```python
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# P5HW
# Cat Chase #- A fun game where you bet on a cat (gray or orange) and see which one wins the chase. The game uses functions, loops, if/else logic, emojis, and the random module. #

import random  # Needed to randomly select the winner

# # Function that returns a cat as a dictionary
def create_cat(name, color):
    return {
        "name": name,
        "color": color,
        "emoji": "#" if color == "gray" else "##"
    }

# # Value-returning function to randomly pick the winner
def get_winner():
    return random.choice(["gray", "orange"])

# # Function that simulates the chase
def run_chase():
    print("\n# The chase begins!\n")
    for step in range(1, 4):
        print(f"Pounce {step}... #")
    print()

# # Function to display results
def display_results(user_bet, winning_cat):
    if user_bet == winning_cat:
        print("# You guessed right! Your cat caught the toy mouse!")
    else:
        print("× Oh no! The other cat got to it first.")

# # Main game function
def main():
    print("# Welcome to Cat Chase! ##")
    print("You can bet on either the gray cat # or the orange cat ##")

    user_bet = input("Which one do you bet on? (gray/orange): ").strip().lower()

    # Simple input validation
    if user_bet not in ["gray", "orange"]:
        print("Invalid choice. Please restart the game and choose 'gray' or 'orange'.")
        return

    player_cat = create_cat("Your Cat", user_bet)
    print(f"\nYou picked the {player_cat['color']} cat! {player_cat['emoji']}")

    run_chase()

    winning_cat = get_winner()
    print(f"# The winner is the {winning_cat} cat!")

    display_results(user_bet, winning_cat)

    print("\nThanks for playing! #ᵔ")
    input("Press Enter to exit...")  # Keeps window open

# Start the game
main()
```