

# Flat Cat™

For 2 to 4 Players / Ages 6-12

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## Object

As everyone knows, dogs are always chasing after cats, and cats are always prowling after birds.

In this game, each player's cat is determined to catch the canary that's perched on top of the doghouse. In the doghouse, however, is a fierce bulldog named Brutus. Brutus is always on the lookout for cats and will charge from his house without warning and flatten your cat. To capture the canary, your cat must outwit Brutus and be the first to sneak up the entire length of its path. If it succeeds, you win.

## Equipment

- |   |   |
|---|---|
| 1 Game Board  | 1 Doghouse, with Roof, Chimney, Floor, Latch and Slider |
| 1 Bulldog, whose name is Brutus                             | 2 Elastic Bands   |
| 1 Canary  | 4 Cats, each one a different color                      |
| 1 Carriage, with Wheels                                     | 4 Token Bases   |
| 2 Decals:<br>one of Brutus's face;<br>the other of his name |   |

## Assembly

1. Separate Brutus and the 4 cats from the sheet by pushing them out along the perforations.
2. Fold each cat along the score and place it, feet first, into a token base. Be sure that each cat is facing the wider part of its base.
3. After removing the backing, stick the decal of Brutus's face onto the front of the carriage – the end that's near the stationary wheels.
4. Fit the rear wheels into the carriage; the flat edges of the axle should slide in against the flat edges of the opening.
5. Fold Brutus along the score and place him, feet first, into the carriage. Be sure that he's facing toward the front.
6. After removing the backing, stick the decal of Brutus's name onto the doghouse, directly above the door.

We will be happy

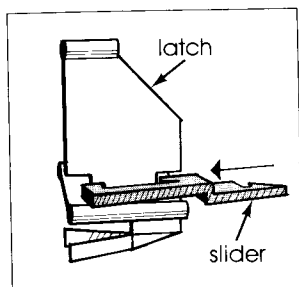


Figure 1

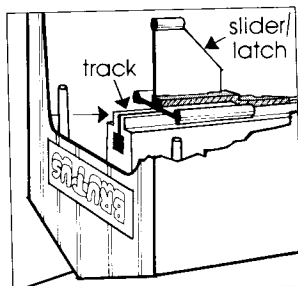


Figure 2

7. a) Fit the latch onto the slider. (Figure 1)
- b) Slide the slider/latch assembly onto the track. (Figure 2)

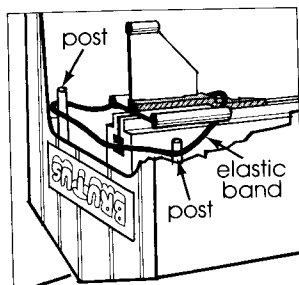


Figure 3

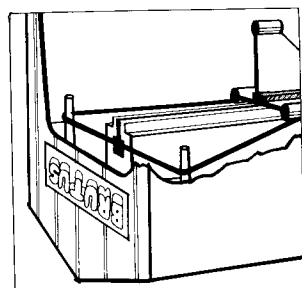


Figure 4

- c) Place an elastic band onto the back of the slider/latch assembly. Then pull the elastic around the two posts near the front. (Figure 3)  
(We have supplied one extra band.)
- d) Push the slider/latch assembly along the track until it clicks. (Figure 4)

8. Snap the floor of the doghouse into place.
9. Fit the roof onto the top of the doghouse.
10. Slide the chimney into the roof.
11. Place the canary onto the roof.

## Set Up

1. Each player chooses a cat and places it on START, at the head of the path that ends with the cat's own color. Each cat must be placed in the middle of its path, facing away from START.  
The player with the red cat goes first, followed in order by yellow, blue and green.
2. Slide the doghouse onto the space at the foot of the first player's path. Make sure that the front of the doghouse overlaps the board and fits snugly against the board's edge. Also make sure that the middle of the doghouse's door lies in a straight line with the middle of the path.
3. Place Brutus, tail end first, into the doghouse. Then push him until you can hear and feel him snap into place.

## Playing

- A. On your turn announce the number of steps that you want your cat to travel—but don't move your cat yet. You must announce at least a 1-step move and may dare to announce a move as large as you want. But be careful! If your cat tries to move more than fifteen steps at a time, Brutus is sure to come charging out of his house.
- B. Then turn the doghouse's chimney. Turn it once for each step that you've chosen to move your cat. Each turn of the chimney will produce a click. If, for example, you announce a 4-step move, turn the chimney until you hear four clicks.
- C. 1. If Brutus stays inside the doghouse, move your cat forward the correct number of steps. Unless this move carries your cat to the end of your path, it then becomes the next player's turn.
2. If Brutus charges from the doghouse, knocking down your cat, you're penalized:
  - a) If your cat is knocked down on START, leave it there and end your turn.
  - b) If your cat is knocked down on Step 1, return it to START and end your turn.
  - c) If your cat is knocked down on a SAFE step, leave it there and end your turn.
  - d) If your cat is knocked down on any other step along its path, move it backward to the nearest SAFE step and end your turn.

Each time you move your cat, make sure that it comes to rest in the middle of its path.
- D. Slide the doghouse into place at the foot of the next player's path. If necessary, return Brutus to the doghouse and snap him into place. Also make sure that the middle of the doghouse's door is in line with the middle of the path.

## Strategy

Brutus will charge from the doghouse somewhere between the 1st and the 16th click of the chimney. Therefore, be sure to keep track of your opponents' moves. Before announcing your own move, be sure you know exactly how many times the chimney has clicked since the last time Brutus appeared.

## Winning

The winner is the player whose cat is the first to reach the last step on its path.