

# FELIX THE CAT GAME

FOR 2, 3, 4, OR MORE PLAYERS, AGES 4 TO 8

**THE OBJECT OF THE GAME** is to spin the colorful dial and be the first to complete a picture of Felix The Cat. Cards are obtained by matching the pictures on the spinner with those on the playing board.

**TO BEGIN THE GAME**, note that the game board shows some of Felix's friends gathered around him. Also, the SPINNER has the faces of the same friends on it.

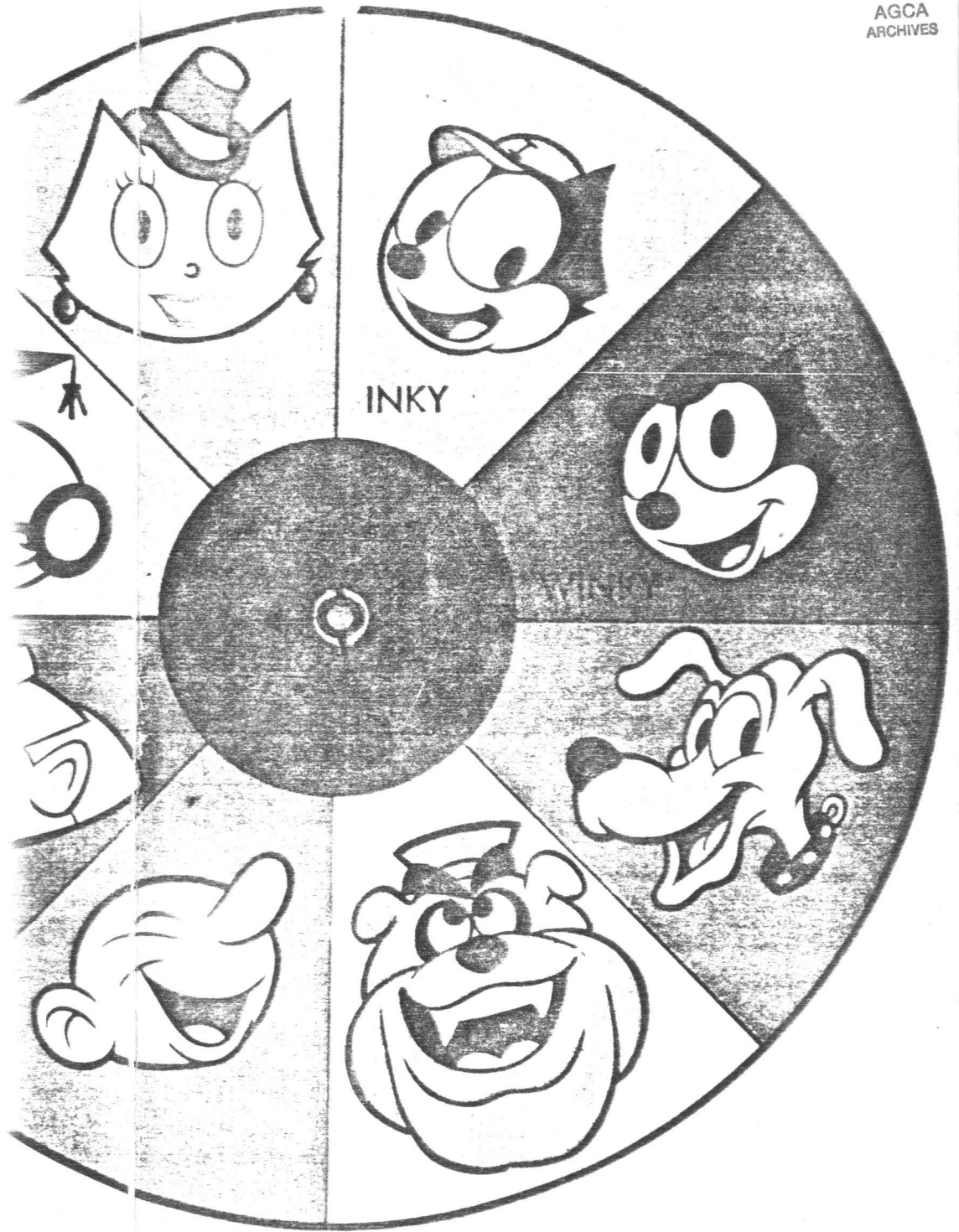
1. The pack of CARDS contains 24 Felix The Cat Cards, (four sets of six cards). Each set of 6 Cards makes a complete picture of Felix. The rest of the cards have Felix's Magic Bag on them.
2. Shuffle all the cards together and deal them out, one at a time, placing them face down in piles on the eight pictures of Felix's friends (none on Felix) on the game board at the beginning of each game.
3. Decide who shall play first by spinning the dial. The one who spins "Kitty" plays first. The others play in turn to the left.

