

SUMMARY

 Use memory and strategy to collect Itty Kitty and matching Desire cards.

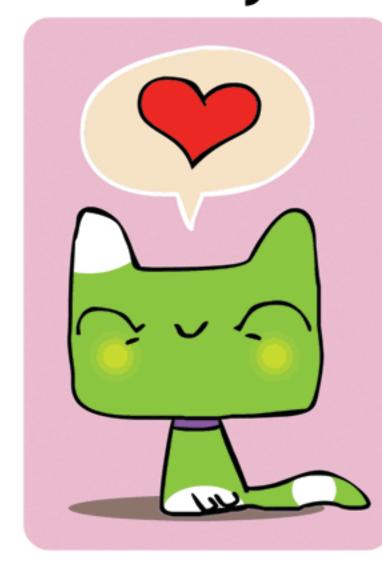
SETUP

- Shuffle the deck a few times and deal 4 cards to each player's "Paw" (hand).
- Place 15 cards face down in a 5 wide by 3 high grid of cards.

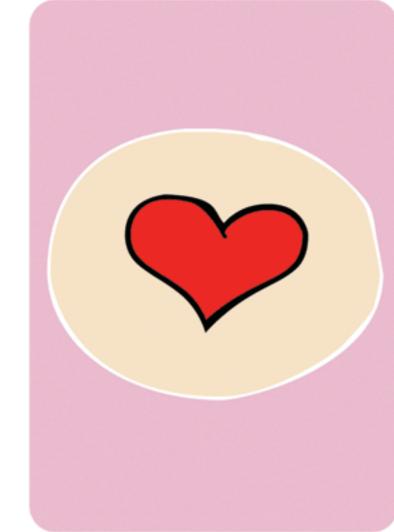
CARDS

There are 2 types of Cards:

Kitty







- Kitty Cards These depict Nooki the kitty thinking about what she wants (desires).
- Desire Cards These are the things Nooki wants.

TURN

The goal is to match Kitty and Desire cards in your paw with those in the grid.

- Start by turning over 2 cards in the grid.
- Match as many valid cards in your paw as you like.
- You may match a Kitty card with a Desire card (and vice-versa) as well as duplicates of the same type.
- Put cards you match into your "Kitty Bed" (win pile) only when there is both a Kitty and a Desire card together in grid stack.
- If there are only duplicate Kitty cards or duplicate Desire cards in



a stack, you should leave these cards where they are.

- Any single face up cards should be turned face down. Leave stacks of face up cards, however (e.g. 2 heart cards).
- Replenish the Grid then your Paw:
 - Replenish Grid Place card(s) from your paw and/or the deck face down to replenish any missing grid card spots.
 - o Replenish Paw Draw from the deck to replenish your paw back to 4 cards (if necessary).
- Your turn is over. The next player should begin their turn.

ENDING THE GAME

- Choose the ending conditions for your game:
 - Empty Paws Once a player's paw is empty, the game is over.
 - Grid Marks When no more grid cards can be played (e.g. no possible matches), the game is over.
- Whoever has the most cards in his/her Kitty Bed wins!

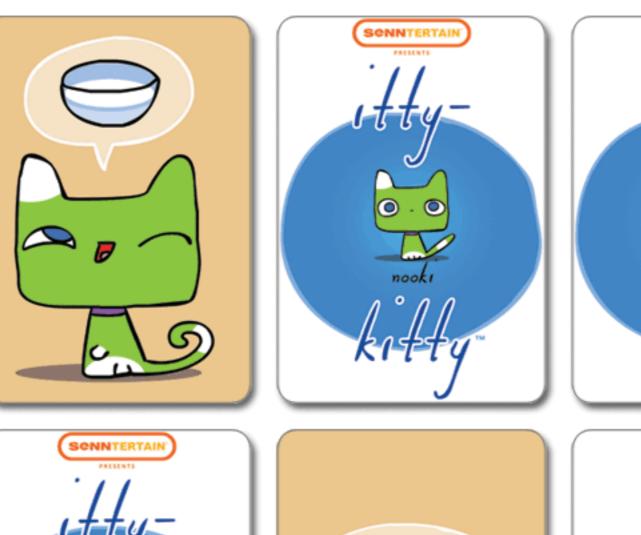


SAMPLE TURN

The following page shows a sample turn action and the results.

