

The image displays a 2x4 grid of eight boxes, each containing a musical staff and a black cat illustration. The musical staff in each box shows a red note on the second line of a five-line staff, with a sharp sign on the first line. Below the staff is a red stem with a flag. The black cat illustration is positioned below the staff in each box. The boxes are separated by red dashed lines.

**I STEPPED  
ON THE  
CAT!**

**I STEPPED  
ON THE  
CAT!**

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ON THE  
CAT!**

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CAT!**

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ON THE  
CAT!**

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2 = 2 = 2 = 2 =

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**I STEPPED  
ON THE  
CAT!**

**I STEPPED  
ON THE  
CAT!**

**I STEPPED  
ON THE  
CAT!**









**I STEPPED  
ON THE  
CAT!**







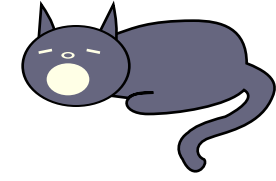

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CAT!**

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ON THE  
CAT!**

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ON THE  
CAT!**

**I STEPPED  
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3		≡ 3		≡ 3		≡ 3		≡
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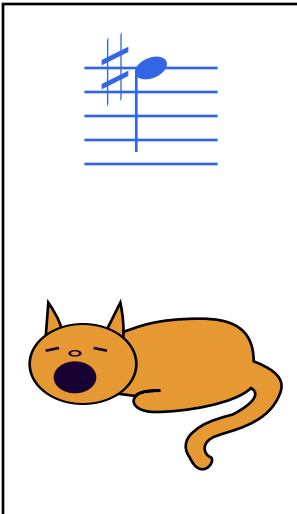
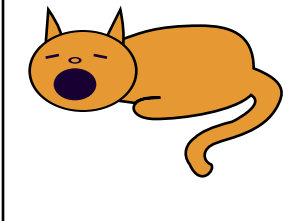
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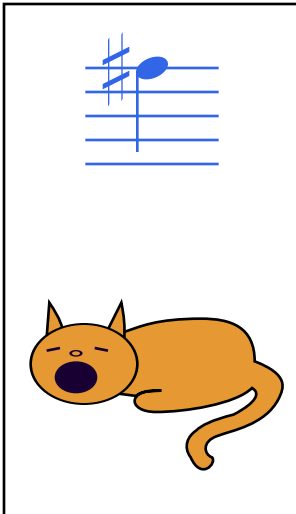
