

Basic

Bow

Classic

Bow

Basic

Marmalade

Classic

Marmalade

Warm 2 Regular 1 Cool -3

Bright 0 Dim 1 Dark 2

Craving: Desires: Penalties:

1 Mischief -7 Food 3 Fall -2

2 Mischief -7 Water 2 Scolding

3 Playfight -6 Mischief 4 -8

4 Playfight -6

5 Food -5

6 Water -3

Movement 7

Playfight 7 / -4

Warm 2 Regular 1 Cool -3

Bright 0 Dim 1 Dark 2

Friendship 2

Penalties:

Craving:

1 Mischief -7

2 Mischief -7

3 Playfight -6

4 Playfight -6

5 Food -5

6 Water -3

Desires:

Food 3

Water 2

Mischief 4

Disturb -4

Fall -2

Dog -9

Scolding

-8 / -3

Movement 6

Playfight 7 / -4

Bow can use the Move Action on any tile which faces the outside world to move to any other tile on the board which faces the outside world for 3 Exhaustion. The same can be done after Bow Falls.

Warm 3 Regular 0 Cool -2

Bright 3 Dim 2 Dark 1

Craving: Desires: Penalties:

1 Water -10 Food 4 Fall -4

2 Water -10 Water 3 Scolding

3 Food -9 Mischief 2 -4

4 Mischief -8

5 Playfight -7

6 Nothing

Movement 4

Playfight 6 / -3

Warm 3 Regular 0 Cool -2

Bright 3 Dim 2 Dark 1

Friendship 3

Penalties:

Craving:

1 Water -10

2 Water -10

3 Food -9

4 Mischief -8

5 Playfight -7

6 Nothing

Desires:

Food 3

Water 4

Mischief 4

Disturb -7

Fall -4

Dog -7

Scolding

-4 / -1

Movement 3

Playfight 6 / -3

Marmalade gains twice as much Cosiness from Temperature and Light Level while she is on a tile that is both Warm and Bright.

Basic

Tiger

Classic

Tiger

Basic

Suki

Classic

Suki

Warm 3 Regular 0 Cool -2

Bright 2 Dim 1 Dark 0

Craving: Desires: Penalties:

1 Food -11 Food 2 Fall -7

2 Water -10 Water 2 Scolding

3 Water -10 Mischief 1 -7

4 Playfight -9

5 Nothing

6 Nothing

Movement 4

Playfight 4 / -4

Warm 3 Regular 0 Cool -2

Bright 2 Dim 1 Dark 0

Friendship 4

Penalties:

Craving:

1 Food -11

2 Water -10

3 Water -10

4 Playfight -9

5 Nothing

6 Nothing

Desires:

Food 2

Water 2

Mischief 1

Disturb -6

Fall -7

Dog -6

Scolding

-7 / -1

Movement 3

Playfight 4 / -4

Tiger gains a +1 whenever rolling for Playfighting. Also, whenever Tiger beats a cat in Playfighting which he previously lost to, he gains 4x Cosiness from the Playfight. Once Tiger beats them, they no longer count until he gets beaten again.

Warm 1 Regular 0 Cool -3

Bright 2 Dim 2 Dark 3

Craving: Desires: Penalties:

1 Mischief -9 Food 3 Fall -8

2 Mischief -9 Water 3 Scolding

3 Playfight -8 Mischief 3 -4

4 Playfight -8

5 Food -7

6 Food -7

Movement 6

Playfight 7 / -4

Warm 1 Regular 0 Cool -3

Bright 1 Dim 1 Dark 2

Friendship 3

Penalties:

Craving:

1 Mischief -9

2 Mischief -9

3 Playfight -8

4 Playfight -8

5 Food -7

6 Food -7

Desires:

Food 2

Water 3

Mischief 2

Disturb -4

Fall -8

Dog -6

Scolding

-8 / -3

Movement 5

Playfight 7 / -4

Once per day per cat in the game, Suki can replace the roll of any cat with whatever number Suki desires. This feature can only be used once per cat (Including on Suki).

