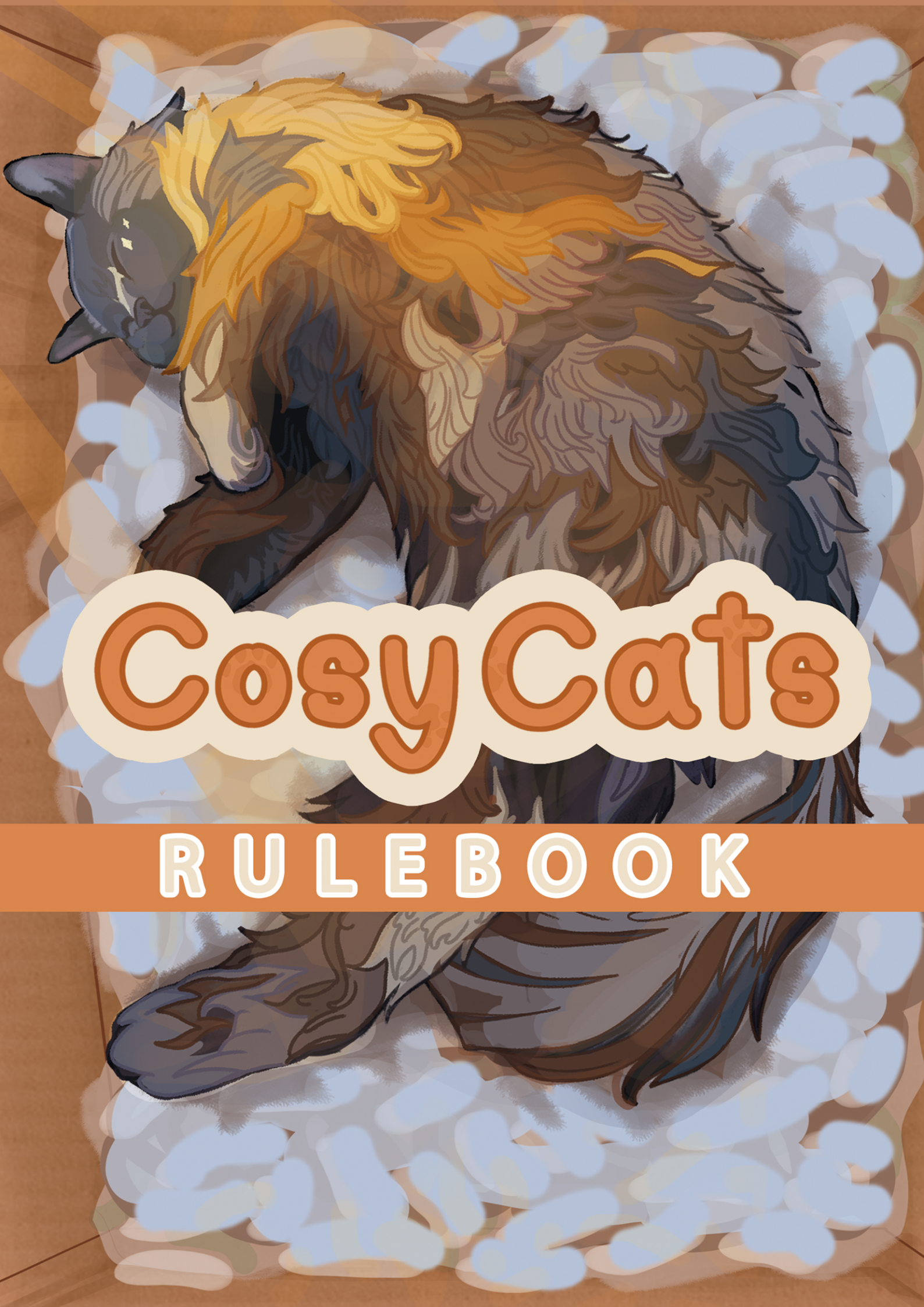




Cosy Cats

RULEBOOK

Introduction and Styles of Play:

Cosy Cats is a semi-cooperative 2 to 4 player game where the objective is to become the cosiest cat around. To do this, you must consider the cravings and needs of your cat while avoiding the things that she dislikes.

The game supports two modes of play and includes both a Classic and an Advanced version of the game for experienced players looking for an extra kick. If you want to get going as soon as possible, pages 3 through 7 are all you really need to play the Basic Game.

Full-Day and Half-Day Modes:

In Cosy Cats, every round is known as an Hour. The Half-Day Mode ends when 4 Hours have been played whereas the Full-Day Mode ends once 8 Hours have been played. When you are playing the Full-Day Mode, after the 4th Hour, all of the Food and Water on the Game Board is refilled.

No matter which mode is opted for, the span of the game is known as a Day whether that be 4 Hours or 8 Hours.

Basic Game: ●

It is recommended for new players to only use the rules for the Basic game which consists of the [X] Basic Tiles. If you see this symbol ● it means that section is specific to the Basic game.

