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By Contributing Writer Updated September 22, 2017 Mouse Trap is a children's game by the Hasbro division of Milton Bradley. The object of the game is to capture your opponent's mice by building a mouse trap as you move around the board. The person with the last mouse left wins. The fun of this game is in building the amusing contraptions to trap the mice. The game is for two to four players and for ages 6 and older. Playing the GamePlayers take turns rolling the die and moving the number of spaces on the die. Players follow the directions on the spaces where they have landed. Some of the spaces are marked Move Ahead, Go Back, Take a Cheese or Lose a Cheese, and Safe. There are special spaces, too.Build SpaceLand on the Build Space and build part of the mouse trap. The parts are numbered and must be built in order. Follow the directions that came with your game or that are on the Milton Bradley page to build the Mouse Trap according to plan. Whenever a part is added to the trap, the player who adds the part gets to take a piece of cheese. Cheese SpacesTake a piece of cheese whenever you land on the Take a Cheese space. The space that you land on will instruct you as to how many pieces of cheese you may take from the cheese pile. If there are no more pieces of cheese in the pile, you may take a piece of cheese from your opponent. Land on the Lose a Cheese space and you have to return cheese to the pile.Turn the Crank SpaceTurn the crank clockwise to trap one of your opponent's mice. When the trap has been completely built and your opponent has a mouse on the Cheese Wheel space, you may try to capture the mouse. If the mouse isn't trapped, your opponent can keep moving forward on his turn.Move Your Opponent's MouseLand on the Turn the Crank space and move your opponent's mice. If your opponent has landed on a Cheese Wheel space, you can opt to return a piece of cheese to the cheese pile and move your opponent's piece. You can continue to move your opponent's mouse as long as you have a piece of cheese to return.Winning the GameAfter taking turns rolling the die and following the directions on the board to first build the mouse trap and then trap your opponent's mice, you will be the winner if you have the last mouse remaining on the board. Mouse Trap is a three-dimensional board game by Hasbro Gaming. How to play[] Set Up[] 1. Build the trap as instructed by the manual. 2. Give each player one wedge of cheese. 3. Place two wedges of cheese on the Start space. These are free to whoever is the first to make a full turn around the board. 4. Have each player select a mouse and place it on Start. 5. Place all remaining cheese in a separate pile. Mouse Trap is a fun and zany board game where players work to build a crazy contraption to catch their opponents' mice. The goal is to set up the trap while avoiding obstacles, and the first player to capture an opponent's mouse wins. With its interactive components and playful design, Mouse Trap offers a unique and entertaining experience for the whole family. This post contains affiliate links. For more information, see our disclosures here. The goal of the Mouse Trap game is to capture opponents' mice while avoiding getting caught yourself. Game Board: The game board represents a complex Rube Goldberg-style contraption. Game Pieces: Includes player mice, cheese wedges, rubber bands, gears, and the trap components. Dice: Used to determine the number of spaces to move. Each player chooses a mouse and places it on the Start space. Assemble the Mouse Trap contraption according to the instructions included in the game. Place the cheese wedges on the designated spaces on the board. Players take turns rolling the dice and moving their mice around the board according to the number rolled. Follow the instructions on the space where the mouse lands. This may involve collecting cheese wedges, building a part of the trap, or setting off the trap. If a player lands on a Build space, they must take a gear piece and add it to the Mouse Trap contraption. If a player lands on a Turn Crank space, they must turn the crank on the Mouse Trap contraption the specified number of times. If a player lands on a Build or Turn Crank space and there are no more gears available or the contraption is fully built, they can choose to steal a gear from another player. Whenever a player lands on a Cheese Wheel space, they collect a cheese wedge. Landing on the Space Boot space allows a player to move any opponent's mouse to any space on the board. If a player lands on the Trap space or their mouse ends its movement on the Trap space, they must attempt to set off the Mouse Trap contraption by landing on the "Safe" space on the board. If successful, they capture an opponent's mouse and move it back to Start. The game continues until all but one mouse has been captured. The last remaining mouse is the winner. The player who successfully avoids being caught in the Mouse Trap and is the last remaining mouse on the board wins the game. Pay attention to the parts needed to build the Mouse Trap contraption and strategize to collect them efficiently. Be cautious when setting off the Mouse Trap, as it could catch your own mouse if not done correctly. Stealing gears from opponents can disrupt their plans and give you an advantage in building the contraption. Mouse Trap is a fun and engaging game that combines strategy, luck, and dexterity. Enjoy the excitement of building and setting off the elaborate Mouse Trap contraption! The Mouse Trap game, a longtime family favorite, is always good for zany action and lots of laughs. Scurry around the board collecting cheese and stealing cheese from other players...but watch out for the trap! While kids are engaged in playing the Mouse Trap game, they can also practice valuable skills in construction, cause and effect, and decision-making. As they interact with the trap, a working, multi-part machine, kids can practice construction skills. They can also work on understanding cause and effect as they understand that each action causes a reaction. And players can practice decision making as they analyze the situation and determine the next best step. Most importantly, kids can have so much fun playing this wacky game! Include gameboard, 4 mouse pawns, marble, 24 Mouse Trap contraption parts, rubber band, 24 cardboard cheese wedges, die, and instructions. Reviewed by MENSA for Kids Practice valuable skills in construction, cause and effect, and decision-making The classic game of mouse-catchin' action From the makers of the Cranium game Ages 6 and up Choking Hazard -- Game contains a marble. Not for children under 3 years. Adult assembly required. For 2 to 4 players. Some of our vintage or prior versions of toy and game instructions may be more difficult to decipher or have less clarity. If you have any concerns or questions please contact our Consumer Care department at 1-800-852-8888. Honor System For 2 to 4 Players Gameboard, 4 plastic mice, 2 metal marbles, 25 Mouse Trap building parts and accessories, rubber bands, 52 cheese pieces, die. 