

MOUSE TRAP[®]

BUILDING PLAN
PLAN DE
CONSTRUCTION



Not suitable for children under 3 years because of small parts and small balls – choking hazard.

Ne convient pas aux enfants de moins de 3 ans – contient des petites pièces et petites balles pouvant être avalées ou inhalées.



Web site in English.
Site Web en anglais.



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Hasbro Canada, 2350 de la Province, QC, Canada, J4G 1G2

✦ C04657 05/07 ✦ 101C4657J02

* IMPORTANT *

BUILDING THE MOUSE TRAP IS PART OF GAME PLAY. DO NOT PRE-ASSEMBLE THE TRAP.

* IMPORTANT *

CONSTRUIRE LE BIDULE FAIT PARTIE DU JEU. N'ASSEMBLE PAS LE BIDULE AVANT LE TEMPS.



WARNING:

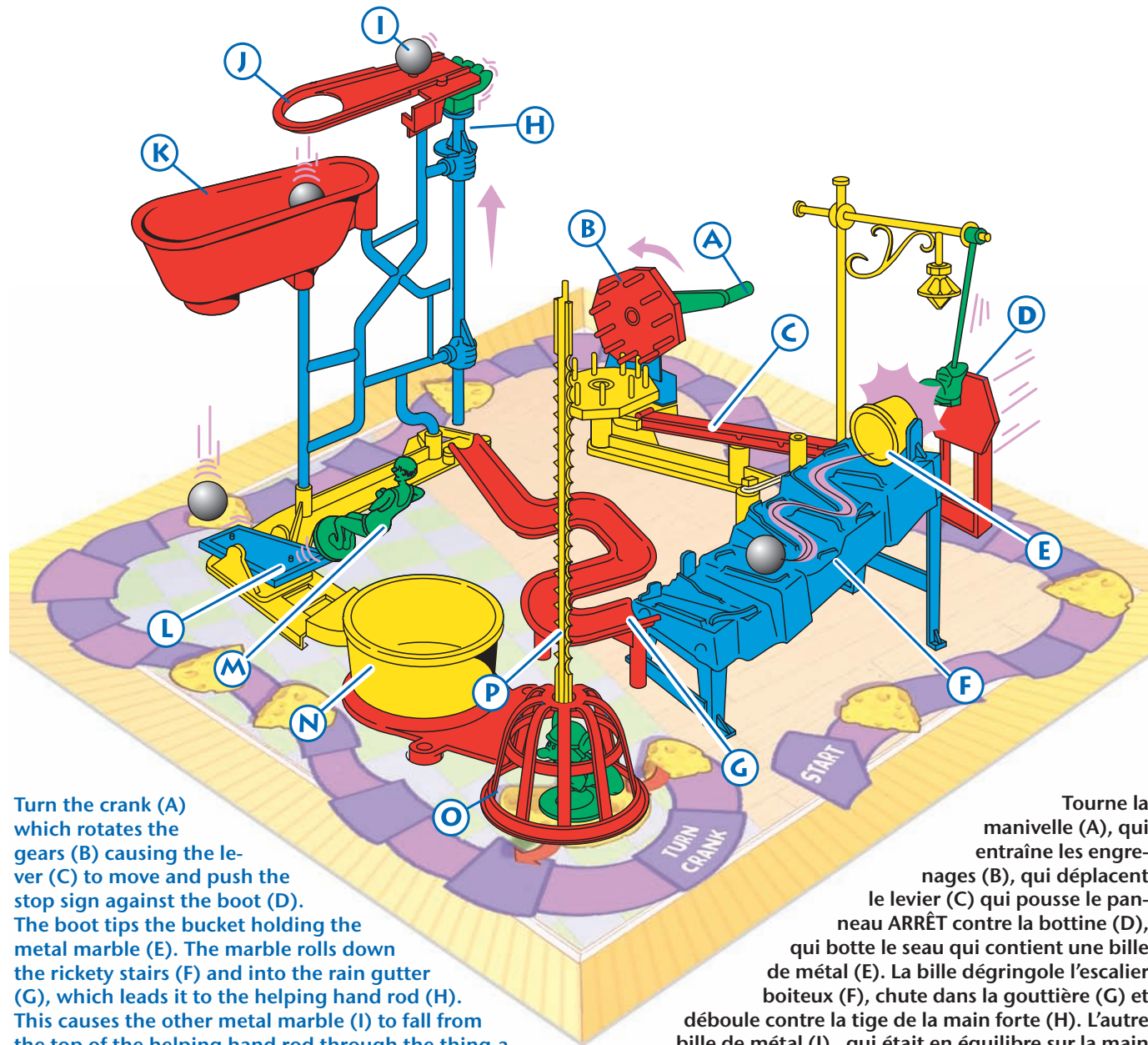
CHOKING HAZARD-Game contains small balls. Not for children under 3 years.