Classic Game: ■

If you've already played a few games, you might want to try the Classic game which includes the Event cards, 6 Classic Tiles, and which makes tweaks to Collapses and Scolding. If you see this symbol ■ it means that section is specific to the Classic game.

Advanced Game: ▲

For those looking for a more chaotic experience, add the 30 Advanced Tiles to the draw pile before setting up the game board and flip the Day Tracker Board upside down to its Advanced Tile side. If you see this symbol in the rules ▲ it means that section is specific to the Advanced game.

Winning the Game:

There are two ways to win a game of Cosy Cats. The first is known as a Partial Victory. To get a Partial Victory, a player simply has to have a positive Cosiness value at the end of the game. Multiple players can win via a Partial Victory.

The second way to win is via a Total Victory. To win via a Total Victory, no player can have a negative Cosiness score and the group of players must have an amount of Cosiness equal to or beyond 20x the number of players. When these conditions are met, the player with the most Cosiness wins via a Total Victory. In a tie, all players with the most points gain a Total Victory.

If a real-life cat interrupts the game, she gains a Partial Victory. If she ruins the game, she gains a Total Victory.

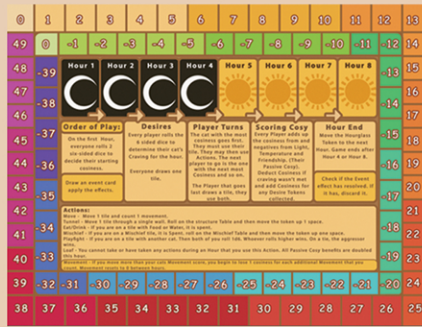
Game Components:



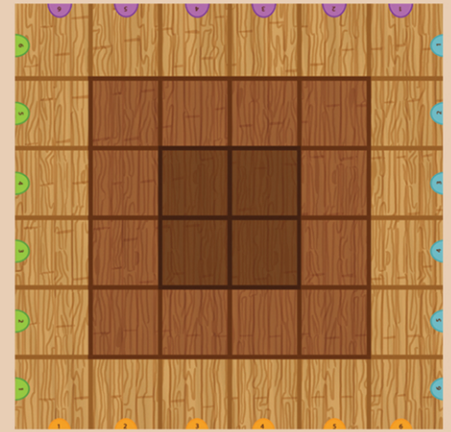
1 Mischief Tracker Board



1 Structure Tracker Board



1 Day Tracker



1 Game Board



1 Mischief Tracker Token



1 Structure Tracker Token



1 Hourglass Token



8 Six-Sided Dice



9 Water Tokens



16 Craving Tokens



22 Mischief Tokens



9 Food Tokens



8 Cat Cards



6 Classic Tiles



6 Cat Ability Tokens



1 Mouse Token



8 Cat Meeples



2 Dog Attack Token



1 Dog Frembd Token



1 Bird Token



16 Event Cards



11 Advanced Tokens



24 Advanced Tiles

Cat Cards:

Before starting the game, every player must pick a Cat Card from the available pool of 8. Players do not change their cats during the course of the game. Whatever cats are chosen, make sure the side of the card which says Basic ● is showing. Let's look at an example cat to illustrate.

Basic

Warm 2

Regular 1

Cool -3

Bright 0

Dim 1

Dark 2

Craving:

1 Mischief	-5
2 Mischief	-5
3 Playfight	-4
4 Playfight	-4
5 Food	-3
6 Water	-1

Desires:

Food	3
Water	2
Mischief	4

Penalties:

Fall	-2
Scolding	-8

Movement 7

Playfight 7 / -4

This is Bow. The three yellow boxes below Bow's portrait detail his Passive Cosy, his preferred temperature and light levels. The numbers next to each word show how he enjoys or dislikes them. Higher being better.

Bow enjoys warm, dark places and dislikes being in colder areas.

During the game, a player will sometimes have to roll a six-sided dice for her Cravings. The number to the left of the Craving relates to the die result. The number to the right is the amount of Cosiness she will lose if she does not satisfy her Craving before the end of the Hour. This is done by taking the corresponding Action. Cravings can also be satisfied by occupying a Tile with the corresponding Desire that is Spent.

Desires on the other hand show how much Cosiness is gained for different activities. There is no limit to the amount that a cat can eat drink or destroy during an Hour and she is welcome to take Actions that do not relate to her Craving.

+2

+2

+2

(+2)

(+4)

(+6)

So Bow could drink three times, gaining 6 Cosiness in the process, even if he had not rolled a 5 for Cravings.

Next are the Penalties for the cats. This section tells you how much Cosiness is lost when certain things happen.