Basic



Thrasher

Warm 2	Regular 0	Cool -3
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Bright -2	Dim 2	Dark 1
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Craving:	Desires:	Penalties:
1 Playfight -10	Food 4	Fall -7
2 Food -10	Water 3	Scolding -3
3 Food -8	Mischief 2	
4 Mischief -7		
5 Water -6		
6 Nothing		
Movement 5		
Playfight 3 / -3		

Classic



Thrasher

Warm 2	Regular 0	Cool -3
Bright -2	Dim 2	Dark 1

Friendship 1		Penalties:	
Craving:		Disturb -8	
1 Playfight -10	Food 4	Fall -7	
2 Food -10	Water 3	Dog -5	
3 Food -8	Mischief 2	Scolding -3 / -1	
4 Mischief -7			
5 Water -6			
6 Nothing			
Movement 4			
Playfight 3 / -3			
Thrasher gains +2 whenever rolling for Playfighting. Also whenever Thrasher beats Dog in Playfighting, it counts as 2 victories and Thrasher benefits in Cosiness for winning the Playfight.			

Basic



Princess

Warm 0	Regular 1	Cool 3
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Bright 0	Dim 3	Dark 2
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Craving:	Desires:	Penalties:
1 Food -9	Food 2	Fall -5
2 Food -9	Water 3	Scolding -6
3 Water -7	Mischief 3	
4 Water -7		
5 Nothing		
6 Nothing		
Movement 3		
Playfight 6 / -4		

Classic



Princess

Warm 0	Regular 1	Cool 3
Bright 0	Dim 3	Dark 2

Friendship 2		Penalties:	
Craving:		Disturb -5	
1 Food -9	Food 2	Fall -5	
2 Food -9	Water 3	Dog -8	
3 Water -7	Mischief 3	Scolding -6 / -1	
4 Water -7			
5 Nothing			
6 Nothing			
Movement 2			
Playfight 6 / -4			
When Princess ends a turn with 2 or less Exhaustion, you can choose to Loaf.			

Basic



Goose

Warm 2	Regular 0	Cool -2
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Bright 2	Dim 0	Dark 2
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Craving:	Desires:	Penalties:
1 Food -7	Food 3	Fall -5
2 Food -7	Water 2	Scolding -5
3 Water -6	Mischief 3	
4 Mischief -5		
5 Nothing		
6 Nothing		
Movement 5		
Playfight 4 / -4		

Classic



Goose

Warm 2	Regular 0	Cool -2
Bright 2	Dim 0	Dark 2

Friendship 3		Penalties:	
Craving:		Disturb -3	
1 Food -7	Food 3	Fall -5	
2 Food -7	Water 2	Dog -7	
3 Water -6	Mischief 3	Scolding -5 / -2	
4 Mischief -5			
5 Nothing			
6 Nothing			
Movement 4			
Playfight 4 / -2			
Goose gains +1 whenever rolling for Playfighting. Additionally, twice per Day when Goose Tunnels or partakes in Mischief, do not add Tokens to their Tables or roll on them.			

Basic



Pickles

Warm 2	Regular 0	Cool -1
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Bright 1	Dim 0	Dark 1
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Craving:	Desires:	Penalties:
1 Playfight -8	Food 2	Fall -2
2 Water -5	Water 3	Scolding -8
3 Food -4	Mischief 1	
4 Nothing		
5 Nothing		
6 Nothing		
Movement 6		
Playfight 5 / -3		

Classic



Pickles

Warm 3	Regular 0	Cool -1
Bright 1	Dim 0	Dark 2

Friendship 2		Penalties:	
Craving:		Disturb -3	
1 Playfight -8	Food 2	Fall -3	
2 Water -5	Water 3	Dog -10	
3 Food -4	Mischief 1	Scolding -7 / -1	
4 Nothing			
5 Nothing			
6 Nothing			
Movement 5			
Playfight 6 / -2			
Pickles Gains +1 whenever rolling for Playfighting. Additionally, Pickles does not have to move her tile at the start of her turn but can do it at any point during her turn.			

Player Reference

You must place your Tile before you take your actions.

Move - Move 1 tile and count 1 movement.

Tunnel - Move 1 tile through a single wall. Roll on the structure Table and then move the token up 1 space.

Eat/Drink - If you are on a tile with Food or Water, it is spent.

