



MOUSE TRAP[®]

INSTRUCTIONS

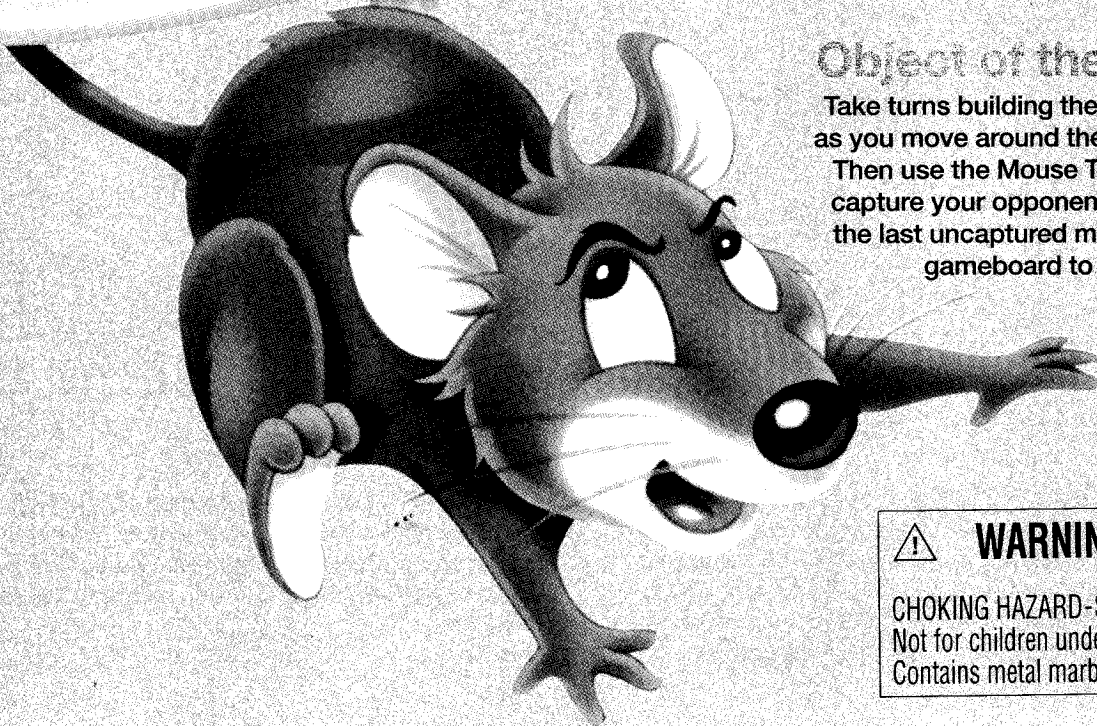
For 2 to 4 Players

Contents

Gameboard, 4 plastic mice, 2 metal marbles, 25 Mouse Trap building parts and accessories, rubber bands, 52 cheese pieces, die.

Object of the Game

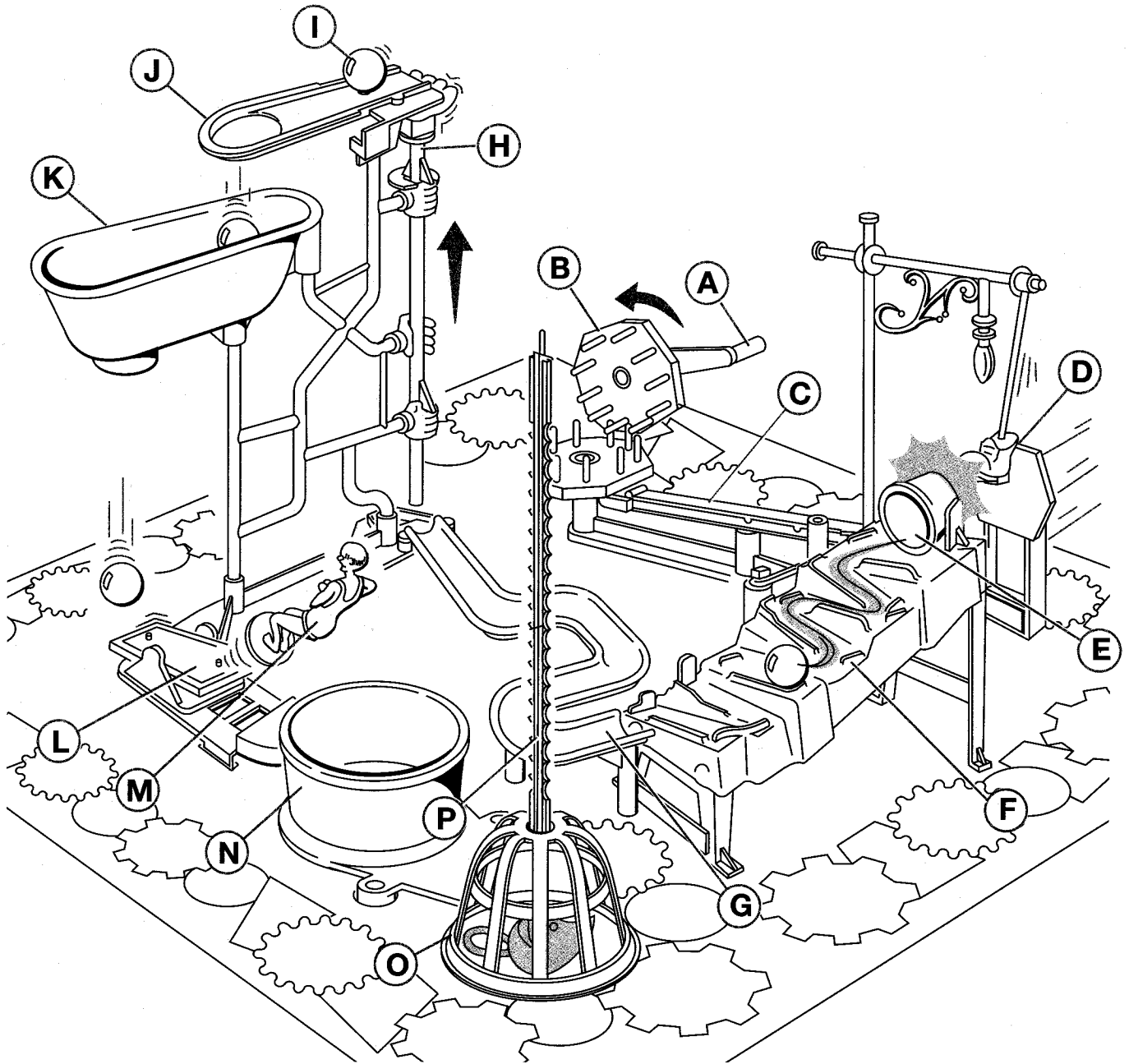
Take turns building the Mouse Trap as you move around the gameboard. Then use the Mouse Trap to try to capture your opponents' mice. Be the last uncaptured mouse on the gameboard to win.



