

TRAP THE RAT

INSTRUCTIONS

This is a game for 2 players.

EQUIPMENT

- 1 — Plastic Playing Board
- 1 — Playing Die
- 1 — Rat Character playing piece
- 10 — Wooden fences — 5 are used in play — 5 are extras

OBJECT

For player using Rat — to move from yellow square across the board to one of the cheese squares.

For player acting as trapper — to completely surround the mouse

START OF GAME:

Each player rolls the die. Player scoring highest number has choice whether to be rat or trapper. Player who uses rat takes the rat character. Rat is then placed on yellow square that is on the red side of the board (the side that has only one yellow square on it). Player who plays rat then rolls the die and moves forward, backward, or sideways the number of spaces scored. Player cannot move diagonally.

For Example: If player rolls a 3 he may move 2 forward and 1 sideways, 3 forward, 1 forward and 2 sideways or 3 backwards, etc. Any combination of 3 except diagonally. If player lands on a black square with a white mouse on it at end of move, he gets another turn. Player tries to reach any one of the five cheese squares on other side of board.

After rat player has moved, trapper rolls the die and places fences anywhere on board according to the number of the die. Five fences are used in the game. The trapper tries to surround the rat so that the rat cannot move. The rat cannot jump over any fence. When the trapper has placed all five fences, he must move fences already placed from one slot to another during his turn.

If either player rolls a blank, no move is made.

Game is over when rat reaches one of cheese squares on opposite side of board or when trapper completely surrounds rat.