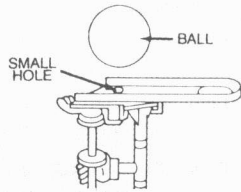**17. BOWLING BALL:** *Place bowling ball onto smaller hole of thing-a-ma-jig.*

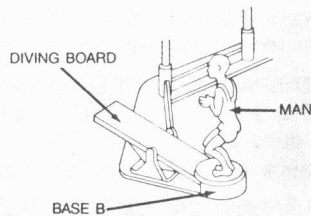BALL

SMALL HOLE

18. BATHTUB: *Place bathtub on plumbing as shown.*
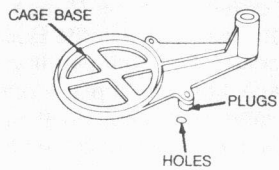
BATH TUB

PLUMBING
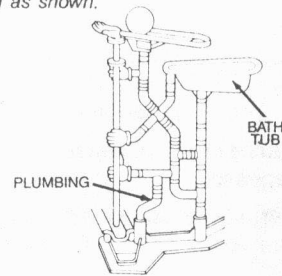
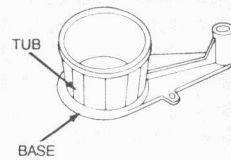**19. DIVING BOARD:** *Place diving board on Base B.*
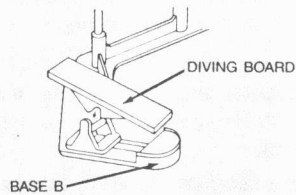
DIVING BOARD

BASE B

20. MAN: *Place man on edge of diving board so that he also stands on part of Base B. MAN MUST FACE DIVING BOARD.*

DIVING BOARD

MAN

BASE B

21. CAGE BASE: *Place plugs of cage base into holes on board.*

CAGE BASE

PLUGS

HOLES

22. WASHTUB: *Place washtub on cage base as shown.*

TUB

BASE

23. CAGE POST: *Place cage post into hole on cage base.*

HOLE
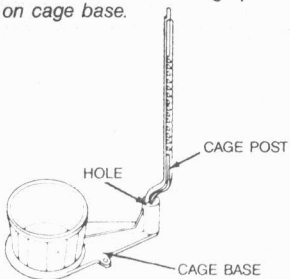
CAGE POST

CAGE BASE

24. CAGE: *Balance cage on top of cage post as shown.*

CAGE

CAGE POST

8
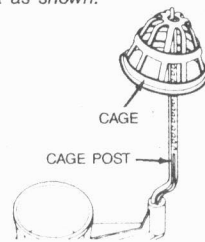
FOR 2 TO 4 PLAYERS

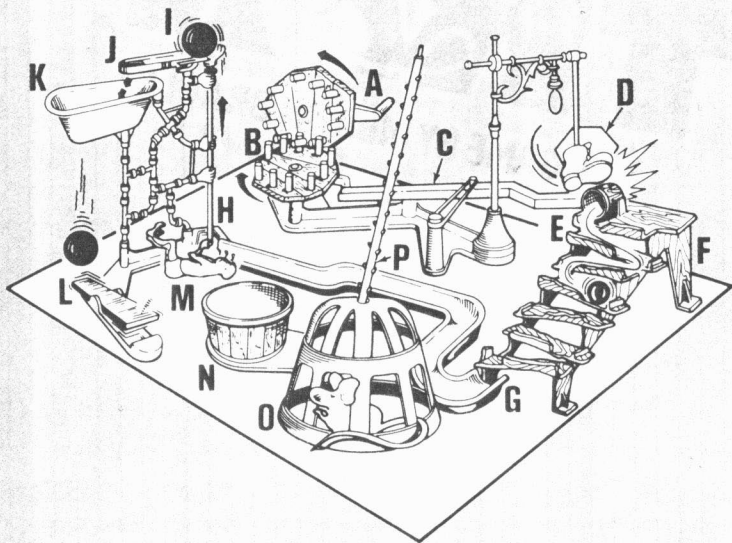# MOUSE TRAP®

A GAME BY MILTON BRADLEY

OBJECT OF THE GAME

The object of MOUSE TRAP is to build a wacky contraption following the Building Plan and then to use it to trap the mice of the other player(s).