MISE EN GARDE

RISQUE D'ÉTOUFFEMENT: Contient des petites billes. Déconseillé aux enfants de moins de 3 ans.

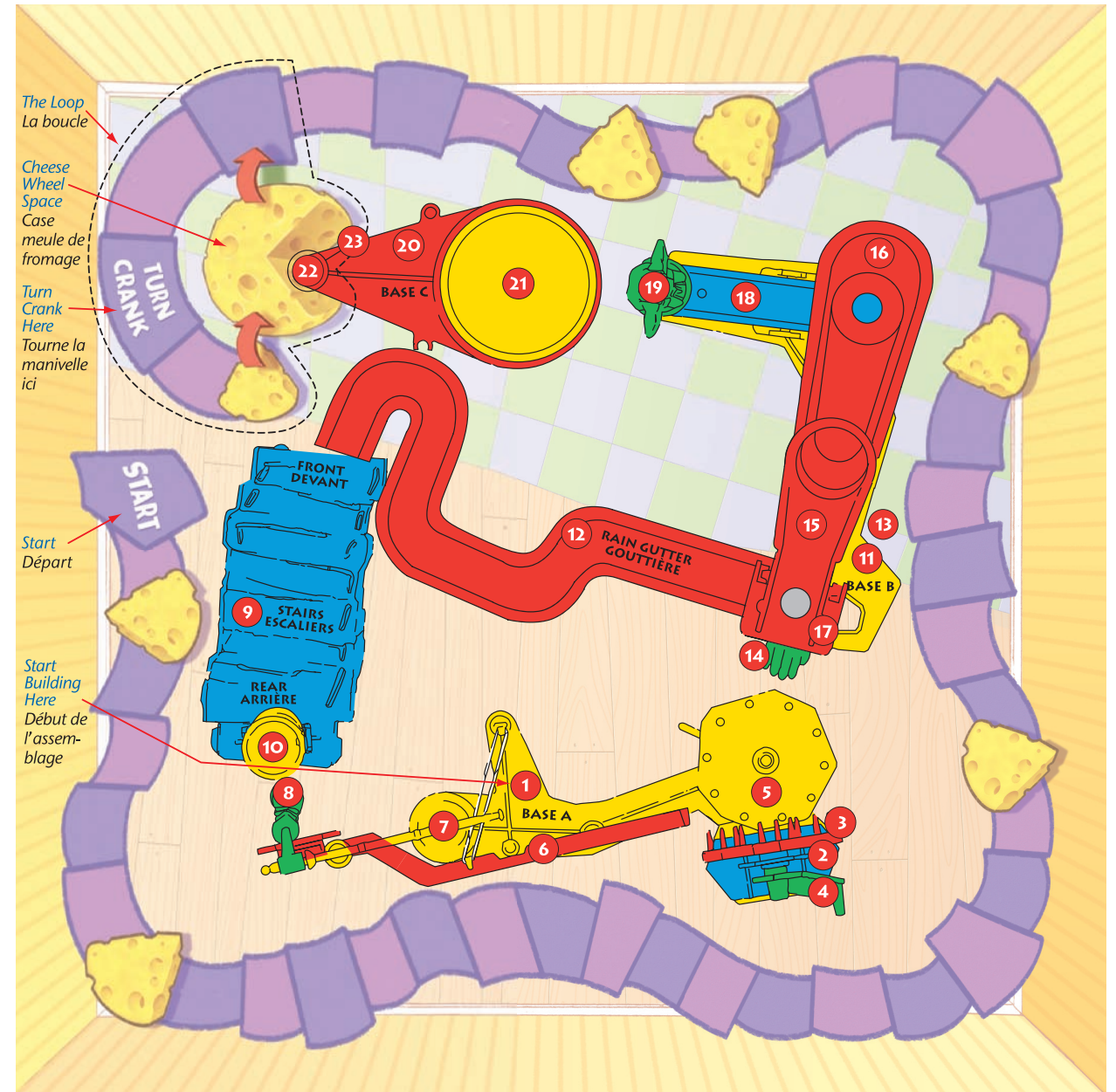
HOW THE MOUSE TRAP WORKS FONCTIONNEMENT DU BIDULE



Turn the crank (A) which rotates the gears (B) causing the lever (C) to move and push the stop sign against the boot (D). The boot tips the bucket holding the metal marble (E). The marble rolls down the rickety stairs (F) and into the rain gutter (G), which leads it to the helping hand rod (H). This causes the other metal marble (I) to fall from the top of the helping hand rod through the thing-a-ma-jig (J) and bathtub (K), landing on diving board (L). The weight of the metal marble catapults the diver (M) through the air and into the washtub (N), causing the cage (O) to fall from the top of the post (P) and trap the unsuspecting mouse.

Tourne la manivelle (A), qui entraîne les engrenages (B), qui déplacent le levier (C) qui pousse le panneau ARRÊT contre la bottine (D), qui botte le seau qui contient une bille de métal (E). La bille dégringole l'escalier boiteux (F), chute dans la gouttière (G) et déboule contre la tige de la main forte (H). L'autre bille de métal (I), qui était en équilibre sur la main forte passe à travers l'ouverture du machin (J) et celui de la baignoire (K) pour tomber sur le tremplin (L), qui propulse le plongeur (M) dans les airs, qui atterrit ensuite dans le baquet (N). La secousse ébranle la cage (O) qui glisse sur la tige (P) et piège la souris sans défiance.

