

MOUSIE-MOUSIE  
#2032-60 Spears Games Made by J. W. Spears & Sons  
Enfield, Middex, Eng.

A Game for up to 7 players

The oldest player starts as the "Catcher", and takes the cup and die. The other players are mouse owners at the beginning. Each of them receives a mouse. Catcher and mouse owners are provided with 9 counters each.

The round mat is placed in the centre of the table. Each owner puts his mouse on the mat neat to the centre, noses almost touching, and holds end of its tail firmly.

Decide how long the game should run, say, 10 or 15 minutes. Now the fun begins...The catcher throws the die from the cup. If he throws anything but re or blue, he quickly throws again. When red or blue is thrown, the mouse owners try to pull their mice away with lightning speed before the catcher covers them, either wholly or partly, with his cup ( the cup must land at least partly on the mat). Now penalties are paid-as set out below. When this is done, the catcher passes cup and die to his neighbour on the left who hands him his mouse in exchange. The owners put their mice back on the mat., hold the tails firmly and he new catcher acts as described above. So the game goes on...There is a new catcher every time red or blue has been thrown. Remember: the faster you play, the greater the fun and excitement. The unlucky  $\frac{1}{2}$  player who runs our of counters is out of the game.

Whho wins? The player who has the largest number of counters when the agreed time is up.  
Penalties:

FOR MOUSE OWNER:

He pays one counter to catcher:

1. Each time his mouse is caught.
2. If he withdraws his mouse when neither red nor blue has been thrown.

For Catcher

He pays the Counter:

1. To each owner whose mouse escaptes.
2. To all mouse owners should he bring the cup down when neither blue nor red has been thrown. ( if he brings the cup down partly to mislead the sowners he incurs n penalty.)