



- cube: gain a time cube.
- phone: +3vp at endgame.
- groom: groom 1 extra cat for each cube spent off of groom.
- show: show 1 extra cat for each cube spent off of show.
- registration: show 1 cat with the wrong trick per round.

- Phase 1: place time cubes to choose your actions for the round.
- Phase 2: adopt cats. Spend cubes off of hustle to adopt cats from play area.
- Phase 3: groom. Spend cube to groom cat, lear trick, or increase a stat.
- Phase 4: show. Spend cube to show a groomed cat in a pageant.





