



Catch the Mouse



Rules of the game

What's that over there? Mice, eating all the cheese! Lucky for Lightning, our grey tomcat, he's quicker than the mice! Catch the Mouse in an exciting game of skill for all ages, young and old.

Contents

- 1 Plate of cheese (cardboard)
- 4 Coloured mice
- 1 Cat's claw
- 1 Dice

Before you start

Carefully press all the parts out of the cardboard frame. Assemble the dice before the game starts. Fold the cardboard cube into shape and place it inside the plastic parts of the dice. Carefully press both parts together.

The leftover cardboard is not required and can be disposed of with other card to be recycled.

Place the plate of cheese in the middle of the table. Choose which player will play as Lightning the cat first. No meowing – everyone will get a turn! The player chosen to play Lightning, takes the cat's claw and the dice. The other players choose a mouse and place it on the plate of cheese so that all the mice fit under Lightning's claw.



How to play Catch the Mouse?

At the beginning of the round, Lightning has to hold his claw at least 20 cm above the mice (younger kittens can start closer). Lightning rolls the dice. Make sure that all the players can see the dice easily. If Lightning rolls the picture of the cat, he can strike like lightning in an attempt to catch the mice with his claw. Lightning scores a point for every mouse he catches.

If Lightning rolls the picture of the mouse, nothing happens and the mice stay where they are. Lightning can tease the mice with the picture of the mouse, pretending to strike. Should any of the mice attempt to flee, Lightning scores one point for each mouse that does.

But be careful: if Lightning rolls the picture of the mouse, he may not touch or catch any of the mice with his cat's claw. If he does, Lightning forfeits one point for each mouse he touches or catches.

Five rounds are played in this manner while keeping score. The player who is playing as Lightning then passes on his claw to the mouse belonging to the player on his left and another five rounds are played. This continues until all of the players have played as Lightning the cat.

Who wins the game?

The player with the most points at the end of the game is the winner!



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