

0	1	2	3	4	5	6	7	8	9	10	11	12	13		
49	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	14	
48	-39	Hour 1 Hour 2 Hour 3 Hour 4 Hour 5 Hour 6 Hour 7 Hour 8												-13	15
47	-38													-14	16
46	-37													-15	17
45	-36	Order of Play: On the first Hour, everyone rolls 2 six-sided dice to decide their starting cosiness. Draw an event card apply the effects. Desires Every player rolls the 6 sided dice to determine their cat's Craving for the hour. Everyone draws one tile. Player Turns The cat with the most cosiness goes first. They must use their tile. They may then use Actions. The next player to go is the one with the next most Cosiness and so on. The Player that goes last draws a tile, they use both. Scoring Cosy Every Player adds up the cosiness from and negatives from Light, Temperature and Friendship. (Their Passive Cosy). Deduct Cosiness if craving wasn't met and add Cosiness for any Desire Tokens collected. Hour End Move the Hourglass Token to the next Hour. Game ends after Hour 4 or Hour 8. Check if the Event effect has resolved. If it has, discard it.												-16	18
44	-35													-17	19
43	-34	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.												-18	20
42	-33													-19	21
41	-32													-20	22
40	-31													-21	23
39	-30	-31	-30	-29	-28	-27	-26	-25	-24	-23	-22	-21	-20	24	
38	37	36	35	34	33	32	31	30	29	28	27	26	25		

0	1	2	3	4	5	6	7	8	9	10	11	12	13	
49	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	14
48	-39	Hour 1	Hour 2	Hour 3	Hour 4	Hour 5	Hour 6	Hour 7	Hour 8	-13	15			
47	-38									-14	16			
46	-37		TV When turn ended here, remove Craving. When turn started here with negative Cosy, return to 0. Effects end once Spent.		Sofa If there is no more than one cat on this Tile, Gain 2x from loafing. If this tile is Spent, return it's Token to it at the end of the Scoring phase.		Snacks Remove Food Craving when Spent. Also gain 3x Food Cosiness from this token.		Spray Bottle When entered, remove Water Craving but suffer Disturb.	-15	17			
45	-36		Laptop When this tile is Spent it is no longer Hot.		Fish When turn ended here, remove Water Craving. Succeeding on Mischief here moves the tracker up twice.		Ghost Only the cat with the least Cosiness can move onto this Tile and all surrounding tiles.		Sky Light This Tile counts as Bright light.	-16	18			
44	-35		Mini-Fridge When this Tile is Spent it is no longer Cold.		Catnip Ignore Craving when Spent. Also gain 2x Cosiness from Mischief this Hour.		Cucumber When entered, move at least 3 more Tiles without returning to a previous one.		Dark Box This Tile counts as Darkness.	-17	19			
43	-34									-18	20			
42	-33									-19	21			
41	-32	-31	-30	-29	-28	-27	-26	-25	-24	-23	-22	-21	-20	22
40	-32	-31	-30	-29	-28	-27	-26	-25	-24	-23	-22	-21	-20	23
39	-32	-31	-30	-29	-28	-27	-26	-25	-24	-23	-22	-21	-20	24
38	37	36	35	34	33	32	31	30	29	28	27	26	25	



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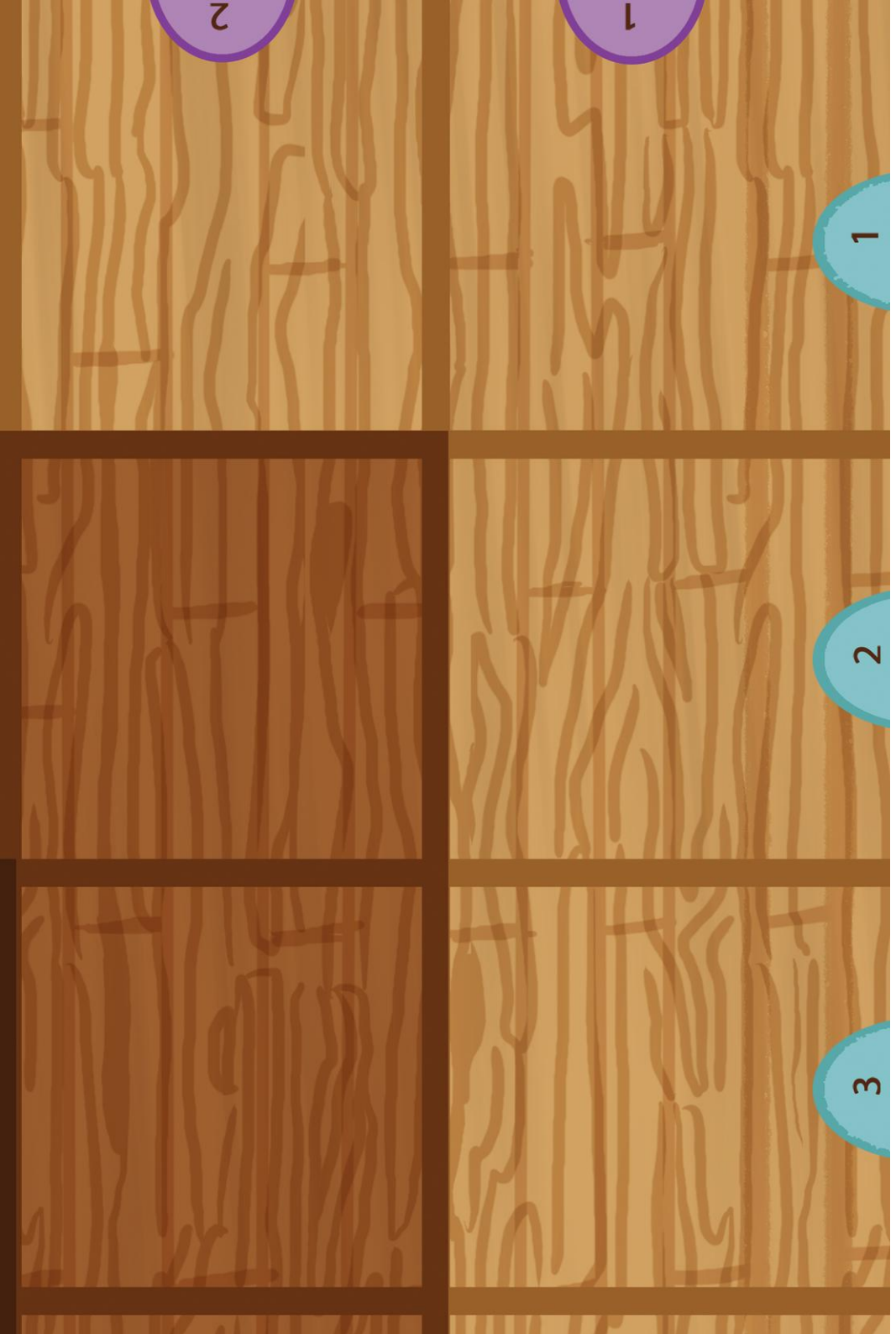
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