

# Max the tomcat

Jim Deacove



ZOFIA BURKOWSKA

Butterfly expansion







# Max the tomcat butterfly expansion

A co-operative strategy game  
for 1 to 8 players, age 4+

Duration about 15 minutes

## Extra material needed

The yellow butterfly included in the game (in the spare parts section). If you do not have it, you can use a butterfly-shaped piece of yellow cardboard about 15 mm wide. Or print **this picture** and glue it onto cardboard.



## Game concept

Max is distracted by Butterfly. **He will always take the shortest route towards Butterfly.** In this way you can give the other 3 small creatures more time to escape or perhaps let them stay in a safe corner until Max has gone by. But beware, Max could also catch Butterfly! Aim of the game is now bringing all 4 creatures to the tree.

## Specific rules for Butterfly

- Butterfly starts 1 space ahead of the 3 creatures.
- On your turn, with a green dot you can now move any of the 4 creatures.
- Butterfly always moves 2 spaces ahead on 1 green die roll. She never uses a shortcut (see image).
- Any other rules for the 3 little creatures also apply for Butterfly.



## Specific rules for Max



As long as Butterfly is way ahead, Max always takes the shortcuts. So with a double black, he might move to the shortcut start, then use the shortcut to the end, and then take one more step towards Butterfly. Hopefully not catching it!

Max is again moving normally (sometimes taking the shortcut, sometimes passing it with a double black) when:

- Butterfly is caught
- Butterfly has reached the tree
- Max has gone past Butterfly (with a double black)



If Butterfly is near a corner, Max will not use the shortcut if he lands on it; instead, he will stay on the shortcut start until his next move.



Next move, check the location of Butterfly. If she is still near the corner, Max goes towards the corner, but if Butterfly was moved ahead in the meantime, then again he will use the shortcut (shortest route to Butterfly). In this case, he will need 1 black dot to go to the other shortcut end.



Concept & development: Max Maurice Hirschel and Steven Michiel Rijdsdijk

Thanks to Jim & Ruth Deacove for approval  
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special mention for Dennis, Jörg, Mischa and Nico.

We really hope you enjoy the game and let us know if you come up with any interesting "house rules" for the game. You can reach us at [Max@sunnygames.eu](mailto:Max@sunnygames.eu)

## The author

The Canadian games author Jim Deacove has had more than 40 years of experience with co-op games. He wants to create games in which the players have fun and he noticed that playing together brings more enjoyment than playing against each other. By now, he designed more than 100 co-operative games. His best games are published in Europe by Sunny Games.