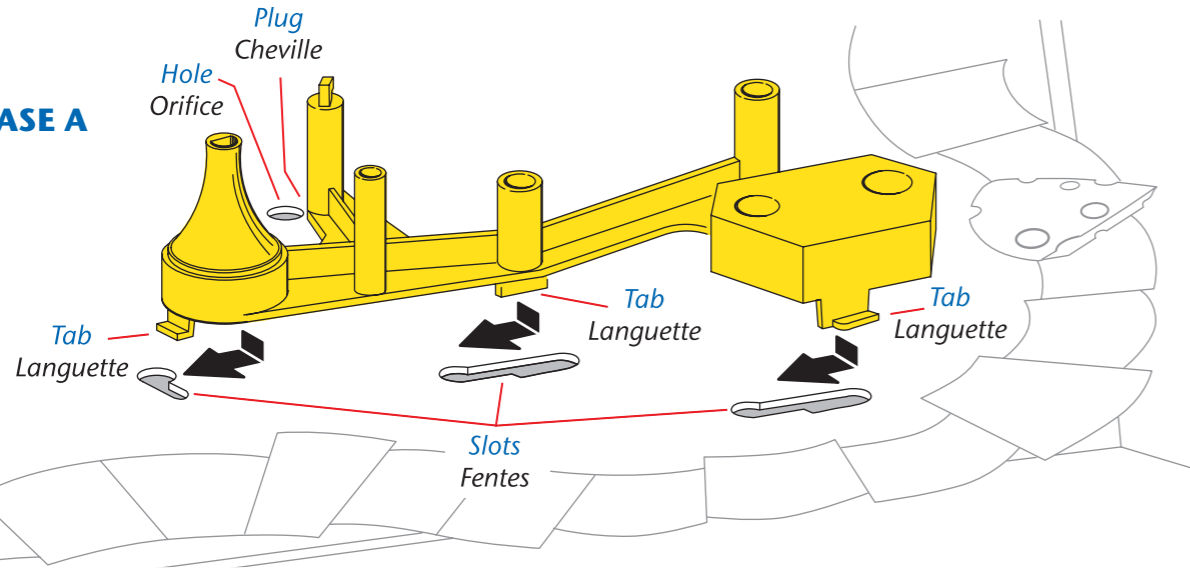
THE GAMEBOARD – LA PLANCHETTE DE JEU



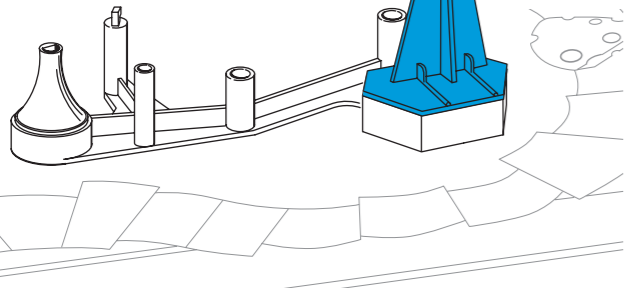
The numbers 1-23 on the gameboard refer to the Building Plan. The numbers identify the Mouse Trap part that is to be built in that location and the order in which each part is to be assembled. Many of the plastic pieces also have a matching number molded on them.

Les numéros 1 à 23 sur la planchette font référence au Plan de construction. Les numéros identifient les pièces du bidule. Ainsi, tu sauras exactement où installer chaque pièce et dans quel ordre. Les numéros sont aussi moulés sur de nombreuses pièces de plastique.