CONTENTS

1 Gameboard, 4 Mice,
30 Cheese Cards, 1 Die, Instructions,
28 Mouse Trap Building Parts and Accessories

HOW THE MOUSE TRAP WORKS

Player turns crank (A) which rotates gears (B) causing lever (C) to move and push stop sign against shoe (D). Shoe tips bucket holding metal ball (E). Ball rolls down rickety stairs (F) and into rainpipe (G), which leads it to hit helping hand rod (H). This causes bowling ball (I) to fall from top of helping hand rod through thing-a-ma-jig (J) and bathtub (K), to land on diving board (L). Weight of bowling ball catapults diver (M) through the air and right into wash tub (N), causing cage (O) to fall from top of post (P) and trap unsuspecting mouse.

GAME SET UP

1. Remove all game parts from box. Place gameboard on a flat surface. Remove all Mouse Trap parts and playing pieces from bags and place around gameboard. *Throw the plastic bags away.* Punch out the diecut slots on the gameboard.

2. Separate the Cheese Cards and place them in a pile next to the gameboard.

3. Each player chooses a mouse and places it on the gameboard in the space marked START. Youngest player goes first. Play proceeds to the left.

GAME PLAY

On your turn, toss the die and move your mouse the number of spaces indicated. Then carry out any instructions printed in the space landed upon. Two or more mice can be on one space at the same time.

BUILD SPACES: Build Spaces are the ones with only numbers in them (2, 2-3 or 2-3-4). If you land on a Build Space *and the number of players in the game matches one of the numbers in the space,* then you may build one piece of the Mouse Trap. For example:

- In a 4-player game you can build if you land on Building Space 2-3-4.
- In a 3-player game you can build if you land on Building Space 2-3 or 2-3-4.
- In a 2-player game you can build if you land on Building Space 2, 2-3 or 2-3-4.

Parts must be taken and built in numerical order! Build the Mouse Trap by placing the numbered part in its proper position following the Building Plan printed on pages 6, 7 and 8 in this booklet. For example: If you're the first player to land on a legal Build Space, you would place part #1 (Base A) on the board. The next player to land on a legal Build Space would position part #2 (Gear Support) into place and so on until the Mouse Trap is completed.

When you finish positioning a part of the Mouse Trap on the gameboard, take one Cheese Card from the pile. When you land on the Build Space around the Cheese Wheel section of the board, you'll build *two* parts of the Mouse Trap and take two Cheese Cards. Once the Mouse Trap is completed, nothing occurs when you land on a Build Space.

GO BACK, MOVE AHEAD AND GO TO CHEESE: When you land on one of these spaces, you must go to the space indicated, *but do not follow any message printed in that space!*

TAKE CHEESE AND LOSE CHEESE: When you land on one of these spaces, take or return the indicated number of Cheese Cards from or to the Cheese Card Pile. If such a space requires you to return more Cheese Cards than you currently have, return as many as you hold.

Every time you land on the Cheese Wheel Space, you automatically take two Cheese Cards.

If you're entitled to Cheese Cards and the Cheese Card Pile is empty, you may take them from the opponent who has the most Cheese Cards. In case of a tie, you may take them all from either opponent or divide the amount between them.

If you land on the space marked TAKE THREE PIECES OF CHEESE FROM RIVAL WITH MOST, you do so even if there are Cheese Cards left in the pile.

THE LOOP: These are the 6 spaces at the end of the path beginning with *Safe* and ending with the Cheese Wheel. See Figure 1. You and your opponents will circle around the Loop as many times as necessary until the Mouse Trap is complete and only one mouse remains on the board and the game is over.

TRAPPING MICE: Once the Mouse Trap is completed, use it to try to capture opposing mice. When you end your turn by landing on the TURN CRANK space and there is an opposing mouse on the Cheese Wheel, turn the crank to set the Mouse Trap in motion. If the trap operates correctly, the opposing mouse will be captured and the player owning it will be out of the game. Any Cheese Cards held by the captured player must be turned over to you. If the trap fails, the opposing player immediately moves his mouse to the SAFE space.