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.
Contains metal marbles.

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 marble (E). Marble rolls down rickety stairs (F) and into rain gutter (G), which leads it to the helping hand rod (H). This causes other metal marble (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 metal marble catapults diver (M) through the air and into washtub (N), causing cage (O) to fall from top of post (P) and trap unsuspecting mouse.

Setup

1. Place the gameboard on a flat surface. Remove all Mouse Trap parts and playing pieces from the bags and place them next to the gameboard. Discard plastic bags. Carefully punch out the waste cardboard from the slots and holes in the gameboard. Discard waste.
2. Carefully punch out the Cheese pieces from the cardboard sheet and place them in a pile next to the gameboard. Discard cardboard waste.
3. Each player chooses a mouse and places it on the gameboard *START* space.

How to Play

Pick a player to go first. Play proceeds to the left.

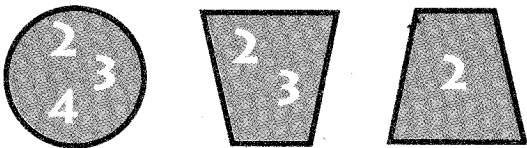
On your turn, roll the die and move your mouse the number of gameboard spaces shown. Then follow any instructions printed on the space you land on. Two or more mice may be on one space at the same time.

COLLECTING CHEESE PIECES: As your mouse moves around the gameboard, you will collect Cheese pieces from the Cheese pile and from your opponents. You may use Cheese pieces later in the game to help you spring the trap on your opponents' mice. More about this later in the instructions.

Types of Spaces

BUILD SPACES: *Build* spaces have numbers printed on them (2, 2-3, 2-3-4). When you land on a *Build* space and the number of players in the game matches any one of the numbers on the space, **then you build one part of the Mouse Trap and collect one Cheese piece from the Cheese pile.** See *Building the Mouse Trap* section on page 4 for complete details.

- In a 4-player game, you can build if you land on *Build* space 2-3-4.
- In a 3-player game, you can build if you land on *Build* space 2-3 or 2-3-4.
- In a 2-player game, you can build if you land on *Build* space 2, 2-3, or 2-3-4.



GO BACK & MOVE AHEAD SPACES: When you land on one of these spaces, you must go to the space indicated, *but do not follow any instructions printed on that space and do not collect any Cheese pieces!* Your turn is then over.

TAKE CHEESE SPACE: When you land on one of these spaces, take the indicated number of Cheese pieces from the Cheese pile. If the Cheese pile is empty, take the Cheese pieces from the opponent with the most Cheese pieces. If two or more opponents are tied for the most Cheese pieces, you may take them all from one opponent or divide the amount between them. Your turn is then over.

When you land on the space marked *Take Three Pieces of Cheese From Rival With Most*, do as it says, even if there are Cheese pieces in the pile. If the opponent with the most cheese has less than three pieces, just take the number of pieces the opponent does have. If two or more opponents are tied for the most Cheese pieces, you may take them all from one opponent or divide the amount between them. Your turn is then over.

LOSE CHEESE SPACES: When you land on one of these spaces, return the indicated number of Cheese pieces to the Cheese pile. If you must return more Cheese pieces than you currently have, only return as many as you hold. Your turn is then over.

DOG BONE SPACE: Do nothing when you land on this space. Your turn is over.

THE LOOP: These are the six spaces at the end of the path beginning with the *Safe* space and ending with the *Cheese Wheel* space. This section of the path is called *The Loop* and it is where mice are captured. (See Figure 1 on page 5.) Once you arrive at *The Loop*, you and your opponents will take turns circling it as many times as necessary until the Mouse Trap is completely built and only one mouse remains uncaptured on the gameboard. See *Trapping Mice* section on page 4 for details.

CHEESE WHEEL SPACE: Every time you land on the *Cheese Wheel* space, you automatically take two Cheese pieces from the Cheese pile. If the Cheese pile is empty, you may take any pieces you are entitled to from the opponent with the most Cheese pieces. If two or more opponents are tied for the most Cheese pieces, you may take them all from one opponent or divide the amount between them.

TURN CRANK SPACE and SAFE SPACE: See *Trapping Mice* section on page 4 for details.

Building the Mouse Trap

You may build one part of the Mouse Trap when you land on a *Build* space as previously described. Mouse Trap parts must be assembled in numerical order! Build the Mouse Trap by placing each numbered part in its proper position following the Building Plan shown on pages 6–10.