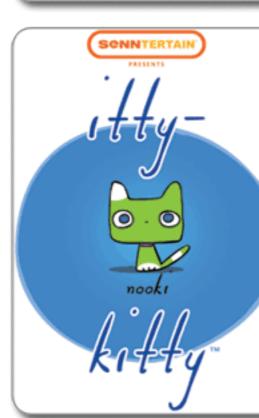


Tiny Sample Grid:





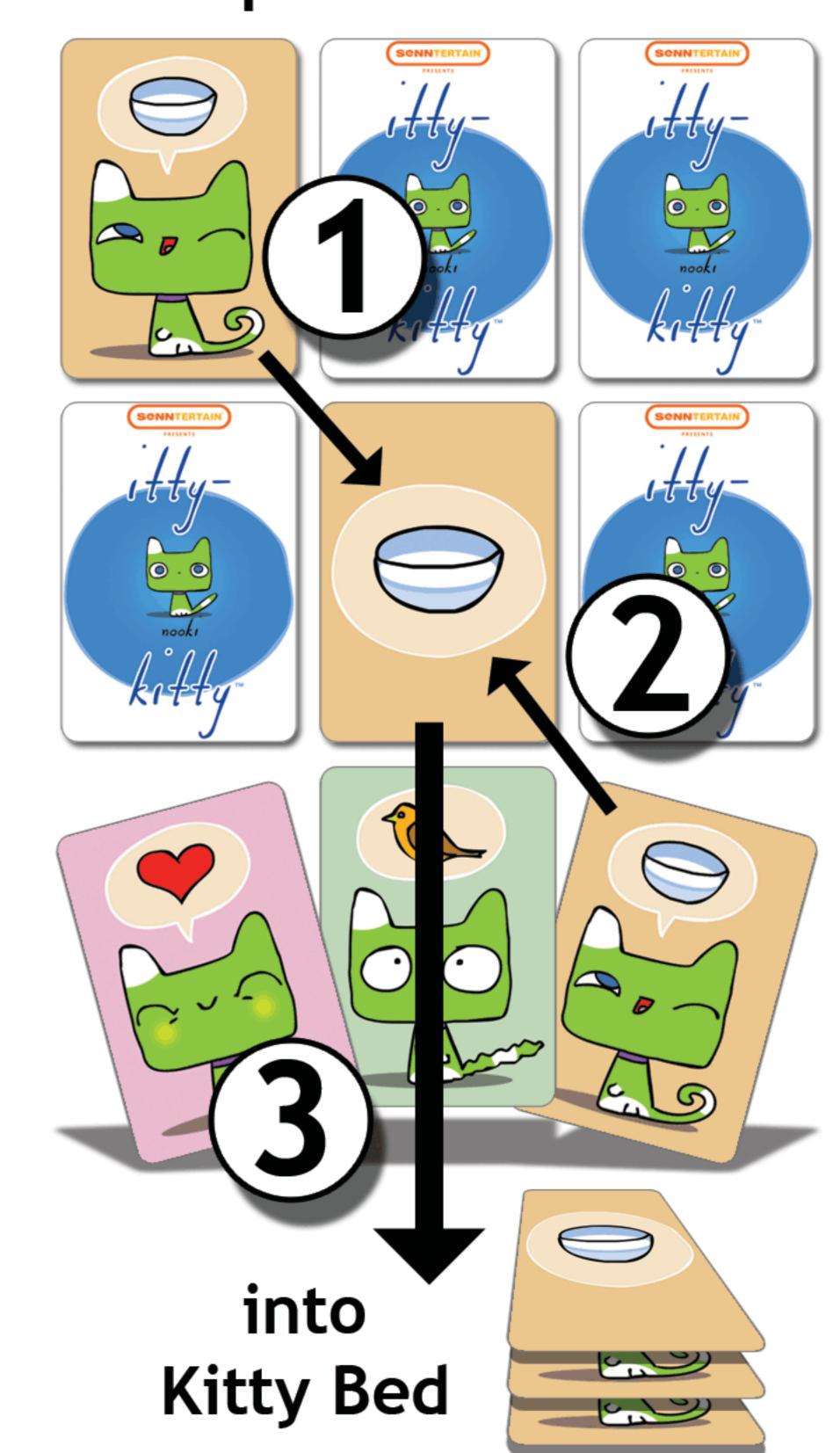




Sample Paw:



Sample Turn Result:





Itty Kitty Meet Nooki.



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harmed making this. ofherwise) were ■ No kitties (Itty or

and facepalms. desire for laughter ltty-Kitty and your matching to satisfy ■ Use memory and

