



# I STEPPED ON THE CAT!

A game by George Sicherman

Two to four can play. Shuffle the cards well and deal four to each player. Place the remaining cards face down to form the stock.

The player at dealer's left goes first. Play passes to the left.

In your turn you must draw one card from the stock into your hand, then must play one card from your hand.

You may play any Cat face up in front of you if you do not have a Cat of that color showing.

Or you may play a Boot on any opponent's Cat in play. Discard the Cat and the Boot.

Or you may play a Can of Tuna and steal an opponent's Cat in play if you do not have a Cat of that color showing. Place the Cat in front of you and discard the Can of Tuna.

Or you may discard any card by placing it face up on the discard pile.

As soon as the stock is used up, shuffle the discards to make a new stock.

If you show all five Cats, discard them all and score one point. The other players' cards remain on the table.

The first player to score five points wins the game.

## SHORT GAME

Play as above. The first player to score three points wins the game.

## SOLITAIRE GAME

Shuffle the cards and turn them up one at a time. If you turn up a Cat, place it in front of you if you do not have a Cat of that color showing; otherwise discard it. If you turn up a Can of Tuna, declare it to be a Cat of a certain color and play it accordingly. If you turn up a Boot, place it on a Cat or a Can of Tuna; if none are showing, discard the Boot.

When you show all five Cats, discard all your cards on the table and score one point. When you have played all the cards, stop. If you have seven points or more, you win the game.