Example: If you are the first player to land on a *Build* space, you would place part #1 (Base A) on the gameboard. The next player to land on a *Build* space would position part #2 (Gear Support) in place and so on until the Mouse Trap is completed.

Immediately after placing a part of the Mouse Trap on the gameboard, take one Cheese piece from the pile. Your turn is then over.

Whenever you land on a *Build* space that's located on *The Loop* section of the gamepath, you add two parts to the Mouse Trap and take two Cheese pieces from the Cheese pile. Your turn is then over. Once the Mouse Trap is complete, you do nothing when you land on a *Build* space.

Trapping Mice

Once the Mouse Trap is complete, use it to try to capture your opponents' mice. Here's how:

When you end your turn by landing on the *Turn Crank* space (in *The Loop*) and there is an opposing mouse on the *Cheese Wheel* space, turn the crank slowly in a clockwise direction. This will set the trap in motion. If the trap operates correctly, the opposing mouse will be captured and is out of the game. Any Cheese pieces held by the captured player must be turned over to you. If the trap fails to capture the mouse, the opposing player immediately moves his or her mouse to the *Safe* space. If more than one mouse is on the *Cheese Wheel* space, they may all be captured (or missed) together.

If there is no opposing mouse (or mice) on the *Cheese Wheel* space, try to move one or more mice there. See *Moving Opponents' Mice* section that follows.

Remember! You may only turn the crank after the Mouse Trap is complete and when your mouse is on the *Turn Crank* space and an opponent is on the *Cheese Wheel* space.

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* space, try to move an opponent's mouse onto the *Cheese Wheel* space and then try to trap that mouse. Here's how:

1. Return a Cheese piece to the pile.
2. Select the opponent's mouse you wish to move.
3. Roll 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 pieces to return to the pile. If you manage to move a mouse (or mice) onto the Cheese wheel, you may then turn the crank as described above.

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

SAFE SPACE: When an opponent's mouse is on the *Safe* space (located on *The Loop*), you cannot try to move that mouse onto the *Cheese Wheel* space.

Winning the Game

If your mouse is the last one left uncaptured on the gameboard, you win!

Special Rules and Reminders

1. Before operating the Mouse Trap, check the following: (Refer to Figure 1 for numbered locations.)

- A metal marble (11) is in bucket (10).
- Helping hand rod (15) is properly set.
- A metal marble (18) is in position on the thing-a-ma-jig (16).
- The diver (20) is facing away from the washtub (22).
- Cage (24) is balanced on top of cage post (23).
- All parts are positioned properly on the gameboard.

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

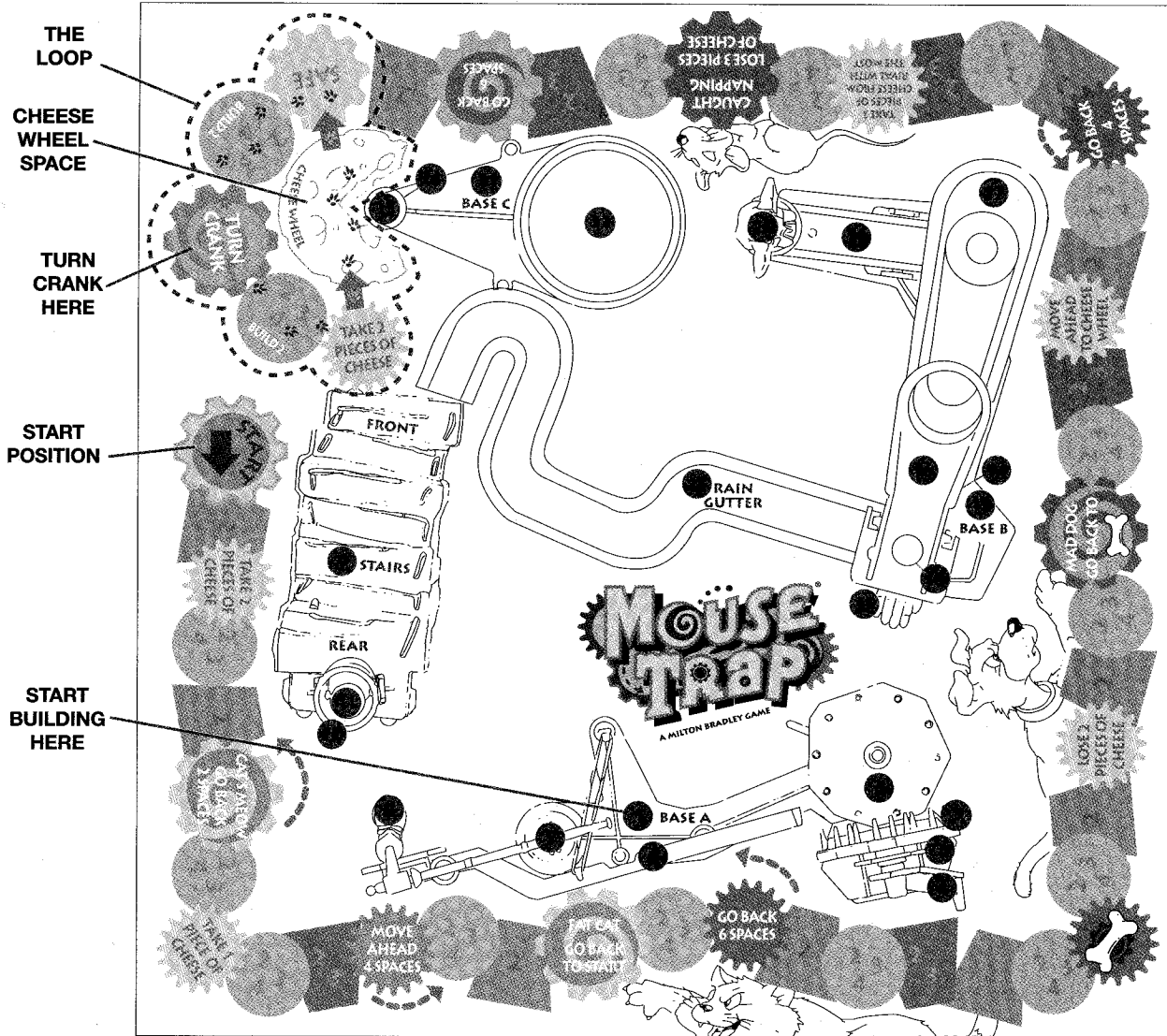
3. The player who has just operated the Mouse Trap must reset the Mouse Trap should it fail to capture the opposing mice. To reset the trap cage, remove cage post (23) from the cage base (21). Lift up cage, reinsert cage post and place cage in position on top.