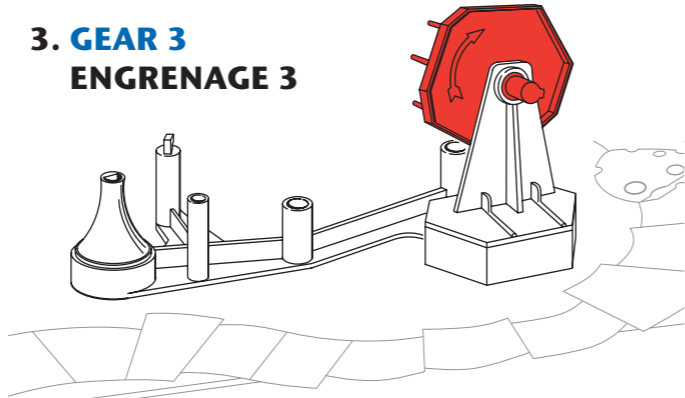
1. BASE A



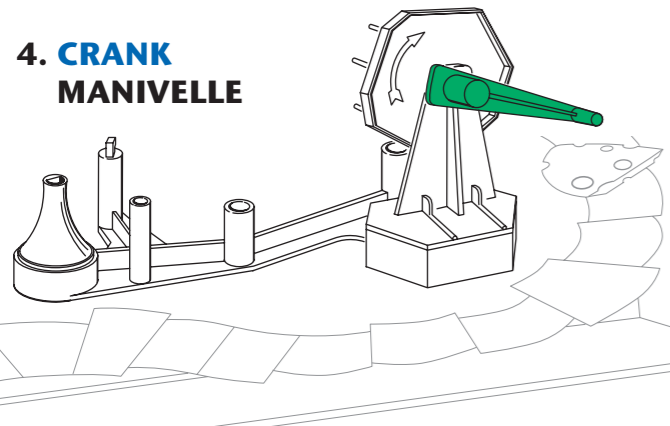
2. GEAR SUPPORT SUPPORT D'ENGRENAGE



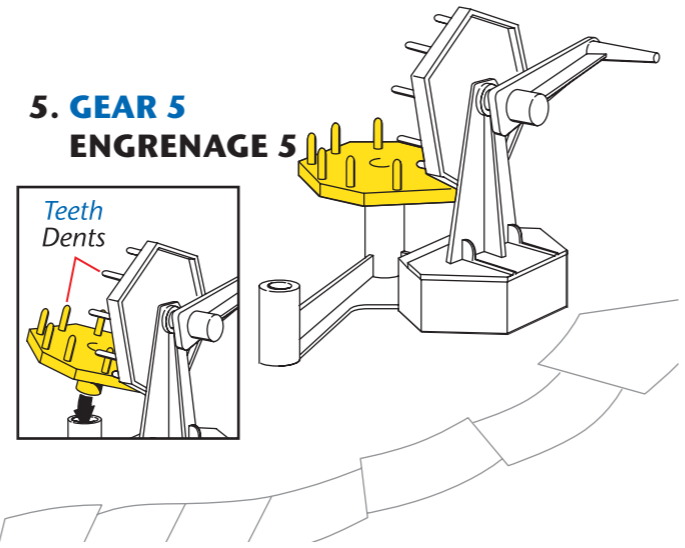
3. GEAR 3 ENGRENAGE 3



4. CRANK MANIVELLE