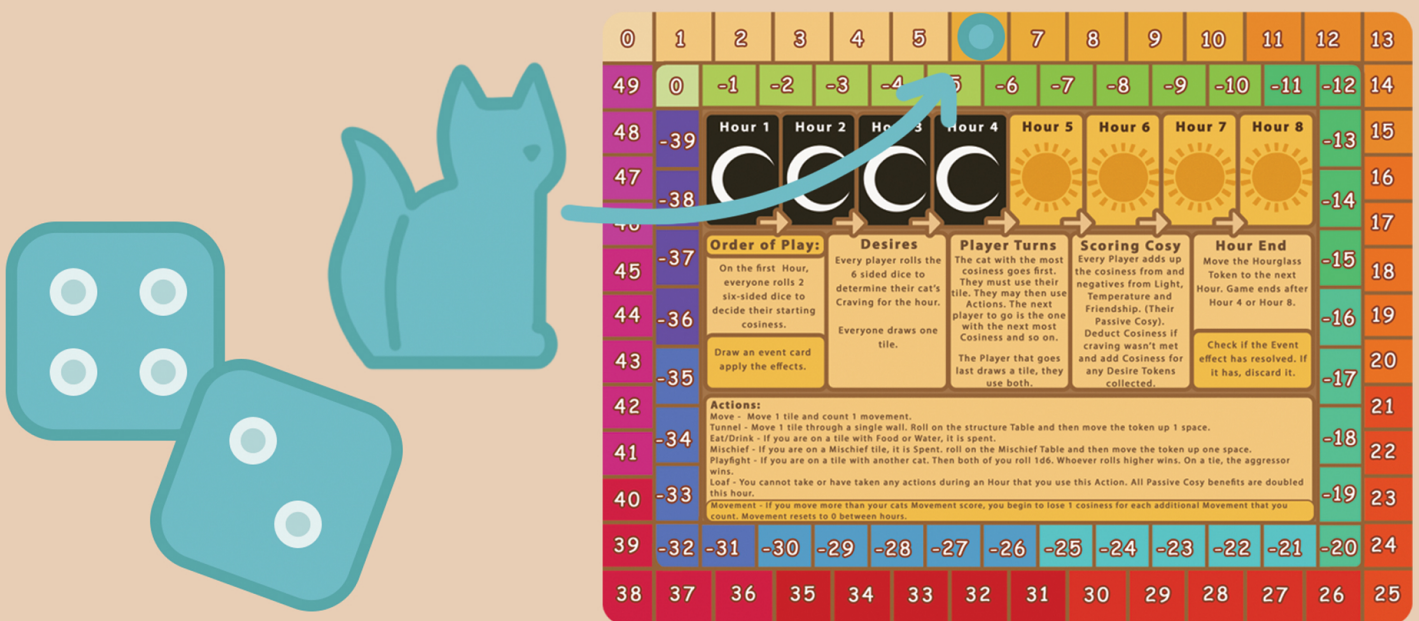
- The Fall penalty only usually occurs when a Collapse happens and the Tile your cat is on Collapses. It can also be triggered when your cat is pushed off the board.
- Scolding usually happens when a cat fails at Mischief resulting in a Scolding.

3 The Movement box shows how many Tiles a cat can move in a turn.

How to Play:

The Setup for Cosy Cats is rather simple but there are a few things to remember. The Basic Mode ● of Cosy Cats uses the 74 Basic Tiles, Game Board, the Day Tracker Board, the Mischief Tracker Board, the Structure Tracker Board. Also, every player must have one Cat Card from the available eight. The game also needs most of the tokens that it comes with, except for those unique to the ■ Classic and ▲ Advanced Games.

1. Once all of the pieces are out, shuffle the Tiles face-down.
2. Draw Tiles from the top of the stack and place them on the Game Board without revealing them, making sure to fill every available space.
3. While the Tiles are still face-down, each player chooses a Cat Meeple colour and rolls two six-sided dice. This is how much Cosiness each player starts the game with. Place 1 of each players Cat Meeple on the outside edge of the Day Tracker to reflect the starting Cosiness.



4. Flip the Tiles on the board face-up. Any Tiles with token icons should have those placed on them to show that they are not Spent.
5. The sides of the Game Board have little coloured semi-circles. The colours of the circles match the Cat Meeple colours. Everyone may now place their Cat Meeple on any Tile along the edge of the board between their coloured arrows. Two players can start on the same Tile if it is one of the corners of the board.
6. The last thing to do is place the Hourglass Token on the first Hour of the Day Tracker Board. The Order of Play and Actions sections detail what happens next.