Mischief - If you are on a Mischief tile, it is Spent. roll on the Mischief Table and then move the token up one space.

Playfight - If you are on a tile with another cat. Then both of you roll 1d6. Whoever rolls higher wins. On a tie, the aggressor wins.

Loaf - You cannot take or have taken any actions during an Hour that you use this Action. All Passive Cosy benefits are doubled this hour.

Movement - If you move more than your cats Movement score, you begin to lose 1 cosiness for each additional Movement that you count. Movement resets to 0 between hours.



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Eat/Drink - If you are on a tile with Food or Water, it is spent.

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Movement - If you move more than your cats Movement score, you begin to lose 1 cosiness for each additional Movement that you count. Movement resets to 0 between hours.



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Mischief - If you are on a Mischief tile, it is Spent. roll on the Mischief Table and then move the token up one space.

Playfight - If you are on a tile with another cat. Then both of you roll 1d6. Whoever rolls higher wins. On a tie, the aggressor wins.

Loaf - You cannot take or have taken any actions during an Hour that you use this Action. All Passive Cosy benefits are doubled this hour.

Movement - If you move more than your cats Movement score, you begin to lose 1 cosiness for each additional Movement that you count. Movement resets to 0 between hours.



Scolded!

Scolding on a 1 - 5

Scolding on a 1 - 4

Scolding on a 1 - 3

Scolding on a 1 - 2

Scolding on a 1



Basic Scolding

Whenever a cat uses Mischief, you roll a six-sided die to determine whether it goes wrong.

If the cat is successful, take the mischief token and keep it with you for scoring at the end of the Hour. Shift the token on the board one higher to show that a higher roll is now needed to succeed.

When a cat fails one of these rolls, slide the token to the picture underneath and she suffers her cats scolding penalty on her cat card.

Classic Scolding

Now when a Scolding happens, every cat loses Cosiness. The Classic side of the Cat Cards has two negative numbers listed beside Scolding. The bigger Penalty is for the cat that caused the Scolding while the smaller Penalty is for all other cats.

Cats use their own Scolding scores, not the score of the cat that caused the Scolding. Also, the cat that caused the Scolding must now move 3 tiles, without returning to any of those previous 3 tiles. This may force a cat to Tunnel.

Check Pages 8 and 11 in the rulebook for more details!

Collapse!

Collapse on a 1 - 5

Collapse on a 1 - 4

Collapse on a 1 - 3

Collapse on a 1 - 2

Collapse on a 1



Basic Structure

Whenever a cat uses a Tunnel Action, she rolls a six-sided die to determine whether it goes wrong.

If the cat is successful, she moves through a wall. Shift the token one higher on the board to show that a higher roll is now needed to succeed.

When a cat fails one of these rolls, the tile the cat tried to access is collapsed (turned upside down) and they take a fall penalty which is on your cat card. Slide the token to the picture underneath.

Classic Structure

Now when a Collapse happens, every player rolls two six-sided dice. Once the dice are rolled, look to the outer edges of the Game Board to find small numbers from 1-6. These can be used like coordinates to find specific tiles. Those tiles all Collapse.

Every player then does that again. The player who rolled choses which Tile Collapses. If a cat is on a tile which Collapses, she falls. If a tile Collapses multiple times, keep it face-down but, if there is a cat on it, she falls multiple times.

Check Pages 8 and 11 in the rulebook for more details



Dog Attack!!!

One player rolls 2d6 to target a single tile. Dog appears on that tile. Every Hour that Dog is on the board, every cat loses Cosiness based on their Dog score.

Dog will chase the cat with the most Cosiness, moving 5 tiles at the start of each Hour. Dog will try to stick to pathways but if the fastest route is through a wall, they move through it and 1 token is added to the Structure Table.

If Dog catches a cat, they Playfight. Dog will leave if any Events involving Hoomans or any Scolding occurs, in which case, cats suffer no penalty from the Scolding. If cats beat Dog in Playfighting 2 times for every cat in play, Dog leaves and every cat gains 25 Cosiness.



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Dog will chase the cat with the most Cosiness, moving 5 tiles at the start of each Hour. Dog will try to stick to pathways but if the fastest route is through a wall, they move through it and 1 token is added to the Structure Table.

