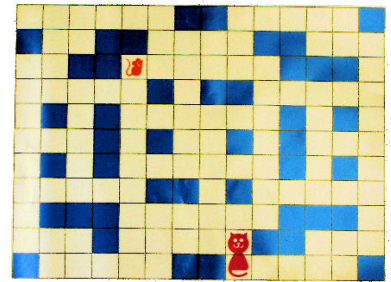
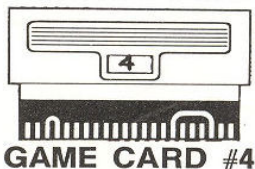

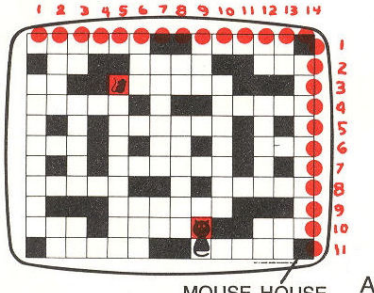
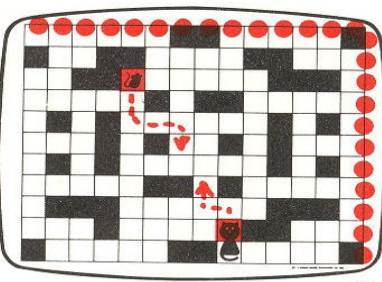


Cat and Mouse

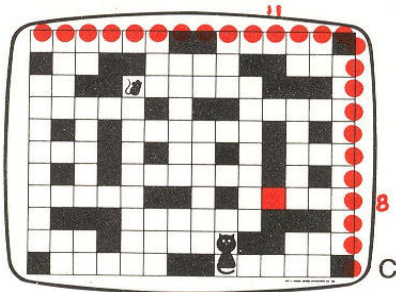
Can the clever mouse elude the cantankerous cat?

A hilarious electronic addition game of hide and seek for two or more players.



<p>SET UP</p>	
 <p>GAME CARD #4</p>	<ol style="list-style-type: none"> 1. Insert GAME CARD #4 into the Master Control unit. 2. Place the CAT AND MOUSE overlay on the screen.
 <p>STICK-ON NUMBERS (from Odyssey Game Accessory Sheet)</p>	<ol style="list-style-type: none"> 3. Place the numbers from the Accessory Sheet on the overlay. 4. Player number 1, the left player, is the CAT. Player number 2, the right player, is the MOUSE.
 <p>MOUSE HOUSE A</p>	<ol style="list-style-type: none"> 5. Using the HORIZONTAL and VERTICAL Controls, position the MOUSE'S light on the MOUSE figure and the CAT'S light on the CAT figure. The blue square in the lower right hand corner is the "mouse house". The other blue squares represent walls and furniture.
<p>HOW TO PLAY</p>	
 <p>B</p>	<p>Play begins when one player counts aloud to three.</p> <p>The MOUSE must get to his house without being caught by the CAT. The CAT, on the other hand, tries to catch the MOUSE as quickly as he can. Neither the CAT nor the MOUSE may enter the blue squares. If either player crosses a blue square, he must return immediately to his starting position (CAT or MOUSE figure) before continuing the chase.</p> <p>The MOUSE light will be extinguished if caught by the CAT. Play is then stopped.</p>

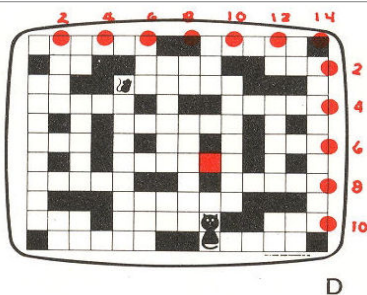
SCORING



At the point of interception where the CAT extinguishes the MOUSE, the points accumulated by the MOUSE for the run are marked down on a sheet of paper. Every square has a point value, which is arrived at by adding the numbers in the HORIZONTAL and VERTICAL columns as shown: The CAT player in the illustration has extinguished the MOUSE in a square which has a point value of 19. (Top row 11, Side row 8). The MOUSE then receives 19 points for that run. The MOUSE scores 30 points if he successfully reaches the MOUSE HOUSE.

The MOUSE gets 3 runs to a "Set". Then the players exchange controls, then the opponent becomes the MOUSE. The player with the *most total points* in his 3 runs as the MOUSE is the winner.

GAME VARIATION



Remove all the odd numbers from the game overlay. Play is as before, except if the MOUSE is caught in an unnumbered square, his score is zero for that run.