

## Rat-a-Tat-Cat (Peek Version) (2-4 players)

**Materials:** Deck of *Rat-a-Tat-Cat* cards (remove PEEK cards)

**Objective:** To have the lowest score at the end of the game

### To play:

1. Players decide who will be dealer. The dealer shuffles the cards and deals four cards, face down, to each player. Players do not look at their cards.
2. Dealer places the rest of the deck, face down, in the middle. This is the DRAW pile. Dealer turns the top card face up and places it to the side of the DRAW pile. This is the DISCARD pile.
3. Players arrange their four cards face down in a line in front of them. Players can look at their cards whenever they want to remember what cards they have.
4. Players decide who goes first.
5. Players take turns. For each turn players have two choices. They may:
  - Take the top card from the DISCARD pile. This card is used to replace one of the cards in their line of cards. The card from the line is then placed face up on the top of the DISCARD pile; or
  - Take the top card from the DRAW pile. Players may use it to replace one of the cards in their line, or place it, face up, on the DISCARD pile.
6. There are two kinds of POWER cards: SWAP and DRAW 2. Players may only use a POWER card when they take it from the DRAW pile.
  - If players draw a SWAP card, they may switch any one of their cards with any card from another player. They can look at their card being swapped but they cannot look at the other player's card. After the switch, the turn is over and the SWAP card is placed on the DISCARD pile.
  - If players draw a DRAW 2 card, they may take up to two more turns. First they pick the next card from the DRAW pile. If they decide to use this card, their turn is over and they do not take the second turn. If they do not use the first card, they discard it and draw another card. If they do not use it, they place it on the DISCARD pile and their turn is over.
6. When a player thinks he or she has the lowest score and can win, the player ends the game by saying, "Rat-a Tat-Cat". After this, the other players each get one more turn. Then players turn their cards face up. If players have a POWER card, they must put it in the DISCARD pile and take a new card from the DRAW pile (the top card on the pile).
7. **SCORING:** Players add the numbers on their four cards. The player with the lowest score wins.