MB PROOF OF
PURCHASE
Milton Bradley SEAL

MOUSE
TRAP®

The Gameboard

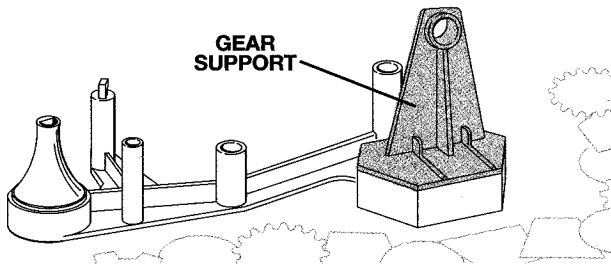
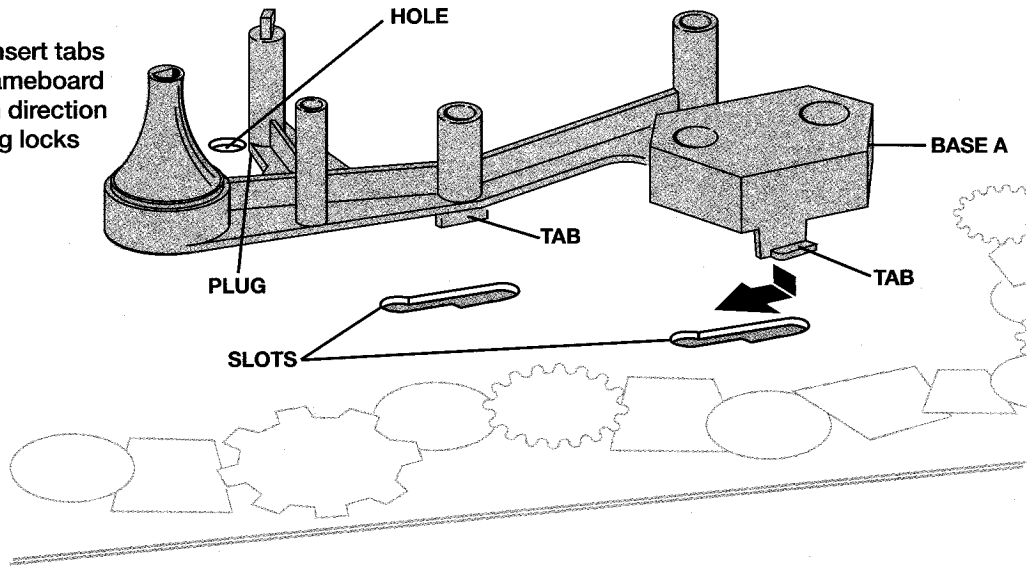
Figure 1



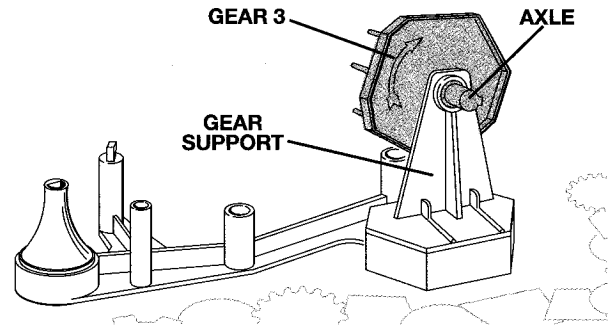
The numbers 1-24 on the gameboard refer to the Building Plan shown on pages 6-10. The numbers identify the Mouse Trap part that is to be built in that location and the order in which each part is to be assembled. Many of the plastic pieces also have a matching number molded on them.

Mouse Trap Building Plan

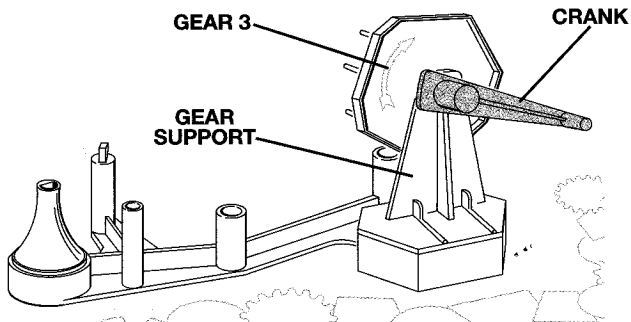
1. BASE A: Insert tabs of Base A into gameboard slots and push in direction of arrow until plug locks into hole.