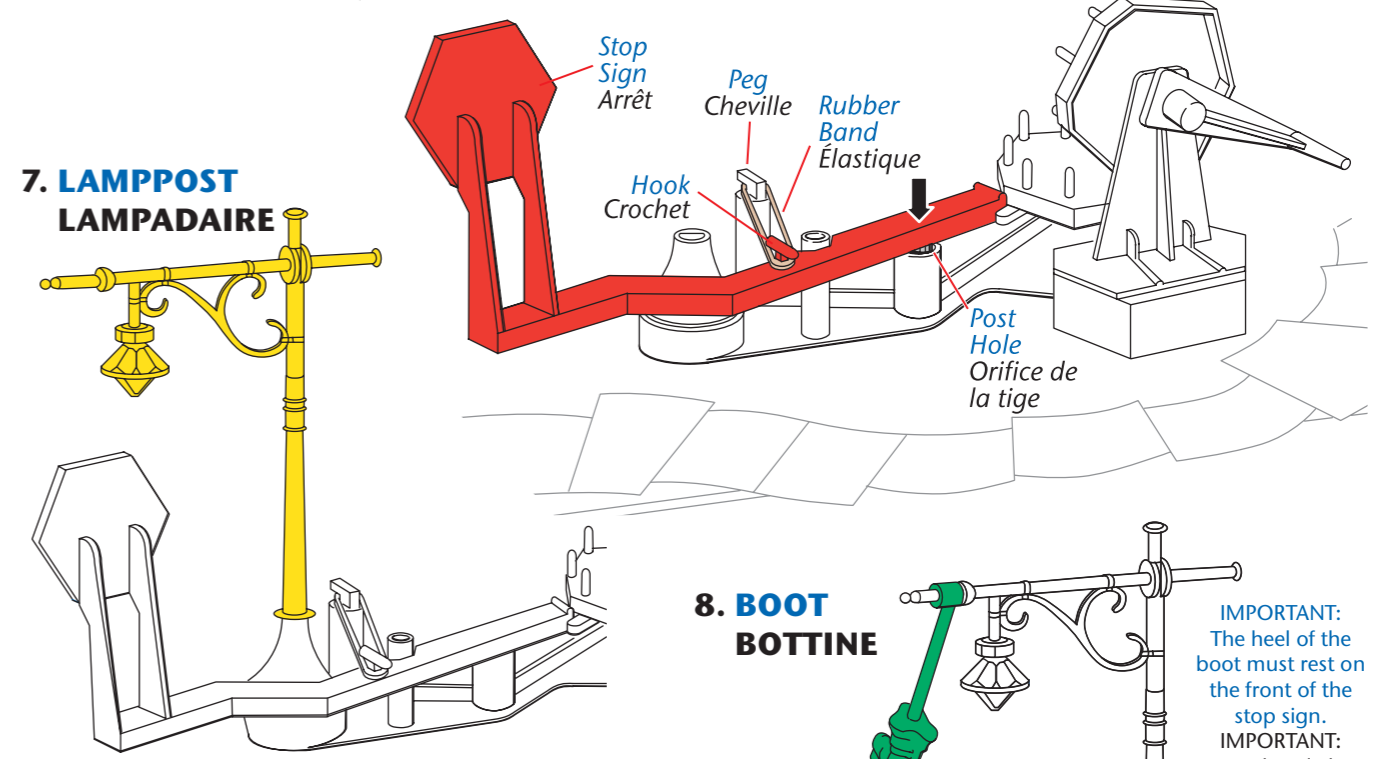


5. GEAR 5 ENGRENAGE 5

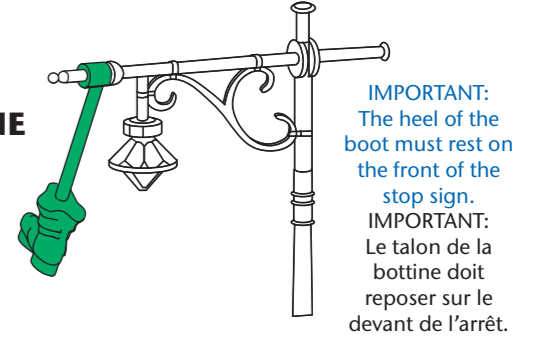


6. STOP SIGN & RUBBER BAND ARRÊT ET ÉLASTIQUE

7. LAMPOST LAMPADAIRE

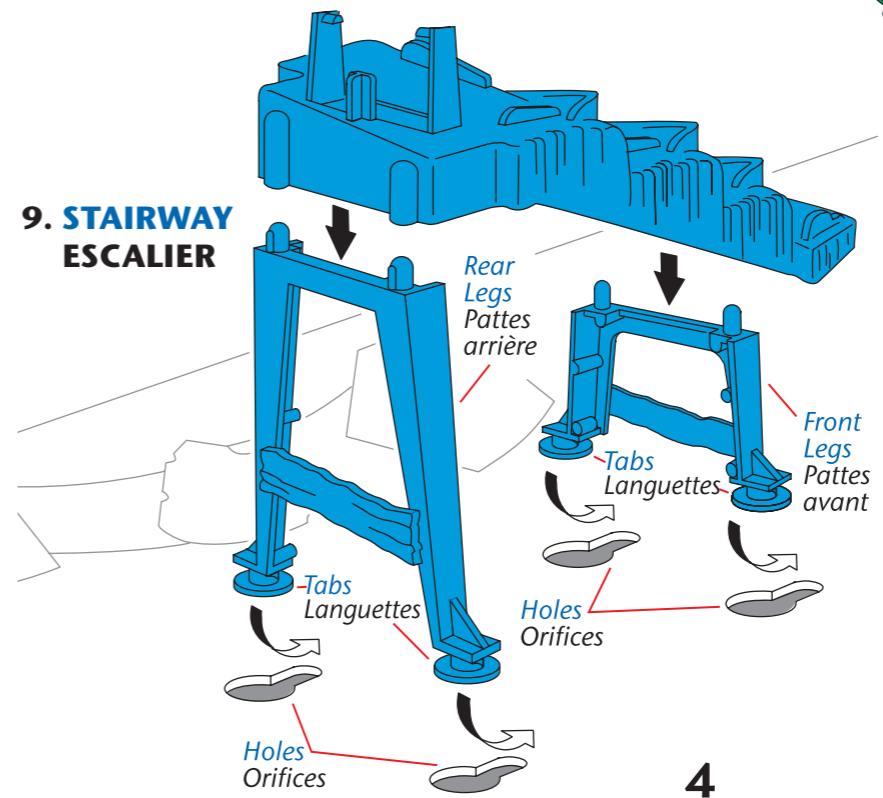


8. BOOT BOTTINE

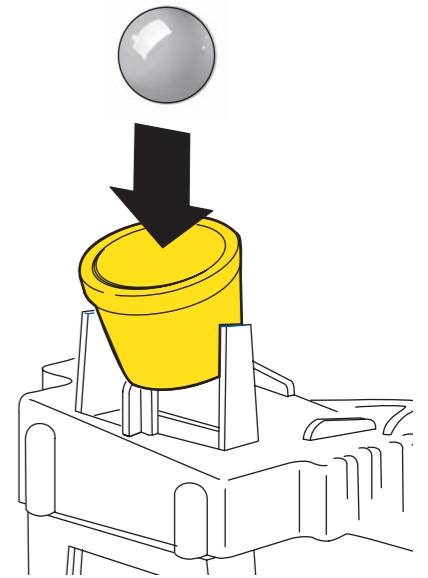


IMPORTANT: The heel of the boot must rest on the front of the stop sign.
 IMPORTANT: Le talon de la bottine doit reposer sur le devant de l'arrêt.