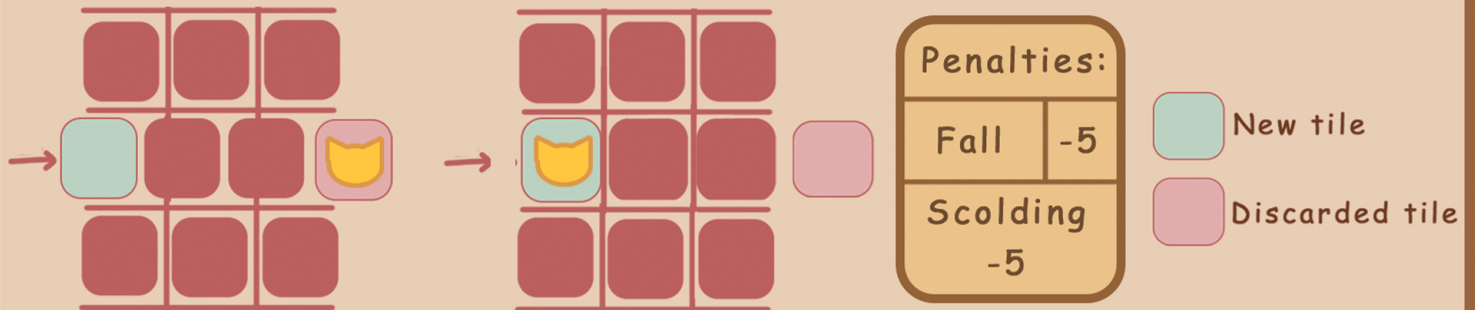
Order of Play:

The Order of Play has 4 phases which repeat every Hour until the Day ends.

1. **Craving Phase.** In this phase, every player rolls a six-sided die to decide their cats Cravings for the Hour. Each player should take the corresponding Craving Token and discard it when they satisfy their Craving or during the Scoring Phase if they did not. Once Cravings are decided, every player draws a Tile to use during the next phase.
2. **Player Phase.** The player to go first is the cat with the most Cosiness or in a tie the player who has most recently seen a cat. She must use the Tile she drew in the last phase before she can do anything else. Using a Tile involves sliding it along the Game Board vertically or horizontally so that it displaces the Tile on the other side of the board. She then discards the displaced Tile. Once the Tile has been used, she is free to use any Actions she wants as detailed below.

She can end her turn whenever she wants after her Tile has been placed. Once one player ends her turn, the player with the next highest Cosiness has her turn. This happens until every player has gone. The player that goes last draws a second Tile and must place both before continuing her turn.

If a cat is pushed off the board by Tile movement, they appear on the opposite Tile and suffer the Fall Penalty.



3. **Scoring Phase.** Every player totals up the Cosiness they gained during the Hour. This involves the cats Passive Cosy, whether or not her Craving was fulfilled, and tokens accumulated in the Hour such as Food, Water, and Mischief Tokens. The outside edge of the Day Tracker is used to keep track of points.

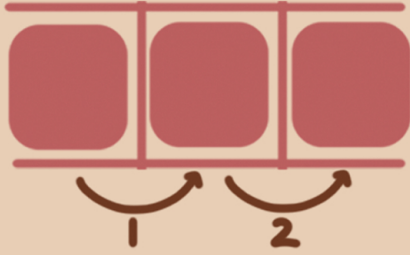
As a note, all Cosiness negatives are scored immediately when they occur except for those relating to Cravings and Passive Cosy which are scored during this phase.

So, if a player failed to eat food during an Hour that it was her Craving, or ended on a cold Tile while disliking them, she would score those during the Scoring Phase but if she lost a Playfight, got Scolded, Fell, or really anything else, she would suffer those losses immediately.

4. **Hour End Phase.** Move the Hourglass Token onto the next Hour on the Day Tracker Board and start from phase 1 again. At the end of the 4th or 8th Hour, depending on the length of the game, the game ends. When playing an 8 Hour game, restock the tokens for Food and Water after the 4th Hour.

Actions:

There are six types of Action a player can take but no limit to the number of times most of them may be used. That said cat cannot move more times in an Hour than her Movement score, whether by the Move Action or the Tunnel Action.



Move – Count 1 Movement and move one Tile. A player cannot move diagonally or through walls using this Action. A player cannot move onto a Tile which is Collapsed.

Tunnel –Count 1 Movement and move one Tile through a wall. A player cannot move diagonally but does not need to pay attention to the Tile pathways. A player cannot move onto a Tile which is Collapsed. Once a player has moved with this Action, she must roll on the Structure Tracker and then move its token upwards if she passed.



If she failed the roll on the Structure Tracker, she still moves to the new Tile but that Tile is now flipped upside down. This is called a Collapse and results in a Collapsed Tile. The Structure Tracker then resets to the bottom. Any Desire token on a Collapsed Tile is removed.

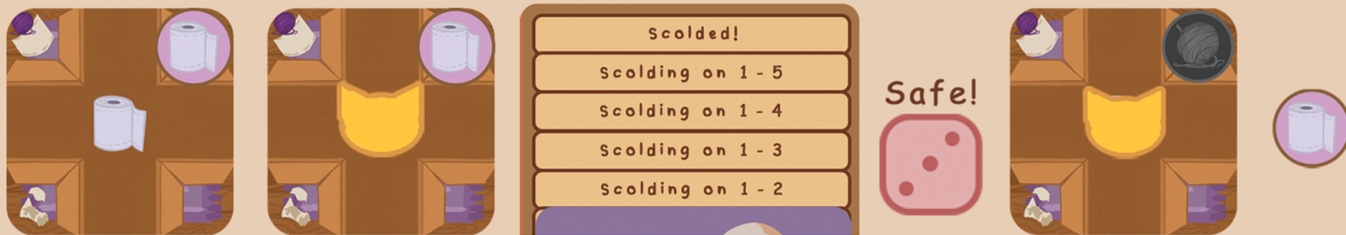
A cat on a Tile when it Collapses loses Cosiness based on their Fall Score. Cats cannot move onto Collapsed Tiles but can move off from them onto any non-Collapsed Tile using the Move Action. Collapsed Tiles are always considered to be Regular Temperature.



