

rat-a-tat CAT

A Fun Game with Cats (and a few rats)



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2-6 players, ages 6-96

Object of the game

To have the lowest score at the end of the game. Get rid of the rats and go for the cats! In Rat-a-Tat Cat, less is always better, and you want to go out with the lowest score. Remember the numbers on the cards and trade yours for those with the lowest score.

Contents

54 cards:

28 Cat cards, 17 Rat cards, 9 Power cards: Peek, Swap & Draw 2.

Set-up

Choose one player to be the dealer and another can be the scorekeeper. Each player receives four cards. Without looking at his cards, each player places them face down in a line on the table in front of him. The remaining cards are placed in the middle of the table, as the draw pile. The top card of the draw pile is turned over to start the discard pile. If that card is a Power card, it is placed back in the deck and another card is turned over.

Game Play

To begin the game, players peek at their two outer cards once, then turn

them face down again. Each player now knows the point values of two of his four cards and needs to remember them during the game.

For each turn, a player draws a card. It can be the top card from the discard pile (which is visible to all players), or the top card from the draw pile. The card taken can either be used to replace one of his cards (which will then be discarded) or discarded, face up, to the discard pile.

Power Cards

Power cards only have their powers when you draw them from the draw pile. If a power card is dealt to you at the beginning of the game, it cannot be used, because Power cards have no point value. If one of them is among your cards at the end of the game, you must replace it with a card drawn from the draw pile. (This can be risky, so you'll want to get rid of these cards early in the round). If a Power card is discarded, it may not be used again by any player.

There are three kinds of Power cards:

Peek

When you draw a Peek card, show it and then peek at any one of your cards. Your turn is over and you discard the Peek card.

Swap

When you draw a Swap card, show the Swap card and discard it. You may now switch any one of your cards with any card of another player. Note that the swapping is optional. After the swap each player can look at the new card he has just received. It is optional to decide at the start of the game that looking at the new card isn't allowed. After the swap your turn is over.



Draw 2

When you draw a Draw 2 card, show the card and then you may take two more turns. First you draw the next card from the draw pile. You must decide whether to use this card and forfeit the second turn OR discard this card and draw a second card. This second card may be used or discarded. Your turn is then over.



Ending a Round

When a player thinks he has the lowest score and can win the round, he may end the round by knocking on the table and saying: "Rat-a-Tat-Cat" at the end of his turn. Once he knocks, every other player has one more turn. Each player then turns over his cards. The player with the lowest score wins the round.

Players replace all Power cards by drawing from the draw pile. If another Power card is drawn, the player draws again.

Ending the Game

A game may be played three ways:

1. Play for a certain number of rounds.
2. Play for a specific length of time.
3. Play to stay in the game and not reach 100 points. When a player reaches 100 points, he is out of the game. The last player in the game is the winner.

For Younger Players

When playing with younger children, players leave their two outside cards face up, but leave their two inside cards face down. Each player now knows two cards of each other players. Only the face down cards may be swapped with a Swap card. All other rules of play are the same.