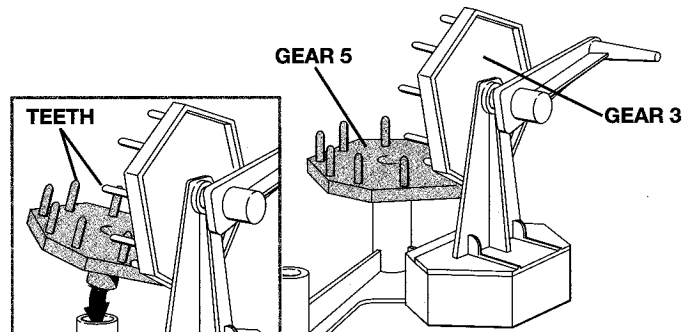
2. GEAR SUPPORT:
Insert into holes in Base A.



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



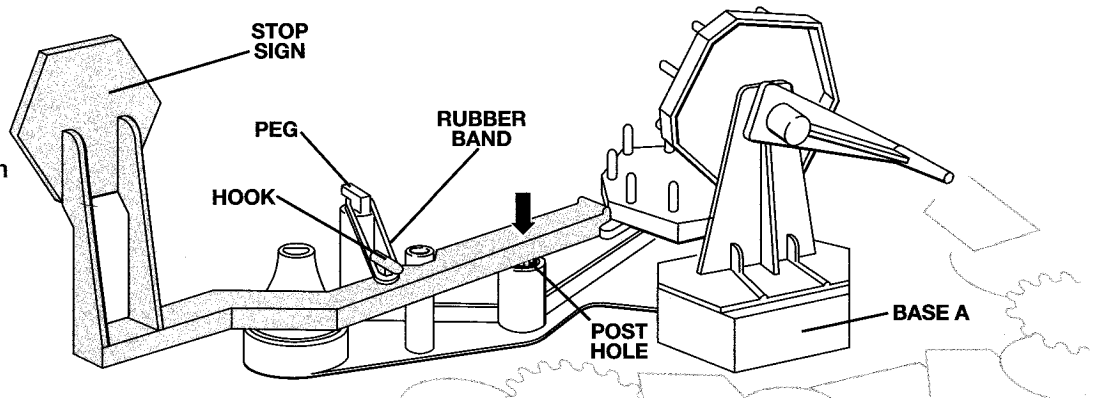
4. CRANK: Push crank onto axle of Gear 3 until tight.



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

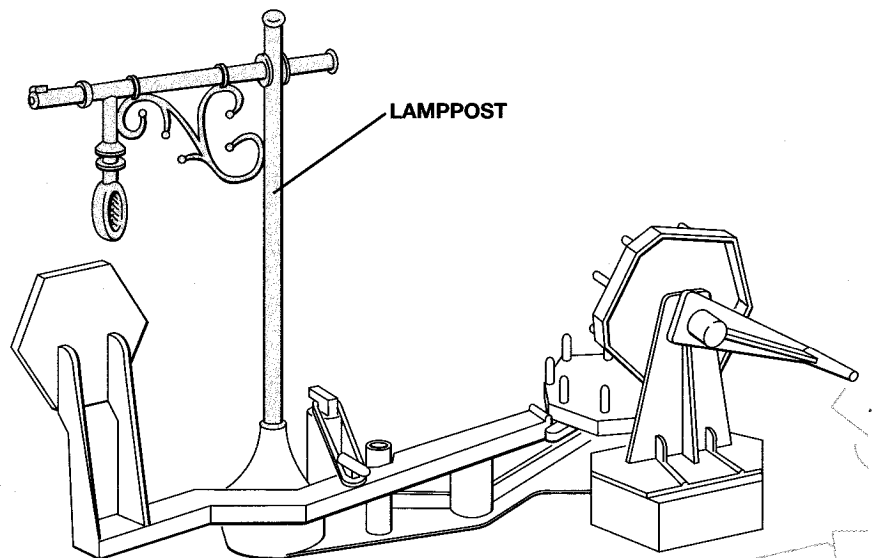
5. STOP SIGN:

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

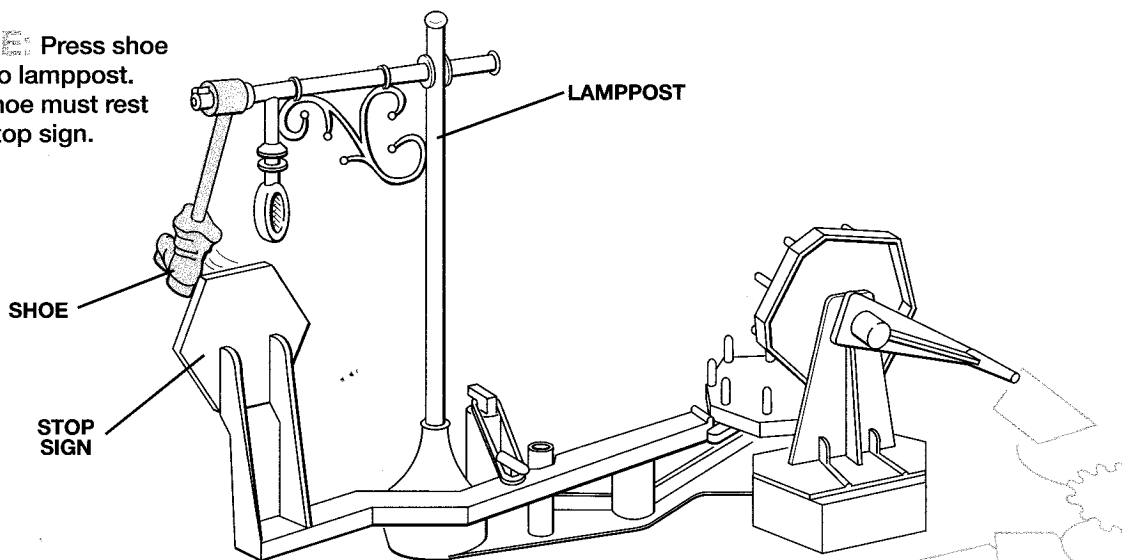


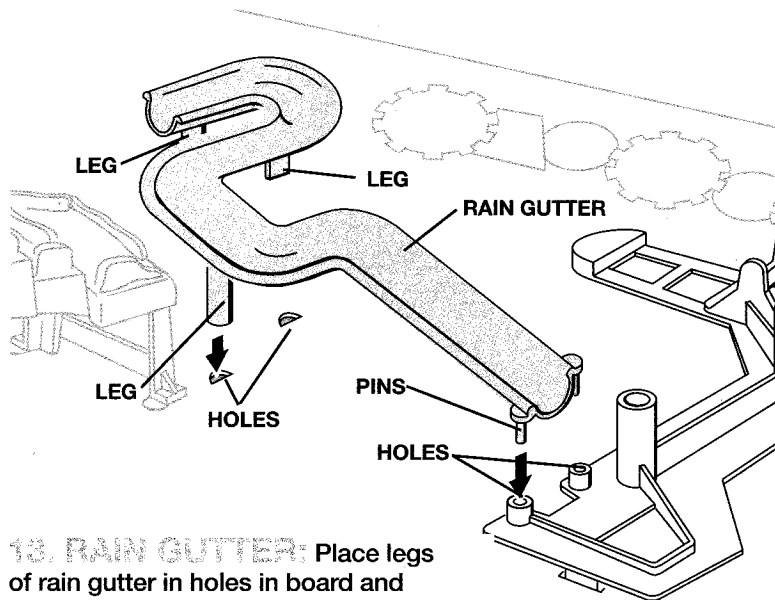
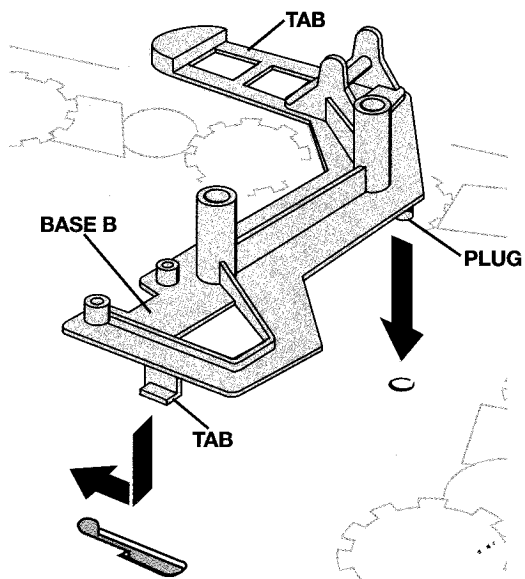
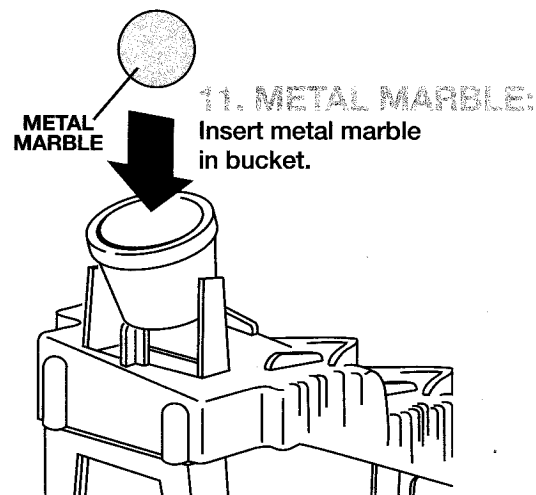
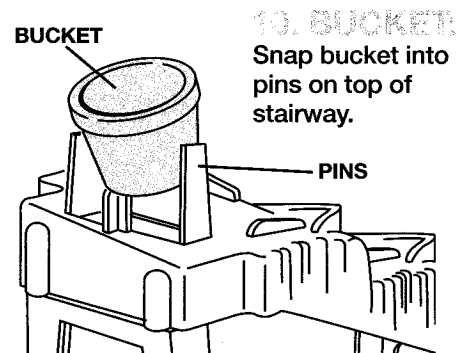
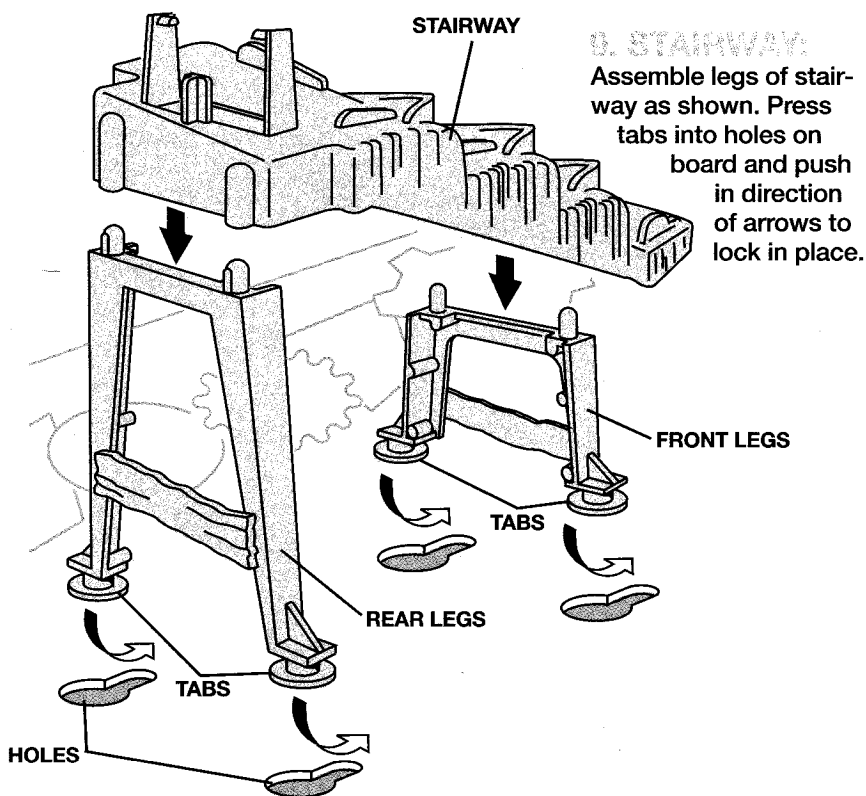
7. LAMPPOST:

Place lamppost into hole on Base A.



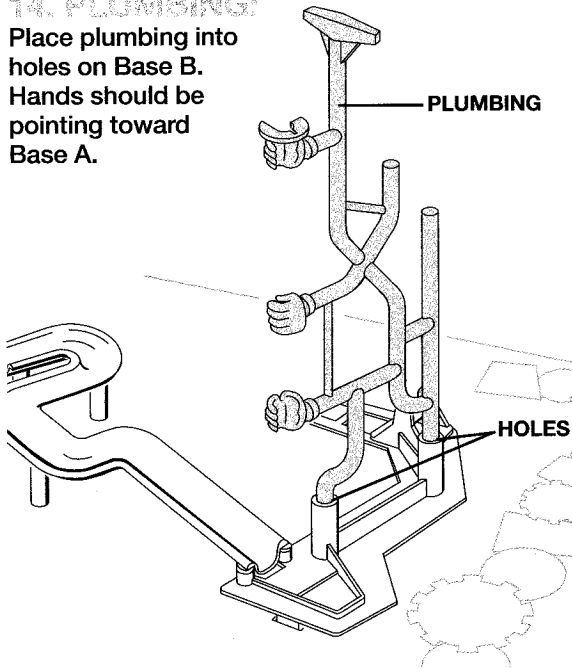
8. SHOE: Press shoe piece onto lamppost. Heel of shoe must rest against stop sign.





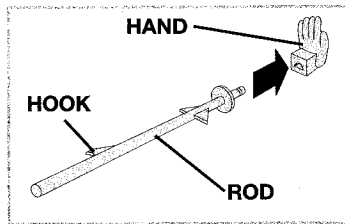
14. PLUMBING:

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

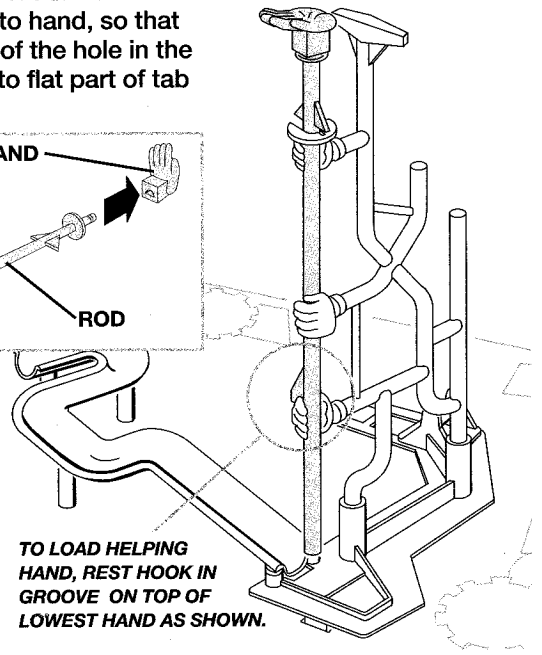


15. HELPING HAND:

Insert rod into hand, so that the flat part of the hole in the hand fits onto flat part of tab on rod.

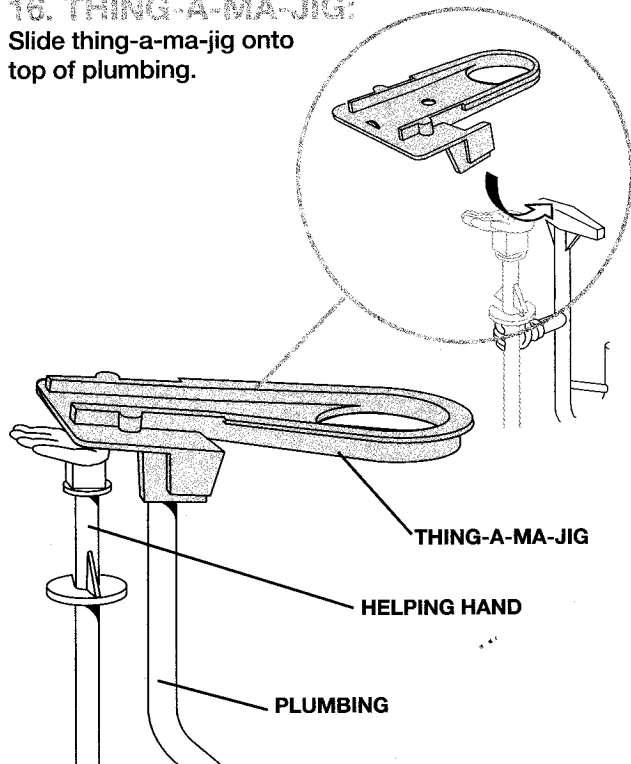


TO LOAD HELPING HAND, REST HOOK IN GROOVE ON TOP OF LOWEST HAND AS SHOWN.



