

MIGHTY MOUSE GAME

Rules for Play

FOR 2, 3, OR 4 PLAYERS

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OBJECT:

The object of this game is to be the first player to reach the Finish Circle with his piece.

EQUIPMENT:

The equipment consists of 1 die, 4 playing pieces, a Mighty Mouse piece, and a board.

PREPARATION:

Each player selects a playing piece and places it in the circle marked START. Place the Mighty Mouse piece in the center of the board. Each player rolls the die and the player rolling the highest number goes first.

PLAY:

The first player rolls the die and moves his piece from the starting position the number of spaces indicated. The other players follow in turn in a clockwise direction. Players must move in a forward direction whenever possible. If the space on which a piece should land is occupied, the player must move his piece back to the space from which he started his play and then take his move in a backward direction. No two pieces may occupy the same space. If a player is forced to move his piece backward and the space on which his piece should land is occupied, the player forfeits his turn. A player must move his piece if possible.

MIGHTY MOUSE:

Whenever a player's piece lands on any one of the seven "Hazard Circles" on the board, he must wait in this circle until released by Mighty Mouse. This is accomplished in the following manner: A player's piece lands in a circle. On his next turn, he throws the die and instead of moving his piece, he moves Mighty Mouse the number of spaces indicated toward the circle holding his piece. He continues to do this until Mighty Mouse reaches the circle. Mighty Mouse does not have to reach this circle by the exact count. When Mighty Mouse reaches a "Hazard Circle," he releases all the pieces in this circle and all the pieces in any of the other circles. The player who moves Mighty Mouse to a "Hazard Circle" takes his piece from this circle and places it on the first space in front of the circle. If this space is occupied, he places his piece on the first unoccupied space in back of the circle. He then places all other players' pieces in this circle or in any other circle on the first unoccupied space in back of the circle or circles. If there are two or three opponents' pieces in the same circle, he places them on the first two or three unoccupied spaces behind the circle in any order he wishes. He returns Mighty Mouse to the center of the board and his turn ends. When a player's piece is in a circle and Mighty Mouse is on a track going to a different circle, he moves Mighty Mouse toward the circle for which Mighty Mouse is headed.

WINNING THE GAME:

A player must reach the finish by the exact count of the die. If he should throw a number larger than is needed to reach this space, he must move backward, provided that the space to which a backward move would carry his piece is unoccupied. If it is occupied he cannot move and forfeits his turn. The first player to reach the Finish Circle by exact count wins the game.