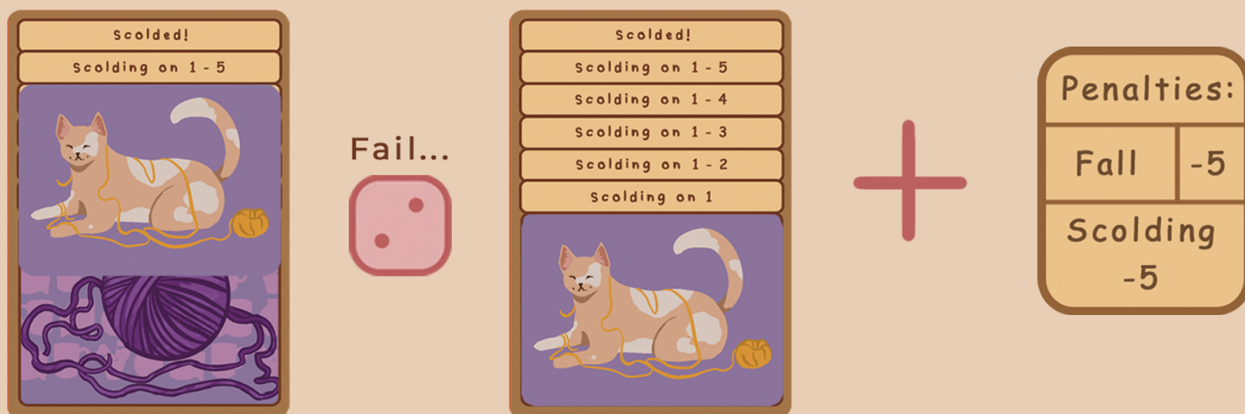
Eat/Drink – Can only be used when a player is on a Food or Water Tile which is not Spent, it becomes Spent and she gains its token to score in the Scoring Phase.



Mischief – Can only be used when a player is on a Mischief Tile which is not Spent, it becomes Spent. She must roll on the Mischief Tracker and then move its token upwards if she passed. If she passed, she gains the Mischief token to score in the Scoring Phase. If the token has a “+” followed by any number, she also gains that amount of Cosiness during the Scoring Phase.



If she failed the roll on the Mischief Tracker, she does not gain the token to score and the Tile is still Spent. Also, a Scolding happens and the player that failed the roll loses Cosiness based on her Scolding Score. The Mischief Tracker then resets to the bottom.



Playfight – Can only be used when a player is on a Tile with another cat, both players roll the six-sided die. Whoever rolls higher wins and may push the loser 1 Tile in any direction but not onto a Collapsed Tile and not through a wall. If both players tie, the aggressor wins. It is important to score the positive and negatives to Cosiness immediately with this Action.

A player can only use the Playfight Action once per cat per Hour, although there is no limit to the number of times it can be used on her. Win or lose, it will count as having Playfought for the sake of Cravings.



Loaf – A player cannot take or have taken any Actions during an Hour that she uses this Action. All Passive Cosy benefits are doubled for her this Hour.

A simplified version of these Actions can be located toward the bottom of the Day Tracker Board.

Boards and Tiles:

No matter the mode or style of *Cosy Cats* being played, the game will always need 4 boards on the table. These are: the game board, the Mischief Tracker Board, the Structure Tracker Board and the Day Tracker Board. The game will also always need its Basic Tiles and Cat Cards.



The Game Board looks like this. It is the grid upon which Tiles are placed, and the game is played. This board has two notable features.

The first feature of this board is its light levels. The background of the board, behind the Tiles is coloured differently to represent Light Level. The 4 innermost Tiles are Darkness, shown by the dark brown outline. The 12 Tiles surrounding those 4 are Dim Light, shown by a mid-tone brown. Finally, the other 20 Tiles are Bright Light. Some cats prefer the dark and some prefer the light.

The second notable feature on this board are its coloured semi-circles along in the corners. These colours correspond to the Cat Meeple colours and are used to show where each player can start.



■ ▲ The final notable feature of this board is found along its length and height. The board lists numbers one to six. This is used to locate specific tiles on occasions when players are asked to roll two six-sided dice and resolve an event on that location.



