

Directions for No. 4736 Tabsy Cat

The game is for two players, one player representing Sly Mouse, the other Tabsy Cat.

When Sly Mouse starts out for a morning walk, little does he know that Tabsy Cat is following the same route. Suddenly they meet at the space marked "**START**" and the race is on. Sly Mouse speeds for "**HOME**" with Tabsy Cat in pursuit.

The player representing Sly Mouse plays first, by spinning the arrow and moving his counter forward the number of spaces indicated. Then Tabsy Cat's player does likewise; and both players continue in this way to move their counters around the board, observing the special directions on the picture spots.

For Sly Mouse to win, he must reach home first without being captured by Tabsy Cat.

For Tabsy Cat to win, she must reach home first or capture Sly Mouse or landing on the same **BLUE** space in the Capture Zone with him by an exact spin.

If Tabsy Cat lands on a **BLUE** space in the Capture Zone not occupied by Sly Mouse she must go back six spaces.

Sly Mouse is not affected in the Capture Zone unless overtaken by Tabsy Cat at that point.

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