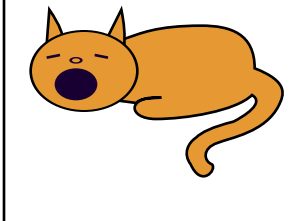
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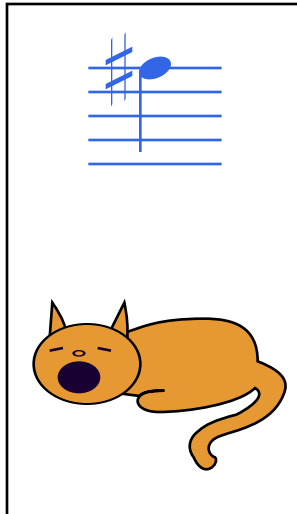
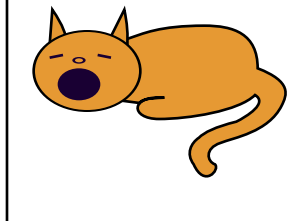
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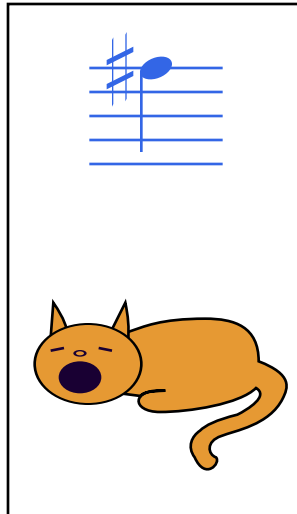
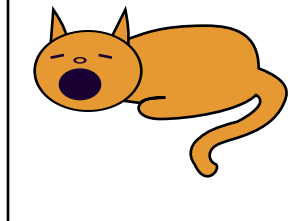
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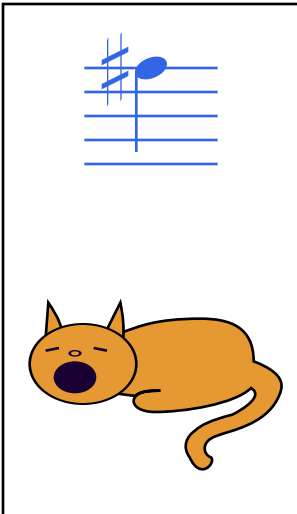
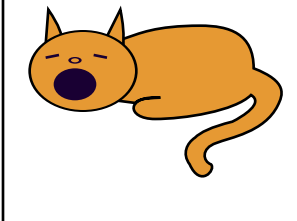
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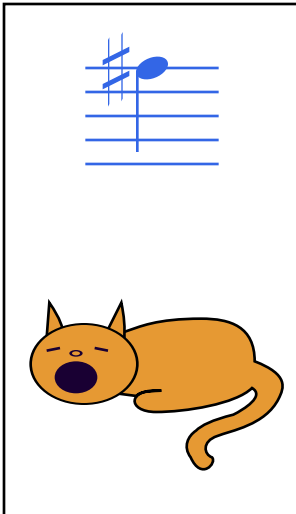
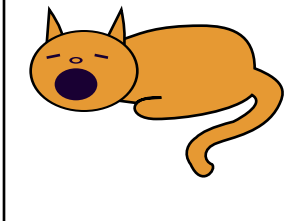
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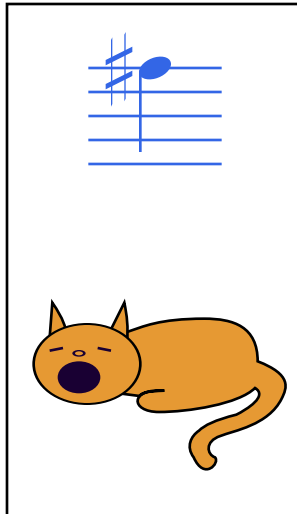
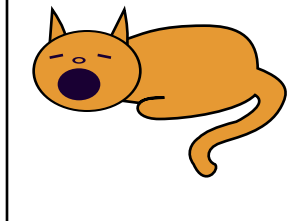
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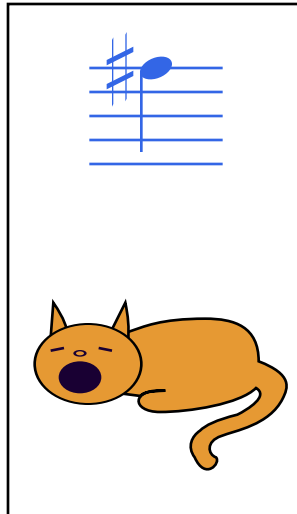
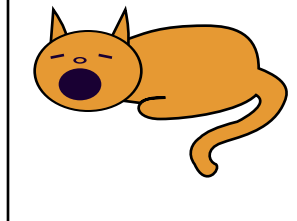
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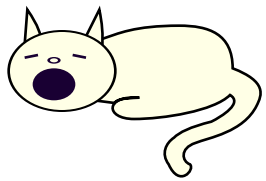
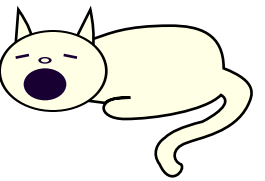
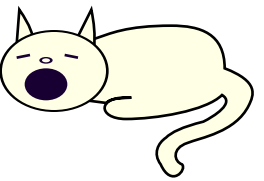
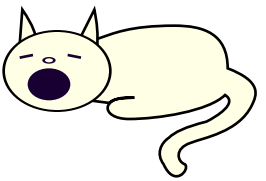
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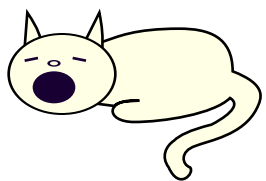
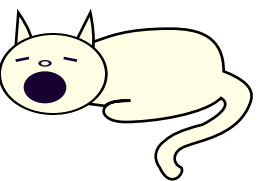
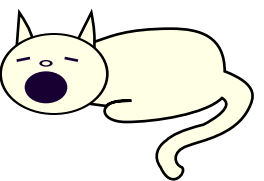
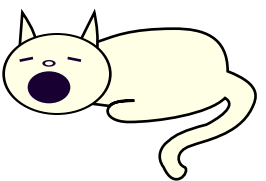
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<b>5</b>		<b>5 5</b>		<b>5 5</b>		<b>5 5</b>		<b>5</b>
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1 - 2 = 3 = 4