The Mischief and Structure Tracker Boards look like this. They are used throughout the game to track the consequences of player actions. Whenever a cat uses the Mischief or Tunnel Actions, you roll a six-sided die to determine whether it goes wrong. Scolding in the case of Mischief or Collapse in the case of Tunnelling. If the cat is successful, move the corresponding token upwards on the board to show that a higher roll is now needed to succeed. When a cat fails one of these rolls, reset the token to the bottom.

The backs of these boards give reminders for what to do when this happens.

The Day Tracker Board looks like this. For the Basic and Classic Game, Ignore the backside of this board which details various Advanced Tiles.

Otherwise, there are four parts to this board. Near the top is the Hour Tracker. At the end of every Hour, the Hourglass token is moved to the next Hour.

Below the Hour Tracker is a reminder for the order of play, which is specifically detailed in the How to Play section of this manual. The third portion of the board acts as a reminder for the Actions that all cats can take through the course of the game, although a detailed version can be found in the How to Play section.

The final portion of this board is its numerical border. Use this to track player Cosiness during the game.

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					15
47	-38	☾	☾	☾	☾	☼	☼	☼	☼					16
46	-37	Order of Play:	Desires	Player Turns	Scoring Cosy	Hour End								17
45	-36	On the first Hour, everyone rolls a 6-sided die to decide their starting cosiness.	Every player rolls the 6-sided die to determine their cat's Cosiness for the hour. Everyone draws one tile.	The cat with the most Cosiness goes first. 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.	Every Player adds up the cosiness from Light, Temperature and Friendship. Their Passive Cosy.	Move the Hourglass Token to the next Hour. Game ends after Hour 8.							18	
44	-35	Draw an event card and apply the effects.												19
43	-34	Actions:												20
42	-33	Move - Move 1 tile and count 1 movement.												21
41	-32	Tunnel - Move 1 tile through a single wall. Roll on the structure Table and then move the token up 1 space.												22
40	-31	Explosion - If you are on a tile with Food or Water, it is Spent.												23
39	-30	Mischief - If you are on a Mischief tile, it is Spent, roll on the Mischief Table and then move the token up one space.												24
38	-29	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 loses.												25
	-28	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.												
	-27	Movement - If you move more than your cat's Movement score, you begin to lose 1 cosiness for each additional Movement that you move. Movement resets to 0 between hours.												
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The Tiles look like this. There are six types of Basic Tile, warm, cold, food, water, mischief, and mundane (below are visual depictions of each).



Warm tiles are indicated by a fire symbol in their corner.



Cold tiles are indicated by a snowflake symbol in their corner.



Food tiles are indicated by a food bowl icon in their corner.



Water tiles are indicated by a food bowl in their corner.



Mischief tiles are indicated by a Mischief icon in their corner.



Mundane tiles do not have a symbol on them.

When food, water and mischief Tiles enter the board, it is important to make sure to place the corresponding tokens on them so players know when they are not Spent. Spent Tiles can no longer be used. When a player Spends a Tile, she should hold onto its token until the end of the Hour as a reminder for scoring Cosiness.

At this point, you have read the entirety of the Basic rules. We suggest returning to the rules after you have played the Basic mode at least once and once your group decide they want more chaos and complexity.



Classic Game: ■

The Classic Game, which is significantly more chaotic, but no less strategic than the Basic game. It is advised to only try this game once all players are familiar with the Basic rules.

Classic



Bow

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

Craving:

1 Mischief	-5
2 Mischief	-5
3 Playfight	-4
4 Playfight	-4
5 Food	-3
6 Water	-1

Desires:

Food	3
Water	2
Mischief	4

Penalties:

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 when Bow Falls.

Cat Card Changes: ■

When playing the Classic Game, flip all cat cards over to the side which says "Classic". Most notably, Cats now have unique Abilities at the bottom of their cards. Some of these Abilities mention how many times they can be used. There are Ability Tokens to keep track of how many uses are left.

Cat cards now also have a box near the top for Friendship. This is a type of Passive Cosy. Friendship is scored at the end of the Hour when a player is on a Tile with at least one other cat. Since this is a type of Passive Cosy, Loafing doubles the bonus.

Another thing to note is that cats now have two new Penalties; Dog and Disturb. The Dog Penalty is really simple. At the start of every Hour while a Dog Attack Meeple is on the Game Board from the Dog Attack Event, every cat loses Cosiness based on their Dog Penalty. Also, if a cat loses to a Dog in a Playfight, they suffer the Dog Penalty instead of her usual Playfight penalty.

The Disturb Penalty is a tad more complex. This Penalty covers several situations that can cause a cat to be unhappy. The most common reason to use Disturb is because of the text on an Event Card but it is also used as a result of being on a Boiling or Freezing Tile. A Tile is Freezing when it is made colder than Cool. Likewise, a Tile becomes Boiling when it is made hotter than Warm. No cats like being on either of these Tiles, which is why Disturb is used.

