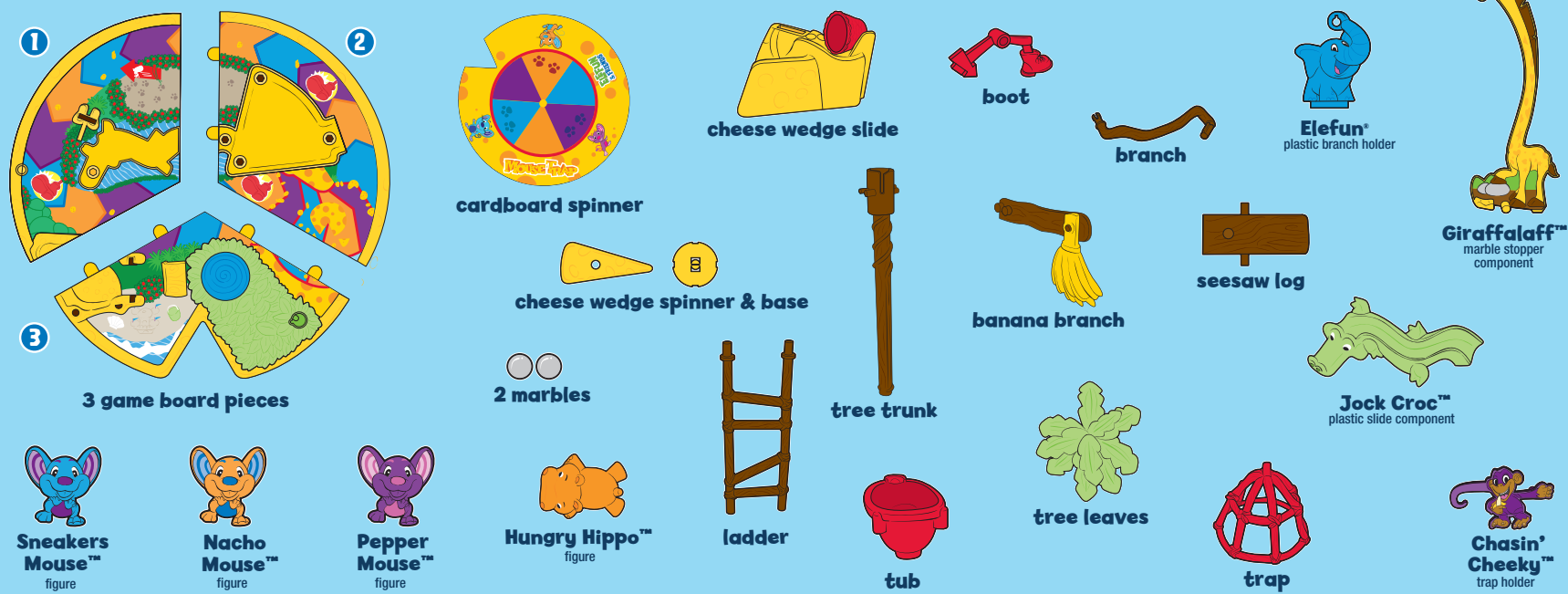


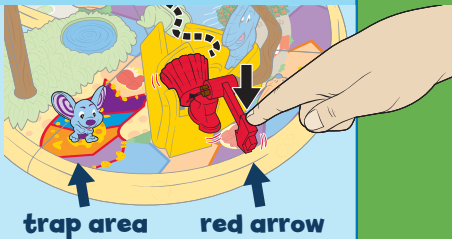
CONTENTS



LET'S PLAY! Each player, choose a mouse pawn, and place it in the start area next to the red arrow. You can be Sneakers Mouse™, Nacho Mouse™, or Pepper Mouse™. The youngest player goes first, and play moves to the left.

On your turn

- 1 Spin the cheesy spinner!
- 2 Move your mouse to the next space that matches the color the cheese wedge points to. If there is another player's mouse on that space, skip ahead to the next space of that color.
 - If your mouse lands on a space with a 🍌 and there is a mouse in the trap area, launch the trap! Push down on the red arrow to make the boot kick the bucket, and watch the trap go!
 - If you trap a mouse, yell, "MOUSE TRAP!" You win!
 - If you launch the trap and a mouse isn't caught, reset the trap, and keep playing!
 - If no one is in the trap area, don't launch the trap! Your turn is over, and the next player may spin.



WIN! Scurry and scamper around the board until someone gets trapped! **The first player to trap a mouse wins!**

RESET THE TRAP TO PLAY AGAIN

- 1 Place HUNGRY HIPPO back on his log.
- 2 Lift CHASIN' CHEEKY back to the top of his tree.
- 3 Stand the bucket up.
- 4 Place the marble that is beside GIRAFFALAFF in the bucket.
- 5 Push GIRAFFALAFF back so she stands upright.
- 6 Place HUNGRY HIPPO's marble back on the star in the red tub.



ELEFUN & FRIENDS™



WARNING:

CHOKING HAZARD—Game contains small parts and small balls. Not for children under 3 years.

2-3 Players **AGES 4+**
ADULT ASSEMBLY REQUIRED.

MouseTrap®

The TRAP-LAUNCHIN'
MOUSE-CATCHIN' GAME!

OBJECT

Set off the zany trap, and trap a mouse to win!

