

Rat-a Tat-Cat (Ultra-Peek Version)

2-4 players

Materials: One deck of *Rat-a-Tat-Cat* cards (remove the POWER 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.
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 up in a line in front of them.
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. 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.
7. **SCORING:** Players add the numbers on their four cards. The player with the lowest score wins.