



CATS & DOGS
EXPANSION

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You've begged and pleaded with your parents and finally...
it's time to get a pet!

- This expansion to Fort adds two modules: Dogs and Cats. You can use one or both.



PLAYING THE DOGS MODULE



DOGS ARE LOYAL. IF YOU PLAY ONE, IT WILL (USUALLY) GO STAY IN YOUR DOGHOUSE. BUT THEY'RE FUSSY: YOU CAN ONLY PLAY A DOG IF YOU MEET ITS NEEDS. NEGLECT A DOG, AND IT'LL WANDER OFF. AT THE END, WHOEVER HAS THE MOST DOGS IN THEIR DOGHOUSE SCORES SEVEN POINTS!

18 DOG CARDS



4 DOGHOUSE BOARDS



Shuffle all 18 **dog cards**. Each player takes the **doghouse board** of their player color.

To make their starting deck, each player draws **5 kid cards** (*not 8*) and **3 dog cards**, and adds their 2 Best Friends.

Return all of the unused dogs to the box.

In the Advanced Setup, draft the 3 dog and 5 kid cards (*not Best Friends*) together.

Otherwise, set up as normal!

USING DOGS

At the start of your turn, dogs in your Yard go to the discard pile of the player to your left, not to your own discard pile.

Instead of playing a kid on your turn, you can play a dog if you fulfill its **need**, shown above the dotted line on its action box. A dog's action cannot be followed.

Many dogs need you to **add** suits or cards. (*As normal, you can add from your hand and Lookout, and cards added from hand will get discarded.*) For some dogs, you can only add from your hand. You must declare coins (👉) you add as other suits, but they can be the same suit or different.

Example: *You play **Barkley**, who needs you to add two different suits from your hand that are not crowns (👑). You have some cards in your Lookout, but you cannot add them to Barkley. Instead, you add two copies of **Puddin** (👉👑), treating the two 👉 as 👉 and 👉. You use Barkley's action and tuck him under your doghouse.*

Just like a kid, you can discard a dog to add its suit to your own action or to follow the leader. (*Dogs discarded in this way go to your own discard pile.*) Dogs remaining in your hand go to your Yard during your Discard phase, and dogs can be recruited.

Unlike kids, dogs cannot be trashed or put in your Lookout. (*No animal cruelty!*)

THE DOGHOUSE AND SCORING

Almost always, a dog's action ends with tucking the dog under your doghouse. (*One dog, Loki, tucks under a rival's doghouse.*)

A doghouse can hold any number of dogs.

At the end of the game, the player with the most dogs in their doghouse scores **7 points**. On a tie for most dogs, each tied player scores 7 points. (*So friendly!*)

Dogs in your doghouse do count toward your made-up rules that score based on the number of cards and suits you have.



PLAYING THE CATS MODULE



CATS ARE FICKLE. THEIR ACTIONS HAPPEN AT SPECIFIC TIMES, AND THEY MOVE AROUND A LOT. CATS WILL BE ATTRACTED TO A DIFFERENT PLAYER IF THEIR YARD HAS CARDS OF SPECIFIC SUITS, EVEN IF THE CAT'S CURRENT OWNER HAS THEM TOO. THE MORE CATS YOU HAVE AT THE END OF THE GAME, THOUGH, THE MORE POINTS YOU SCORE.

8 CAT CARDS

SCAVENI	SPRIGHI	BANDI	SCRATI	KINGSI	CILANTI	DUMPLI	JITTERS
ATTRACTED TO IN 1000 AT END OF	ATTRACTED TO IN 1000 AT END OF	ATTRACTED TO IN 1000 AT END OF	ATTRACTED TO IN 1000 AT END OF	ATTRACTED TO IN 1000 AT END OF	ATTRACTED TO IN 1000 AT END OF	ATTRACTED TO 3+ 1 IN 1000 AT END OF	ATTRACTED TO NO CARDS IN 1000 AT END OF
Before you play you may remove 2 resources (see page 4) or reveal your board.	Before you play you may discard 1 from your hand (a card that you own).	Before you play you may take 1 r. from a rival's P. and 2 to your C.	Before you play cards, you may 1 kid in a rival's	Score 1/2 at game (1/2 each normal cat acc).	Whenever you see the Plan deck, you 2 cards that 1/2 C. and return the 1/2 bottom of the P.	Whenever you see you must 1/2 more resource.	If no one follows your played card they can't score 1/2.

Shuffle all 8 **cat cards**. Deal 1 cat card per player to a face-up row near the Victory Track. Return the rest to the box.

In the Advanced Setup, deal the cat cards before drafting cards.

Otherwise, set up as normal!



USING CATS

Cats have no suit and cannot be played, discarded, or trashed. They start in the general supply and can be attracted to a player (page 7), but never go in their hand.

Each cat has a **triggered power** that says when it happens and what it does. (*A cat's power cannot be followed.*)

Many cats trigger **before you play a card**, which means *just* before! If you have multiple cats with this trigger, use them in any order. (*No matter how many cat powers trigger, you will still play a card.*)

Example: *You have **Jitters**, who scores you one point if no one follows your played card. You play **Ghost**, who does not have a public action, so no one can follow you. Jitters' power triggers, so you score one point! On a later turn, you have Jitters and you play the dog **Echo**, who lets you use a kid's actions as if you played the card. You score a point since Echo—your played card—cannot be followed, but do not also score a point for the kid!*

ATTRACTING CATS

At the end of your turn, check whether you attract any cats on the table based on the condition at the top of the cat. Count coins (🪙) as coins, not other suits, for this.

Put cats you attract face up next to your player board (*not in your Yard or Lookout*).

You do not lose a cat if you no longer fulfill its attraction condition. Instead, other players will attract it away from you if they fulfill its condition. It doesn't matter whether you also fulfill its condition, even if you fulfill it better—the cat will still move away.

SCORING CATS

At the end of the game, each player scores based on the number of cats they have:

- 1 Cat = 1 Point
- 2 Cats = 3 Points
- 3 Cats = 6 Points
- 4 Cats = 10 Points

CREDITS

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