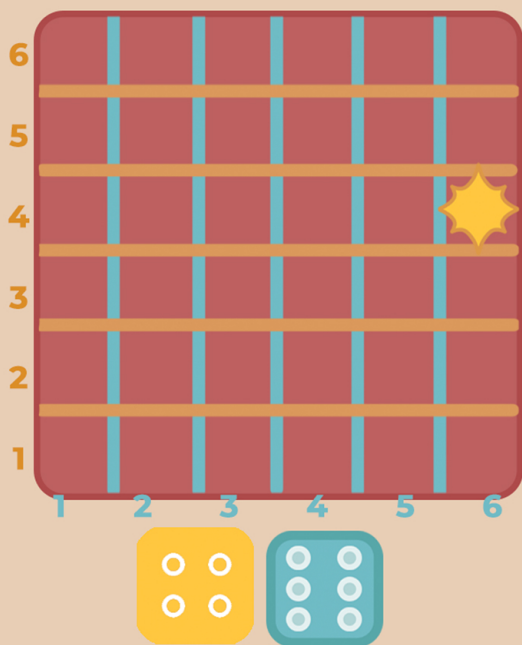
The final change to cats relates to their Movement. In the Classic Game, a player can move as many times as she wishes no matter her cat's Movement score. But for every Tile she moves beyond her Movement score, she immediately loses 1 Cosiness. This is true for both the Move and Tunnel Actions.



This cat has 5 movement but moved an additional 3 so they immediately lost 3 cosiness.

Structure and Mischief Changes:

For the most part the Structure and Mischief Boards behave the same as in the Basic Game. The only difference is that their penalties are changed.



Now when a Collapse happens, every player rolls the 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.

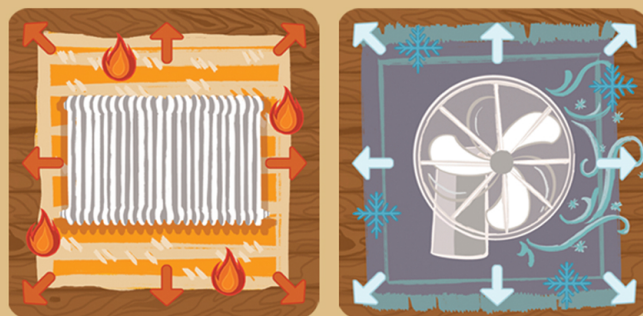
Once everyone has rolled for a Collapsed Tile, everyone rolls for another one. Usually when a collapse happens, there will be two choices of Tile to Collapse. If one is Collapsed and the other is not, the non-Collapsed Tile Collapses. Otherwise, the Player who rolled chooses which one Collapses. If a 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 can Falls multiple times. In addition, the Tile of the cat that caused the Collapse, still also Collapses.



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.

Classic Tiles:

There are 2 new Tiles added with the Classic Game and each of them has 3 copies. These Tiles are the Heater and the Fan, also known as Radiator Tiles. Classic Tiles are indicated by this icon  There are no pathways on these Tiles so the only way to move onto them is by Tunnelling. Also, these Tiles increase or decrease the temperature of all surrounding Tiles by 1 step. The arrows on these Tiles helps to show which surrounding Tiles are heated. If a Radiator Tile is moved, its area of influence moves with it. It is not possible for a Tile to become hotter than Boiling or colder than Freezing.



For example, a Heater tile, means that a Cold tile might become Regular temperature, a Regular temperature tile might become Warm while an already Warm tile will become Boiling but a Boiling tile will stay Boiling.

Event Cards: ■

Event Cards spice-up the Hour-to-Hour gameplay by adding new threats and opportunities so make sure to shuffle them face-down before starting the game. There are 3 types of Event Card; Immediate, Impending, and Continuous. The Immediate and Impending cards are discarded at the end of the Hour during the Hour End Phase but Continuous Events are only discarded during the Hour End Phase when certain conditions stated on the card are met.



Impending cards have an hourglass symbol. These Events take place at the start of the Scoring Phase.



Continuous cards have an infinity symbol. These Events take place immediately but might cause things to happen during any Phase of the game.



Immediate cards have a lightning bolt symbol. These Events take place immediately when they are drawn.

A new Event Card is always drawn just before the Cravings Phase (Phase 0 or Event Phase). This happens even when there are multiple Event Cards already active at the same time.

If an Event includes an Animal of any kind, using the Playfight Action on them will count for the Playfight Cravings, whether the player wins or loses. However, when a player beats an animal with Playfight, she does not gain the usual Cosiness benefit, and unless the animal is the Dog from Dog Attack, she will not lose Cosiness from losing. When a player playfights with an animal, another player should roll for the animal.

If an animal that does not regularly move is on a Tile that Collapses, reroll its position.

If an Event Card grants bonus Cosiness of any Passive Cosy type, this bonus can be doubled by Loafing.



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.



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.



Dinner Time

All consumed Food and Water on the board is replenished.

Advanced Game: ▲

For players who want to really step it up, in addition to everything in the Classic Game, the Advanced Game offers 30 new tiles, most with unique abilities and interactions. To help keep track, The Day Tracker Board can be flipped over to the Advanced Tile side at the start of the game. Advanced Tiles are indicated by this icon ▲. All of the different Advanced Tiles are detailed below.