## TO PLAY

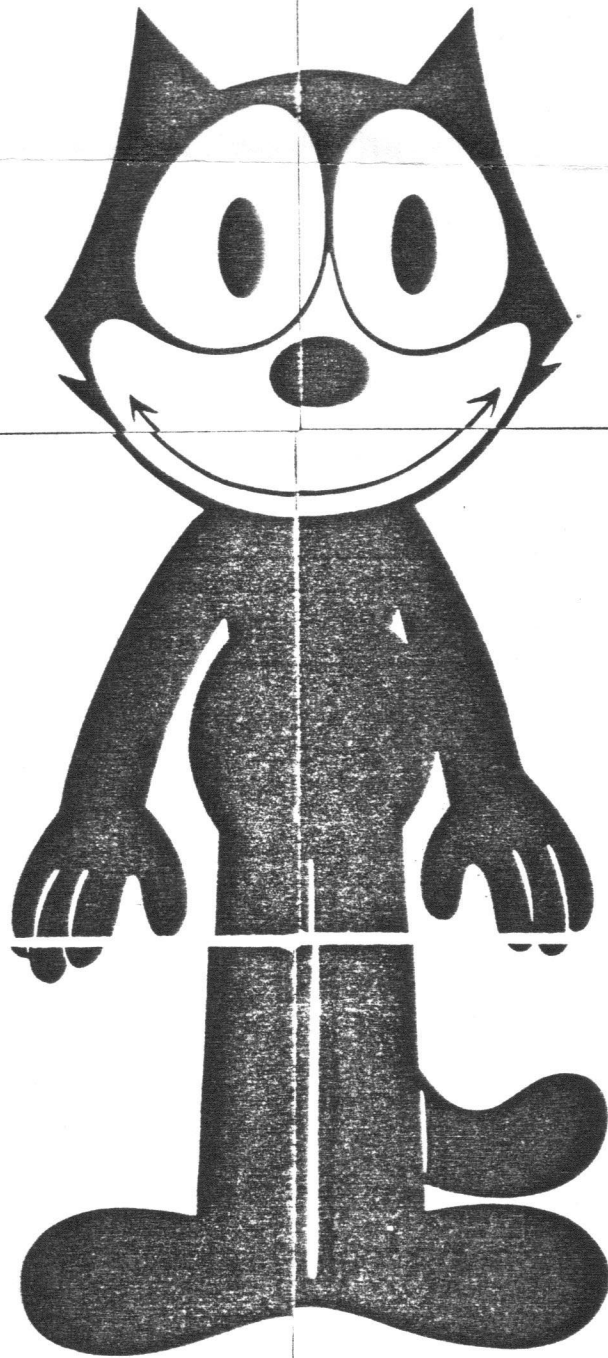
1. A player spins the dial, and takes the top card off of the picture space matching the face on the dial where the arrow stops.
2. If the card shows a part of Felix's picture, the player puts it *FACE UP* on the table in front of him. This is done each time except as is shown in rule No. 5.
3. If the card is a Magic Bag Card, the player puts it face down in a pile in front of him or holds it in his hand so the other players can't see it.
4. All players make their own picture of Felix The Cat and keep their own hand or pile of extra cards.
5. As the game goes on a player may pick up *Duplicate Felix Cards* (ones he already has). These are added to the player's hand or are put in his own pile of extra cards. Whether a player holds the cards in his hand or puts them in a pile, they will be referred to as his "HAND".
6. When a space has been emptied of cards, and a player spins that face on the dial, he must draw a card from the "HAND" of any other player. In order to make this selection easily, all players should fan out their cards.
7. A player may also, at any time, draw a card from another player's "HAND" instead of spinning the dial on his turn.
8. When a player draws a card from another player's "HAND," he must do the following:
  - a. If it is a Felix Card that he needs, he places it in his picture.
  - b. If it is a Felix Card that he already has (a duplicate), he adds it to his own "HAND."
  - c. If it is a Magic Bag Card, he puts it aside and it is not used again in the game.

## WINNING THE GAME

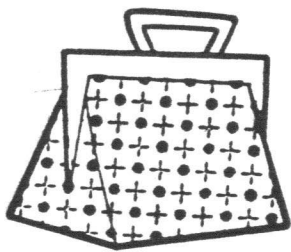
The first player to make a complete picture of Felix The Cat with six cards, wins the game.



INKY



FELIX'S



MAGIC BAG