITE MODULES

Satellite modules are space modules that fit together like a separate puzzle, rather than connecting to the main space station.

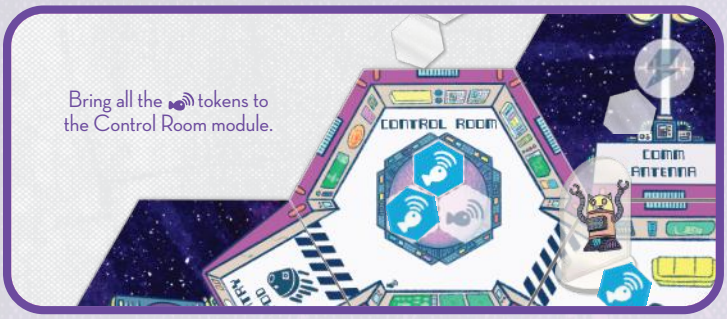
CONNECTING SATELLITE MODULES

If you get a satellite module when you use the Build action, here's how to connect it.

First Revealed Satellite Module: Place the module so one of its space sides is connected to the space side of the Airlock module. The satellite module is now online, and you can use that module's task.

Later Satellite Modules: Place the rest of the satellite modules so they connect to the first one, making a complete picture of the Fish Finder Satellite.





BOOTING UP THE SATELLITE

Once all the Fish Finder Satellite tiles are placed, and the 3 tokens have been moved from the satellite modules to the Control Room module, then flip the tokens over. The three tokens together make a Boot Up System symbol. Place a Boot Up Token on it, on its OFF side.

Now, you just need to do that Boot Up System action to complete the Core Mission: Fish Finder Satellite!



HINT! You can carry the tokens to the Control Room module before the Fish Finder Satellite is completely built!

IMPORTANT SATELLITE INFO!

- Satellite modules can be moved like station and space modules, for example with the Robot Arm.
- You can't take the Build action while you're on a satellite module.
- A satellite module is always online once it's placed.
- You can't do the Boot Up System action in the Control Room until all 3 tokens have been moved from satellite modules to the Control Room.

CREDITS

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