If Dog catches a cat, they Playfight. Dog will leave if any Events involving Hoomans or any Scolding occurs, in which case, cats suffer no penalty from the Scolding. If cats beat Dog in Playfighting 2 times for every cat in play, Dog leaves and every cat gains 25 Cosiness.



Normal Hour

Nothing happens this hour.



Normal Hour

Nothing happens this hour.



Dog Frembd

One player rolls 2d6 to target a single tile. Dog Frembd appears on that tile. At the start of every Hour, Dog Frembd will move 3 tiles toward the cat with the lowest Cosiness. There is no penalty for Dog Frembd moving through walls.

Any cat within 2 tiles of Dog Frembd cannot lose Cosiness and benefits from Friendship, even if there is no other cat on her tile.

Dog Frembd leaves the board when any of the following occur. A Collapse Happens, Dog Frembd is beaten in Playfighting once for every cat in play, or the Event Dog Attack!!! is drawn, in which case, that Event is cancelled.



Cat Nap

Half all Cat Movement until the start of the next Hour. If you have an odd number, round up.



Rearrange

Every cat can play 1 additional tile this turn. The tile used must come from the discarded tile pile and it can be played at any point during the cat's turn.

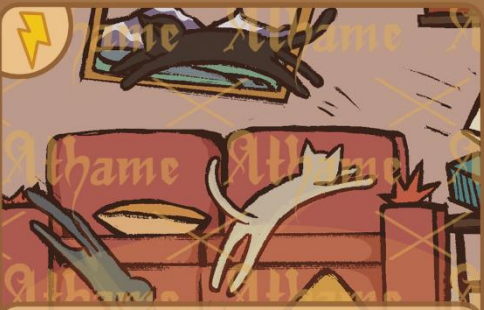


Bird

One player rolls 2d6 to target a single tile. Bird appears on that tile. If that tile is Collapsed, roll again.

If a cat beats Bird using Playfighting, they gain 10 Cosiness instead of their regular Playfight bonus and Bird is removed from the game. When Bird rolls for Playfighting, their roll is reduced by 1. If the cat loses, Bird flies away to a new tile. Roll 2d6 again. Bird now appears on that tile.

If at the end of the Hour a cat is within the line of sight of Bird, it flies to a new tile, as detailed above.



Zoomies

Double all cat Movement until the start of the next Hour.



Mouse

One player rolls 2d6 to target a single tile. Mouse appears on that tile. If that tile is Collapsed, roll again.

If a cat beats Mouse using Playfighting, they gain 20 Cosiness instead of their regular Playfight bonus and Mouse is removed from the game. When Mouse rolls for Playfighting, their roll is reduced by 2. If the cat loses, Mouse scurries away and leaves the game.

If at the end of the Hour a cat is within the line of sight of Mouse, it scurries away and leaves the game.



Hooman Visit

Any cat which ends its turn on an outside tile with negative Cosiness has her Cosiness reset to 0.

Also, any cat which failed to fulfil her Temperament this Hour suffers no penalty for it.



Hooman Attention

Any cat which ends its turn on an outside tile gains Cosiness equal to 2x it's Friendliness score.

Any act which causes Mischief causes 2x as much Mischief.



Heatwave

All tiles become warmer by 1 stage so that Cold becomes Regular, Regular becomes Warm, and Warm becomes Boiling. Any cat on a Boiling tile at the end of the Hour loses Cosiness based on their Disturb score.



Chilly draft

All tiles become cooler by 1 stage so that Warm becomes Regular, Regular becomes Cool, and Cool becomes Frozen. Any cat on a Frozen tile at the end of the Hour loses Cosiness based on their Disturb score.



Dinner Time

All consumed Food and Water on the board is replenished.



Bang!

Each cat must move at least 3 tiles this Hour and cannot return to one of those previous tiles until the next Hour.

Additionally, every cat loses Cosiness based on their Disturb score.



Meowy Wowy

A cat can choose to do Mischief on any tile this Hour. She can do this as many times as she wants. Successful Mischief from this Event is considered +0 and is scored immediately.