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The image displays a 2x4 grid of cards. Each card is a vertical rectangle containing a musical staff with a single note (F#4) and a cartoon illustration of a dark grey cat lying down. The cards are arranged in two rows and four columns. Each card is flanked by green numbers '3' and treble clefs. Specifically, there are three '3's and three treble clefs to the left of each card, and three '3's and three treble clefs to the right of each card. The top row of cards is identical to the bottom row.

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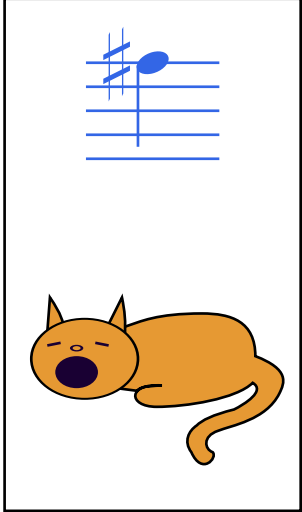
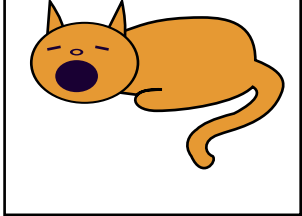
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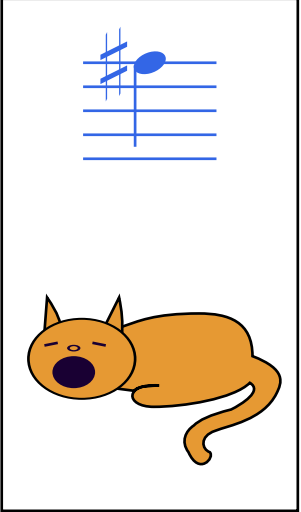
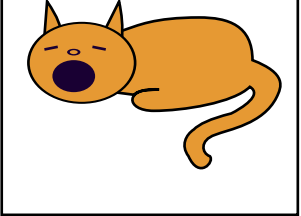
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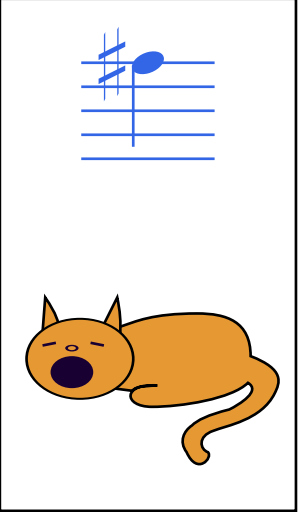
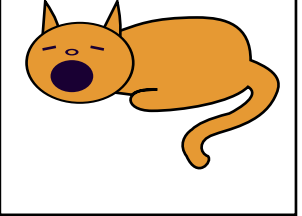
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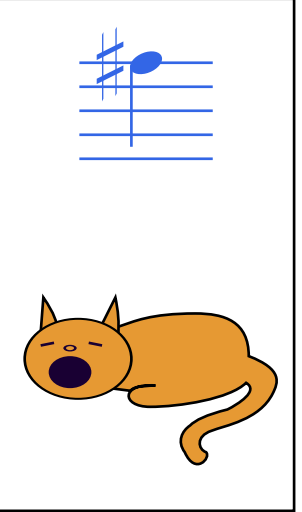
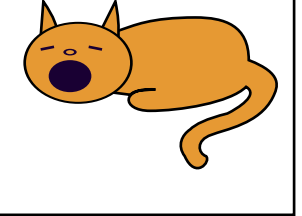
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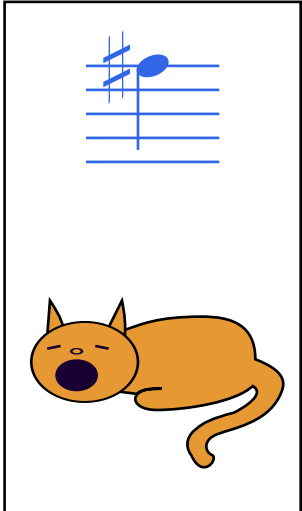
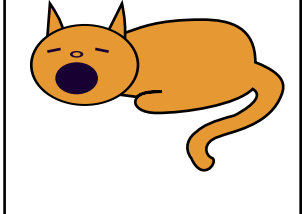