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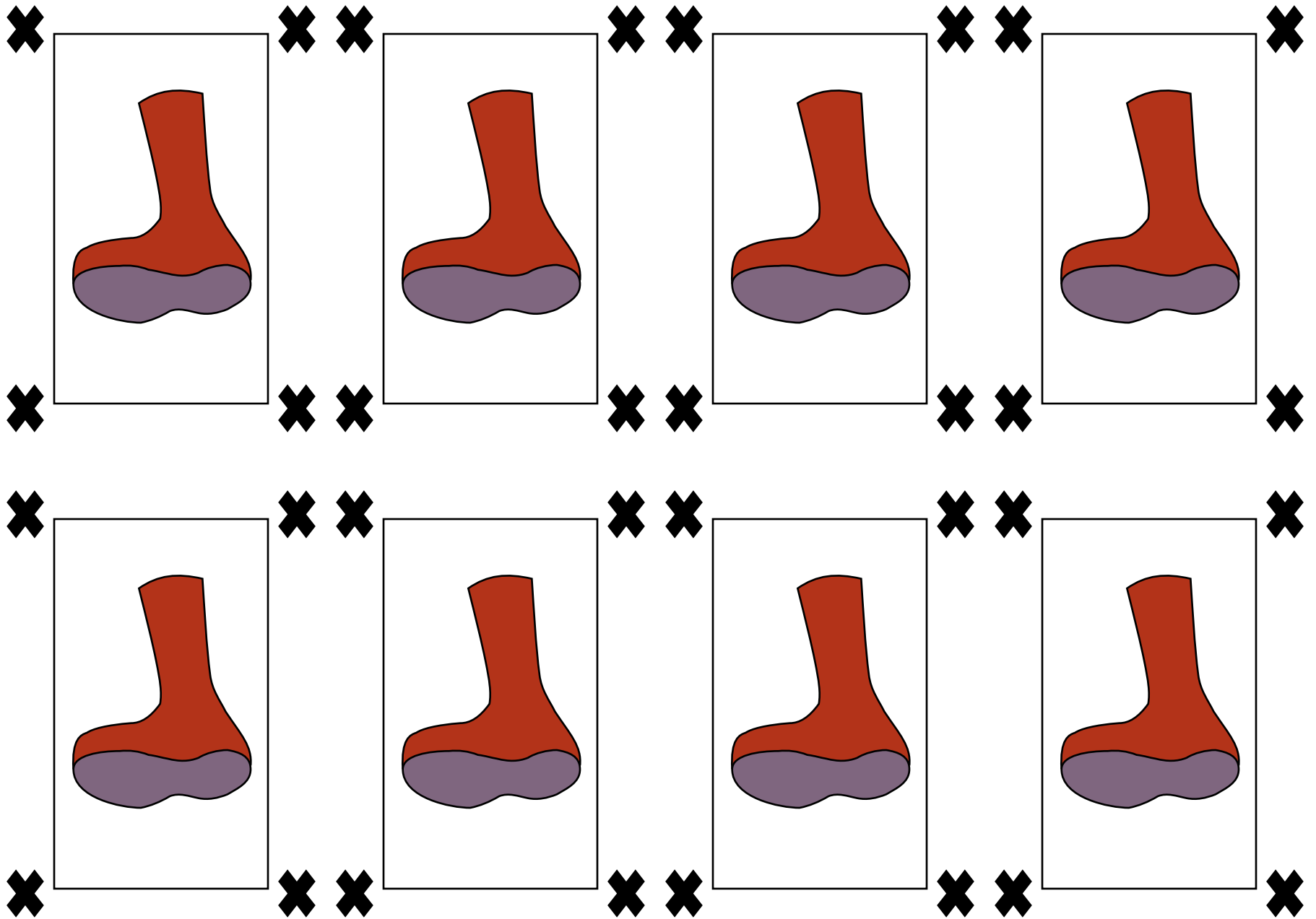
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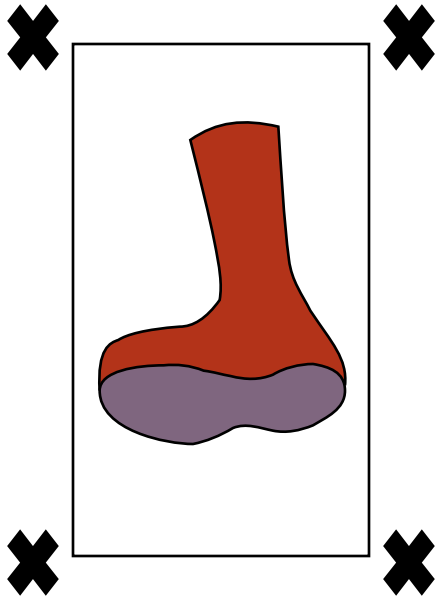
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## I STEPPED ON THE CAT!

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.



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