You may only turn the crank when the Mouse Trap is completed!

If more than one mouse is on the Cheese Wheel, they may all be captured—or missed—together.

MOVING OPPONENTS' MICE: When you end your turn by landing on the TURN CRANK space and there is no opposing mouse on the Cheese Wheel, you can try to move an opponent's mouse onto the Cheese Wheel to try to trap it. To do so, you must return a Cheese Card to the pile, select the opponent you wish to move, throw the die and then move that opponent's mouse the indicated number of spaces. You may continue doing this as many times and to as many opponents as you like as long as you have Cheese Cards to "pay." If you manage to move an opponent's mouse (or opponents' mice) onto the Cheese Wheel, only then may you turn the crank.

Cheese Cards may be used this way *only* when you are on the TURN CRANK space. If one opponent's mouse is on the Cheese Wheel when you land on the TURN CRANK space, you can still use your Cheese Cards to try and get other opponents' mice onto the Cheese Wheel before setting the Mouse Trap in motion.

SAFE: When your mouse is on the SAFE space your opponents cannot move you to the Cheese Wheel or take any of your Cheese Cards.

WINNING THE GAME

If your mouse is the last one on the board, you win!

SPECIAL RULES AND GUIDELINES

1. The player who has just operated the Mouse Trap must reset the Mouse Trap should it fail to capture the opposing mice.

2. When placing bowling ball (17*) on thing-a-ma-jig (16), make sure helping hand rod is loaded. See note on page 7, #15.

3. Before operating the Mouse Trap, check to see that it will work properly—that is, check to see if: metal ball (11) is in bucket (10); helping hand (15) is loaded; bowling ball (17) is in position on thing-a-ma-jig (16); man (20) is positioned correctly; cage (24) is balanced on top of cage post (23); all parts are positioned properly on the gameboard.

4. When turning the crank, always turn slowly in a *clockwise* direction.

5. To re-load cage, remove cage post (23) from cage base (21); lift up cage, reinsert cage post and place cage in position on top.


FIGURE 1 — THE GAMEBOARD

*The numbers 1-24 on the gameboard refer to the Building Plan on pages 6, 7 and 8. The numbers identify the Mouse Trap part that is to be built in that location (each plastic piece has a molded number on it) and the order in which the part is assembled.
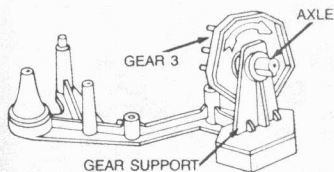
MOUSE TRAP™ BUILDING PLAN

1. BASE A: Insert tabs of Base A into slots and push base in direction of arrow until plug locks into hole.
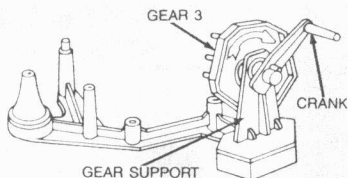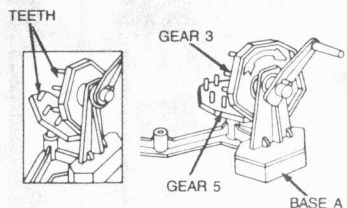
HOLE
PLUG
TAB
BASE A
SLOT
TAB
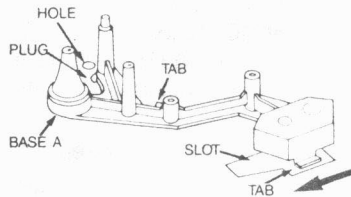
2. GEAR SUPPORT: Place into hole in Base A.
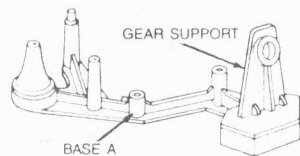
GEAR SUPPORT
BASE A