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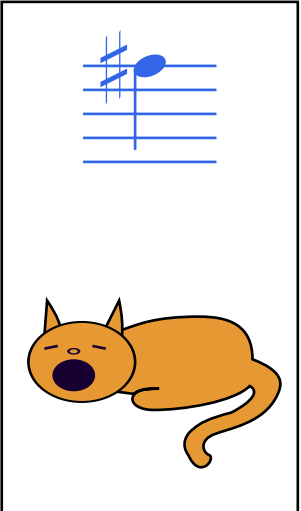
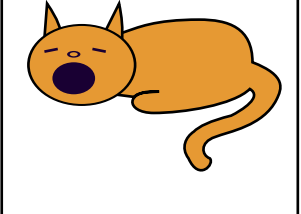



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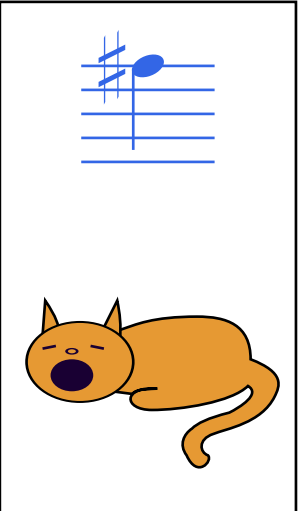
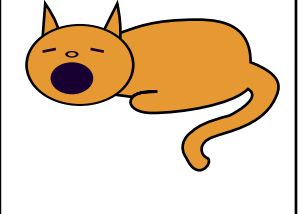
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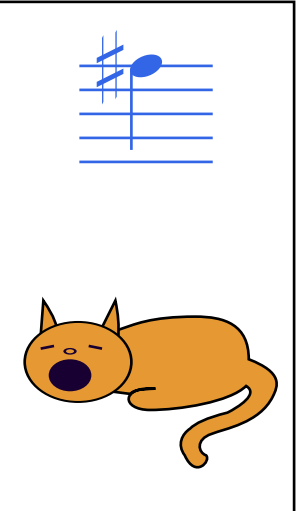
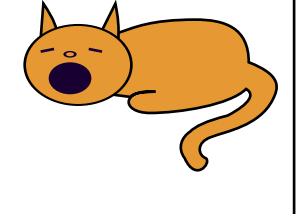
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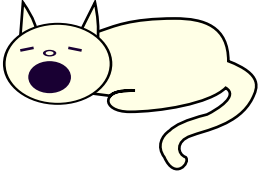
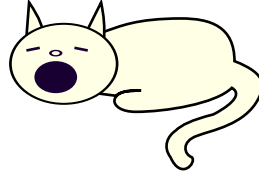
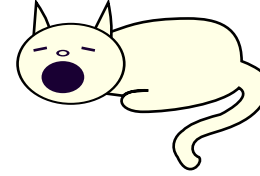
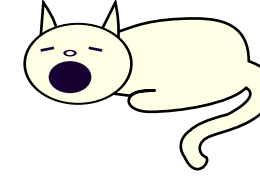
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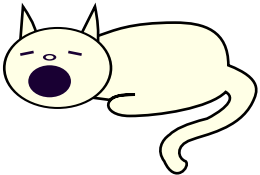