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. 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 (O) 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 arid 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. 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 game-board. 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. The Gameboard 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. 1986, 1994 Hasbro Canada Inc., C4657-X1A PN 90570400 02/95 Hasbro Canada Inc., P.O. Box 267, Station A, Longueuil, Quebec, J4H 3K6. /!WARNING: CHOKING HAZARD--Small Parts. Not For Children Under 3 Years. You build the game! Assembly is only half the fun as you build your game, Space Boot and Trap. Then, chase down the cheese. Don't get trapped as you search for the cheese in outer space. Collect 10 cheese bricks to win. Play it our way, or change things up! Find ALL of the cheese, customize the gameboard, add in some twists, and make it your own! Build your board and chase down the cheese! Includes 106 U-BUILD bricks, 4 mouse marbles, 4 small cardboard Cheese Hills, 1 large cardboard Cheese Mountain, 1 Trap part, 1 Space Boot part, 1 die with label sheet, a 20" x 20" gameboard, assembly guide and game guide. For 2 to 4 players. Ages 6 and up. Some of our vintage or prior versions of toy and game instructions may be more difficult to decipher or have less clarity. If you have any concerns or questions please contact our Consumer Care department at GAME SUMMARY Mouse Trap is a fun, interactive board game that stands out with its thrilling gameplay. What the game strives to do is construct an elegant trap, item by item, without becoming the one caught by it. The players work together to build the trap, but the real excitement lies in the unpredictable chain reactions that follow as levers are triggered, balls roll, and other mechanisms of the trap are engaged. It's a game of surprises at every corner. This exciting and dynamic game is designed to involve players across the board, from young children to adults. The gameplay is simple enough for children to understand yet difficult enough to keep them on their toes. As each player takes his turn, he is getting closer to building the intricate device, and at the same time keeping an eye on the other players to make sure they are not going to fall prey to the trap. More exciting about Mouse Trap is that each playthrough is a different experience. The combination of building the trap and the unpredictable reactions of the various pieces creates a different experience for each two games. The interactions between strategy and luck bring about the thrill in playing the game each time, giving a different challenge to all the people involved. If you're looking for a playful, interactive, and family-oriented board game, then Mouse Trap is the perfect one. With its mix of strategy, fun mechanics, and bright color palette, it's a game that will keep players entertained and chucking for hours on end. Get ready to spring the trap and see who can outwit their opponents in this classic game of fun and skill. WHAT'S INCLUDED Game Board 4 Plastic Mice 2 Metal Marbles Building Parts And Accessories A Rubber Band 52 Pieces Of Cheese A Die Official Mouse Trap Game Rules And Instructions HOW TO WIN Be the last uncaptured mouse on the game board and win. DOWNLOAD PDF GAME RULES Please keep in mind that the official Mouse Trap PDF rules listed below could be different depending on the version you have. They should be an exact copy of what came in your original packaging. Download them to view now or print them for later use. COMMENTS / QUESTIONS Share with us your comments, funny stories, tips, advice, strategies, creative ways to play, questions about playing, problems with the directions, etc. All submissions will be reviewed within 24 hours. Cheryl says: need the Rules for the 'Elfyn & Friends Mouse Trap' game. Amy says:Does anybody know how to fit this game neatly back in the box? Gene says:For those of you looking for replacement rubber bands, just measure the distance between the two points where the rubber band goes when they are as close together as they'll get, then use a rubber band that is just slightly smaller. Simple! chelsea says:how do i play? i bought mouse trap at a garage sale and it did not have the instuctions Ashley says:Is the start piece count as a space when you go all way around or do you skip it and count next space? Ruthlee says:Looking for size of rubberband. Kids lost! Thanks Nolan says:The new mousetrap what a waste of time. spaces to small. The whole family losing temper playing it. Eric says:I recently purchased a 1970's Mouse Trap Game at an estate sale which did not include instructions. According to Wikipedia cheese pieces were introduced in an update in the 1970's to make the game more challenging. Would be interested if anyone had instructions for the early version of the game. LadyWolf says:To download a set of instructions, click the link above, "Official Mousetrap Game Rules" Trae Bramlett says:Any size rubber band will work. If it is too big just make a little loop around either one or both spots that the rubber band attaches to. Same thing happened to me. Olivia says:This game is fun but I don't understand Judy says:What size rubber band? Our game is old and band has broken. Allison says:This game seems really fun, but I've lost the instructions and tried looking them up on Google, but this website doesn't tell you anything. Debbie says:My kids lost the rubberband to the game. What size rubberband do I need? OTHER GAMES YOU MIGHT ENJOY! Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. 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