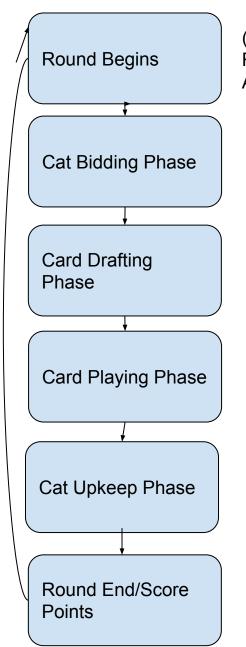
Objective: gain the most Joy by taking good care of your cats.



(First round, add 10 energy to each player and assign First Player). Reveal N cats, where N is number of players. Assign First Player token. Each player draws 7 cards.

Begin a blind bid for priority of picking cats. Ties are broken by First Player token. All tokens bid are lost. In order of winning bids, players pick a cat to add to their board.

Each player draws 6 cards. Then simultaneously, they pick one card to add to a stack in front of them, and pass the rest to their left. Repeat this process 6 times, then each player takes the stack in front of them and adds that to their hand.

Starting with first player, each player either plays a card, or discards a card for 1 energy.

Each player feeds their cats. If you satisfy a cat's need, it stays where it is. If you satisfy cat's need and greed, shift up one. If you do not satisfy its need, shift one down.

At this stage, may trade resources 3:1 to satisfy needs.

Items + Resources stay between rounds. First Player rotates. Add 5 energy.