3. GEAR 3: Slide axle of Gear 3 through hole in gear support.

AXLE
GEAR 3
GEAR SUPPORT

4. CRANK: Push crank onto axle of Gear 3 until tight.

GEAR 3
CRANK
GEAR SUPPORT

5. GEAR 5: Tilt Gear 5 into hole on Base A so that teeth will mesh with Gear 3.

TEETH
GEAR 3
GEAR 5
BASE A

6. STOP SIGN: Place post of stop sign into hole on Base A. Attach rubber band between hook and peg.

STOP SIGN
PEG
RUBBER BAND
HOOK
POST
BASE A
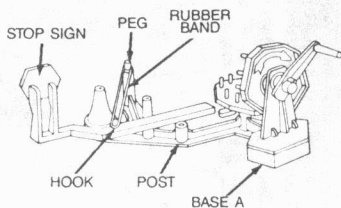
**7. LAMP POST:** Place lamp post into hole on Base A.
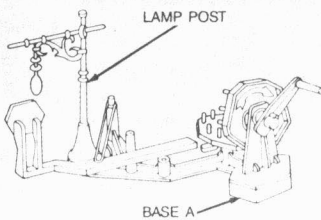
LAMP POST
BASE A

8. SHOE: Hang this part from lamp post with shoe in front of post. Heel of shoe must rest against stop sign.
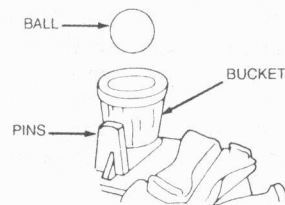
LAMP POST
SHOE
STOP SIGN
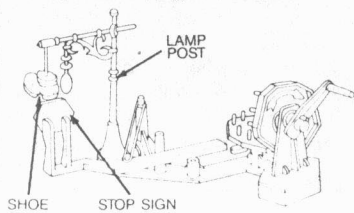
9. STAIRWAY: Assemble legs of stairway as shown. Press tabs into holes on board and push in direction of arrow to lock in place.
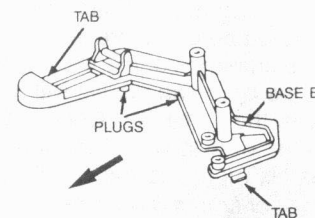
STAIRWAY
REAR LEGS
FRONT LEGS
TABS
TABS
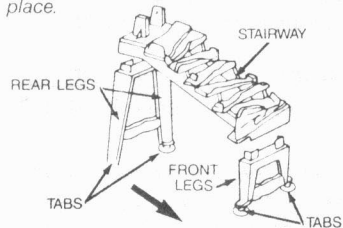
10. BUCKET: Snap bucket into pins on top of stairway.
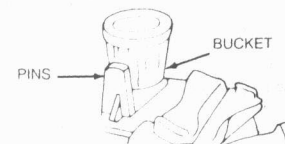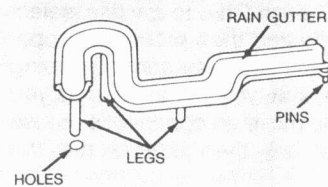
BUCKET
PINS

11. METAL BALL: Insert metal ball in bucket.

BALL
BUCKET
PINS

12. BASE B: Insert tabs of Base B into holes on board and push in direction of arrow until plugs lock into holes.
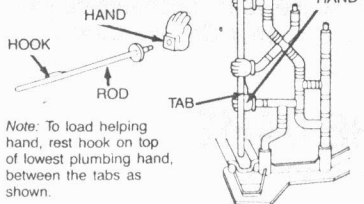
TAB
BASE B
PLUGS
TAB

13. RAIN GUTTER: Place legs of rain gutter in holes in board and pins of rain gutter into holes on Base B.

RAIN GUTTER
PINS
HOLES
LEGS

14. PLUMBING: Place plumbing into holes on Base B. Hands should be pointing toward Base A.

PLUMBING
BASE B
HOLES
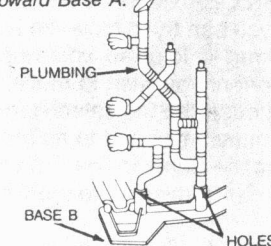
15. HELPING HAND: Insert hand into rod, so that the flat part of the hole in the hand fits onto flat part of tab on rod.

HAND
LOWEST HAND
HOOK
ROD
TAB

Note: To load helping hand, rest hook on top of lowest plumbing hand, between the tabs as shown.

16. THING-A-MA-JIG: Slide thing-a-ma-jig onto top of plumbing.

THING-A-MA-JIG
PLUMBING