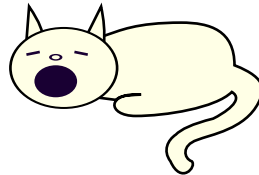
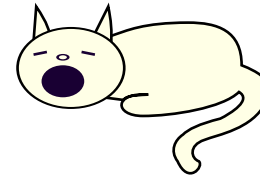
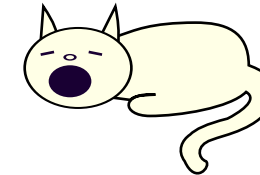
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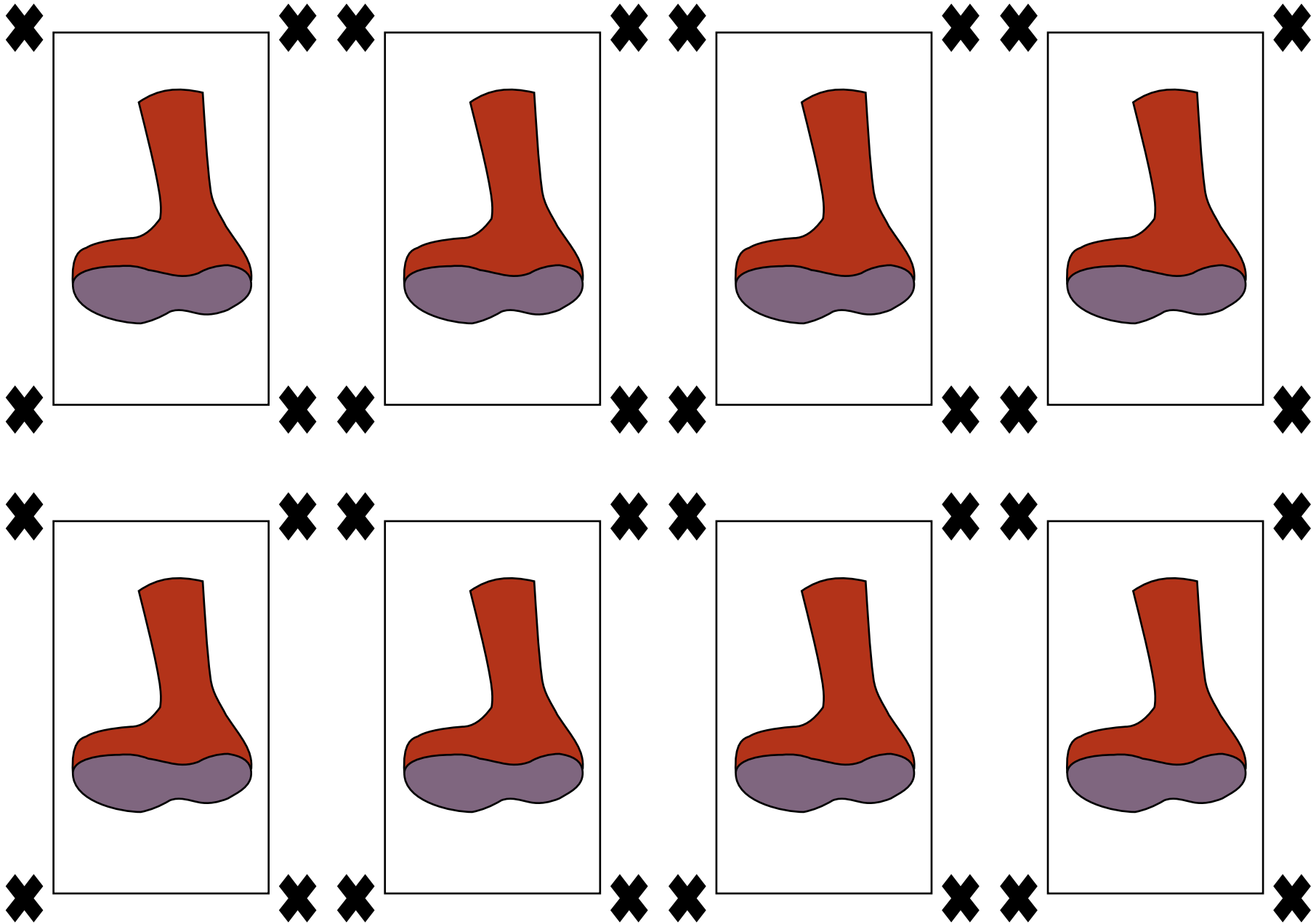
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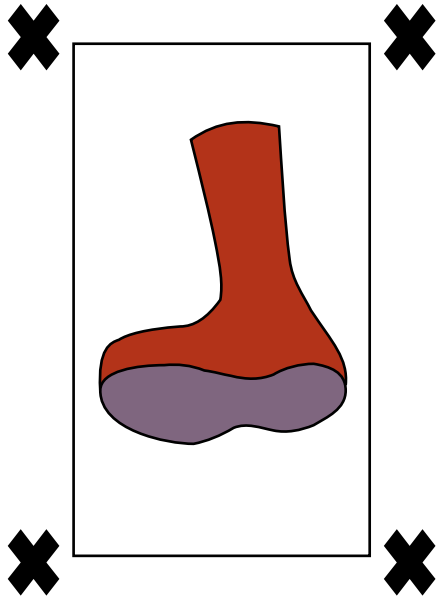
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Two to four can play. Shuffle the cards well and deal four to each player. Place the remaining cards face down to form the stock.

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 Boot and Cat.

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. Discard the Can of Tuna.

Or you may discard any card, face up.

As soon 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.