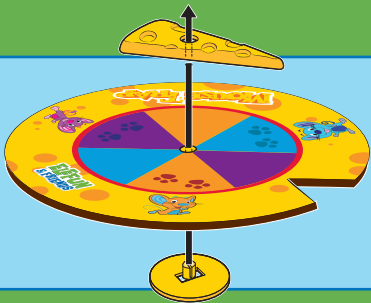


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GET READY!

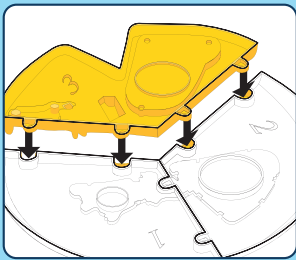
ASSEMBLE THE SPINNER

Punch out the spinner board from the cardboard sheet, and discard the waste. Carefully remove the spinner arrow and base from the plastic frame. If needed, use an emery board or sandpaper to remove the excess plastic from the spinner pieces. Discard the frame after removing all the spinner pieces. Assemble as shown.

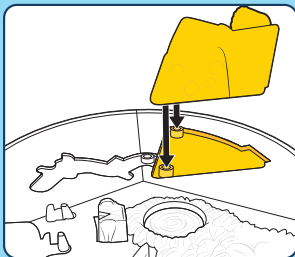


ASSEMBLE THE GAMEBOARD

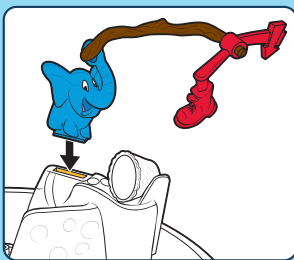
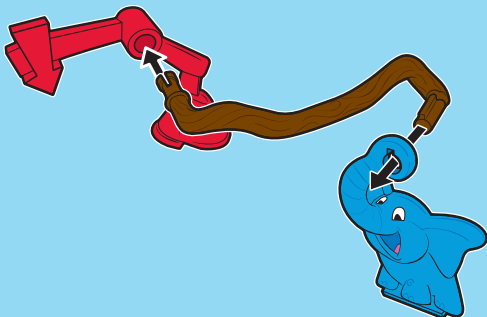
1 Holding them upside-down, snap gameboard pieces 1, 2, and then 3 together as shown.



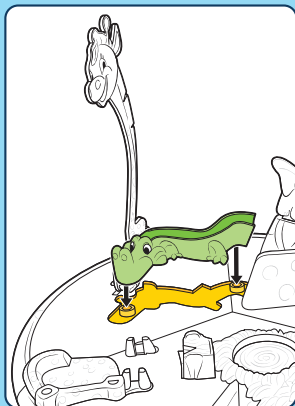
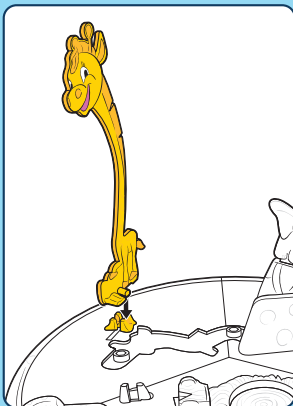
2 Flip the assembled gameboard so it is face up, and place the cheese wedge slide on the board. Make sure the bucket is standing up.



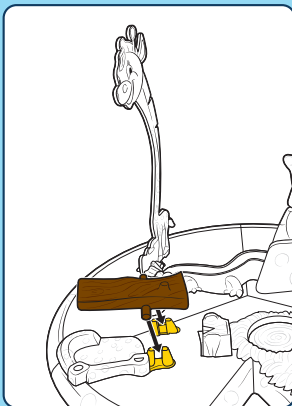
3 Connect ELEFUN and the red boot to the branch. Then, place ELEFUN in his slot on the cheese wedge slide.



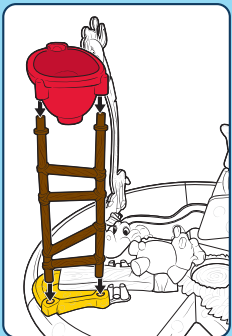
4 Stand GIRAFFALAFF upright by snapping the rounded pegs on her base into the rounded slots on the gameboard. Then, put JOCK CROC in place beside her.



5 Snap the rounded pegs on the seesaw's base into the rounded slots by the pool on the gameboard. Then, set HUNGRY HIPPO on the edge of the seesaw.



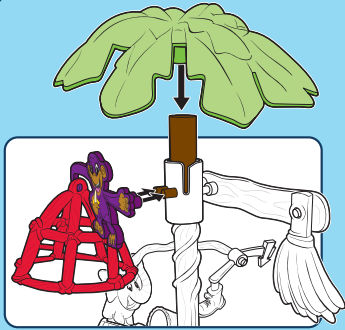
6 Put the red tub on the ladder, and insert the ladder into the gameboard.



7 Connect the banana branch to the tree trunk, and insert the tree trunk into the gameboard.



8 Hook the red trap onto CHASIN' CHEEKY's tail, and connect CHASIN' CHEEKY to the tree trunk. Place the green tree leaves on top of the tree trunk; then, lift CHASIN' CHEEKY to the top of his tree.



9 Place one marble on each star space as shown (one in the red bucket and one in the tub).



YOU'RE READY TO PLAY!



Mousetrap

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