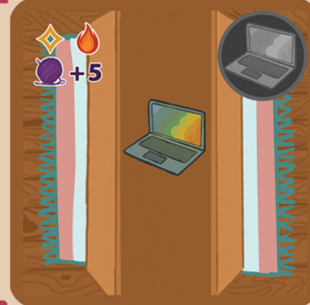
Fishbowl:
When turn ended here, remove Water craving. Succeeding on Mischief here moves the tracker up twice.
(+10)



Mini- Fridge:
When this Tile is Spent it is no longer Cold.
(+5)



Catnip:
Ignore Craving when Spent. Also gain 2x Cosiness from Mischief this Hour.



Laptop:
When this Tile is Spent it is no longer Hot.
(+5)



Ghost:
Only the cat with the least Cosiness can move onto this Tile and all surrounding Tiles.



Snack:
Remove Food Craving when Spent. Also gain 3x Food Cosiness from this Token.



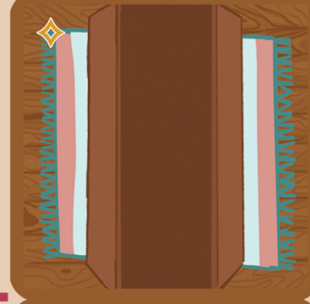
Sofa:
If there is no more than one cat on this Tile, gain 2x from Loafing. If this Tile is Spent, return its Token to it at the end of the Scoring Phase.



Skylight;
This tile counts as being in Bright Light.



Television:
When turn ended here, remove Craving. When turn started here with negative Cosy, return to 0. Effects end once Spent.
(+5)



Dark Box;
This tile counts as being in Darkness.



Cucumber:
When entered, move at least 3 more Tiles without returning to a previous one.



Spray Bottle:
When entered, remove Water Craving but suffer Disturb.

Definitions:

the following definitions favour the Classic Game rather than the Basic Game.

Day – The length of the game, whether that be 4 rounds (Hours) or 8.

Hour – One Hour is one round.

Full-Day Mode – When the game is played with 8 Hours.

Half-Day Mode – When the game is played with 4 Hours.

Cosiness – A word that basically means points. The more cosiness, the better. It is possible to have negative Cosiness.

Passive Cosy ● – This term refers to the top three sections of a cat's card. These relate to Light Level, Temperature, and Friendship. Passive Cosy is scored during the Scoring Phase.

Friendship ■ – A Type of Passive Cosy which is gained by ending the Hour on the same tile as another cat.

Cravings – What a cat wants during an Hour. Cravings are rolled for at the start of each Hour and, depending on the result, may cause players to lose Cosiness for failing to eat, drink, do Mischief or Playfight.

Desires – This term is used to group all of the most common methods for gaining Cosiness, not including Passive Cosy. Eating, drinking, playfighting and doing Mischief are covered by this term.

Penalties – This word groups together all of the most common methods for losing Cosiness, not including Cravings, losing a playfight, and Passive Cosy. Being Disturbed, Falling, getting Scolded and the Dog are all covered by this word.

Disturb ■ – A penalty which can happen in various situations such as ending an Hour on a Boiling or Freezing tile.

Fall – A penalty which happens when on a tile which Collapses or when a cat is pushed off the board.

Scolding ■ – One of two penalties, both of which are triggered by a player doing Mischief and failing to pass the required roll. The specific penalty depends on who failed the roll. Also the cat that caused the Scolding must move 3 tiles.

Dog ■ – A penalty which is incurred at the start of every Hour that Dog is in play and again, whenever any cat loses to Dog in a Playfight, instead of the regular penalty for losing a Playfight.

Collapse ■ – A term used to for when a cat uses the Tunnelling Action and fails to pass the roll. When a Collapse happens, every player must flip two tiles face-down so that they are Collapsed and the cat that caused the Collapse also flips their tile so it is Collapsed.

Collapsed – A Collapsed tile (one which is face-down) cannot be moved onto or flipped face-up under any circumstances.

Mischief – This phrase can be used in one of two ways. The first is as an Action, doing Mischief. The second is more general and can relate to tiles, tokens, Cravings and Desires.

Movement ■ – This number tracks how active a cat is able to be during an Hour before losing Cosiness. Whenever a cat's Movement count exceeds their Movement score, they lose one Cosiness.

Spent – A tile which is Spent cannot be interacted with any longer and any passive effect it may have had is no longer active.

Boiling and Freezing ■ – A cat cannot gain Cosiness from Temperature as a result of being on a tile which is Boiling or Freezing, instead she will lose Cosiness equal to her Disturb score.

Outside World ■ – This term refers to that which lays beyond the Game Board. This term is used to indicate a tile which has at least one pathway not touching any other tile and facing the edge of the board.

2d6 ■ - 2 six-sided dice.

Kickstarter Exclusive!



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.