**MOUSE TRAP**

2 to 6 players

5 mice

1 bowl-cat

1 coloured dice

Firstly cut out a round piece of cardboard, using the bowl as a guide.

One player has the bowl and becomes the cat.

The others place the mice on the round card, noses inwards and touching in the center.

They hold the end of the tail of one mouse with one hand.

The cat takes up the bowl in one hand and with the other hand rolls the dice.

The colour on the dice indicates which mouse has to stop still. All the other players have to quickly whip out their mouse from the card by the tail. The cat tries to trap as many mice as possible under the bowl.

The cat may whip the bowl down once only !

The body of the mouse must be completely inside the bowl to claim capture.

When black side appears, all mice have to remain perfectly still.

Then the mice are replaced in circle for next throw !

Each player (cat included) starts with 100 points.

+ 10 points for the mouse who escapes

- 10 points for the captured mouse

- 10 points for the mouse who moves when it was forbidden

- 25 points for the mouse who moves when the dice is black

the cat:

+ 5 point for each captured mouse

- 10 points for an empty bowl

The player with 0 has to leave the game.

The last mouse is the winner.

If the cat has to leave the game, then the mouse with the highest score is the winner.

Set up again, each player in turn becomes the cat!