

Dr. Seuss™

Stack with the Cat Game Instructions

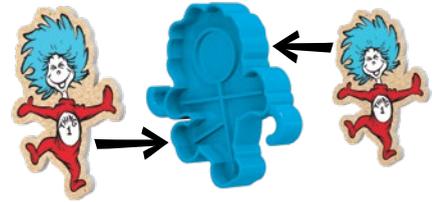
Ages 4+ • 2-4 Players • 20 Minutes

Contents: 1 Rocker Base, 1 Cat in the Hat Frame, 17 Plaything Frames, 34 Plaything Tiles, 2 Cat in the Hat Tiles, 2 Ball Tiles, 17 Cards, Instructions

Learn to Play! FunkoGames.com/PlayStackWithTheCat

Assembly

- 1 The first time you play, press out all the tiles from the sheets.
- 2 Match up and insert all the tiles into the frames.



Set Up

- 1 Insert the Cat in the Hat into the rocker base, then place it in the middle of the play area.
- 2 Place the playthings in a pile nearby.
- 3 Shuffle the cards and place them face down near the Cat in the Hat.

The youngest player takes the first turn.



Tip: For a less challenging game, you may flip the base upside down before inserting the Cat in the Hat so it doesn't rock.

Object

Play as a team to stack the playthings on the Cat in the Hat and collect cards. The more cards you collect, the better your score! (See **End of the Game** on the other side.)



On Your Turn

- 1 Draw a card and place it face up where everyone can see it.
- 2 Choose one of the playthings pictured on the card.
- 3 Carefully stack the plaything on the Cat in the Hat. (See **Stacking Rules** to the right.)
- 4 If no playthings fall, you score the card! Place the card in a Score Pile.
If any playthings fall, you do not score the card. Place the card in a discard pile and put any fallen playthings back in the pile nearby.
If the Cat in the Hat toppled over, stand him up again.



Stacking Rules

You may use only one hand to stack playthings.



Now it's the next player's turn.

End of the Game

When all cards have been drawn, the game ends. Count up the number of cards in the Score Pile and see how you did!

Oh, No! 0-7 Cards

Up, Up, Up! 8-10 Cards

Lots of Good Fun! 11-15 Cards

Look at Me Now! 16-17 Cards

Competitive Play

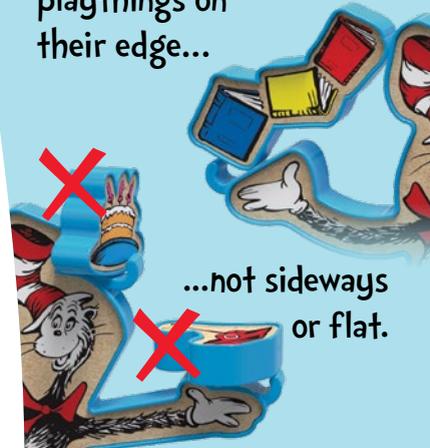
If you want to declare a winner, follow the same rules except instead of having a single pile of cards, each player has their own!

Set Up: Take out the Fish card. Shuffle and deal the remaining cards so each player has the same number in their pile (set aside any extras). Give the first player the Fish card, and they place it on the bottom of their pile.

Play: Draw a card from your pile. If you score it, place it in your own Score Pile. When the Fish card is drawn, the Fish must be placed so the top of it is higher than anything else on the Cat in the Hat, and if any blocks fall, the player must discard a card from their Score Pile. When all cards have been drawn, the player with the most cards in their Score Pile wins!



You must stack playthings on their edge...



...not sideways or flat.



You may not stack playthings on the base.