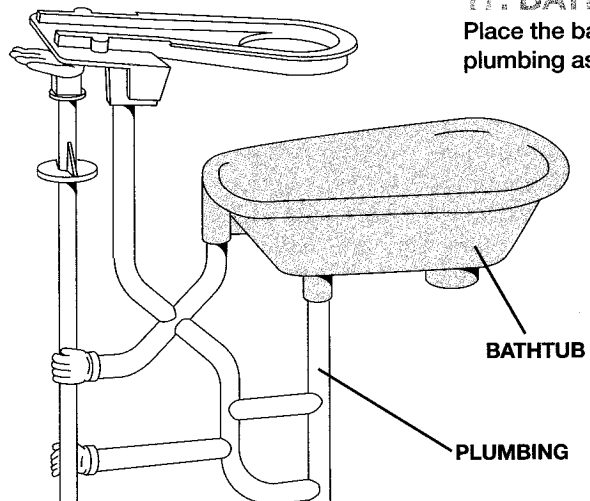
16. THING-A-MA-JIG:

Slide thing-a-ma-jig onto top of plumbing.



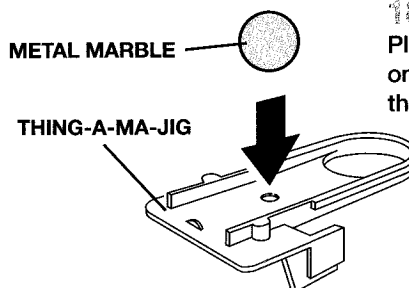
17. BATHTUB:

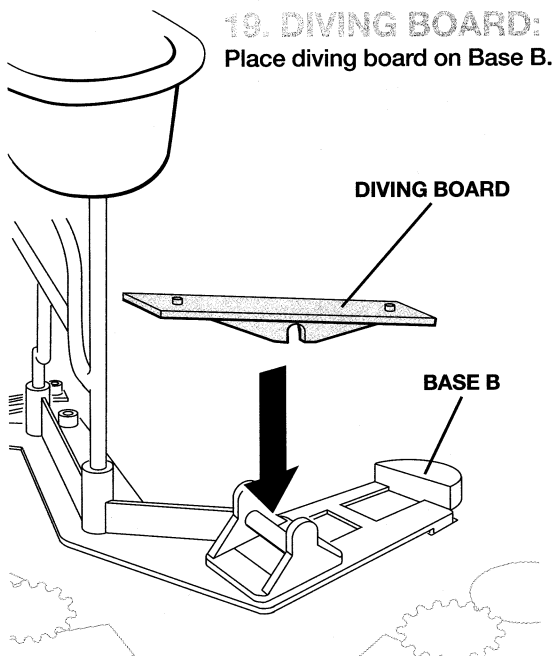
Place the bathtub on plumbing as shown.



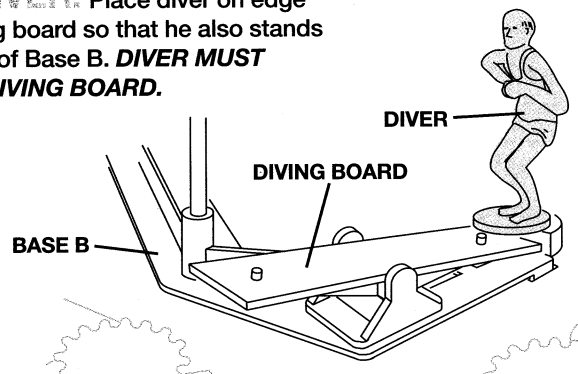
18. METAL MARBLE:

Place other metal marble onto smaller hole of the thing-a-ma-jig.

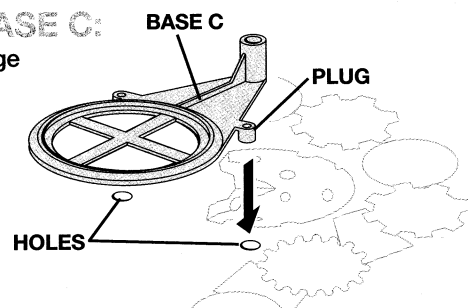




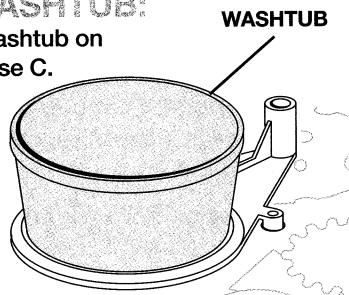
20. DIVER: Place diver on edge of diving board so that he also stands on part of Base B. **DIVER MUST FACE DIVING BOARD.**



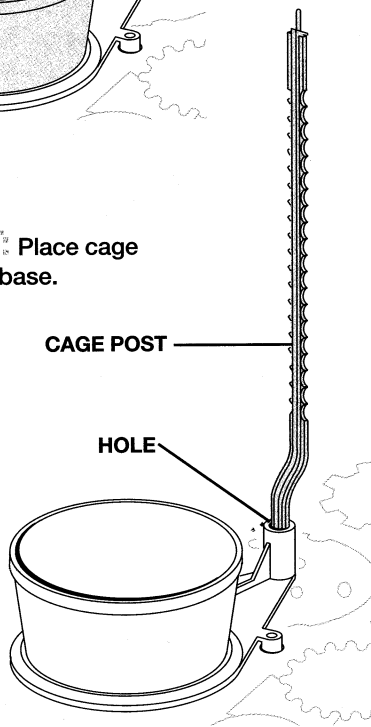
21. CAGE BASE C:
Place plugs of cage Base C into holes on board.



22. WASHTUB:
Place washtub on cage Base C.



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



24. CAGE: Balance cage on top of cage post.