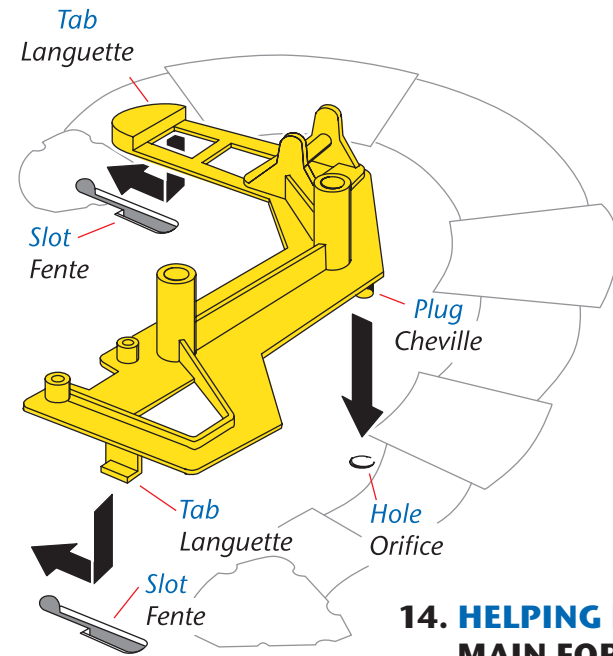
9. STAIRWAY ESCALIER



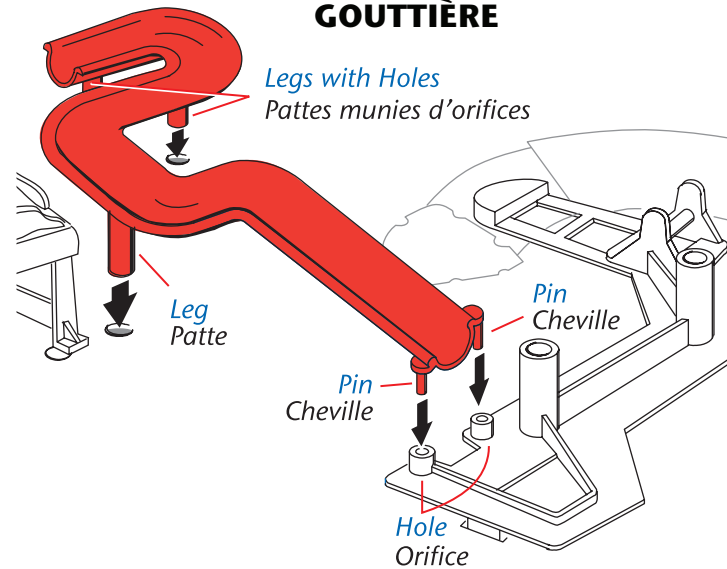
10. BUCKET & MARBLE SEAU ET BILLE



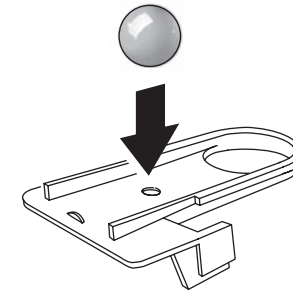
11. BASE B



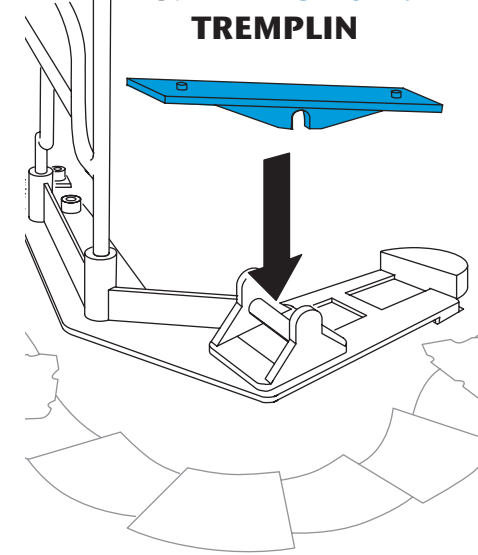
12. RAIN GUTTER GOUTTIÈRE



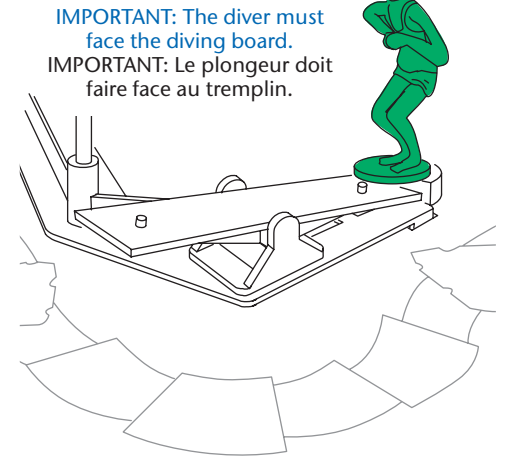
17. MARBLE BILLE



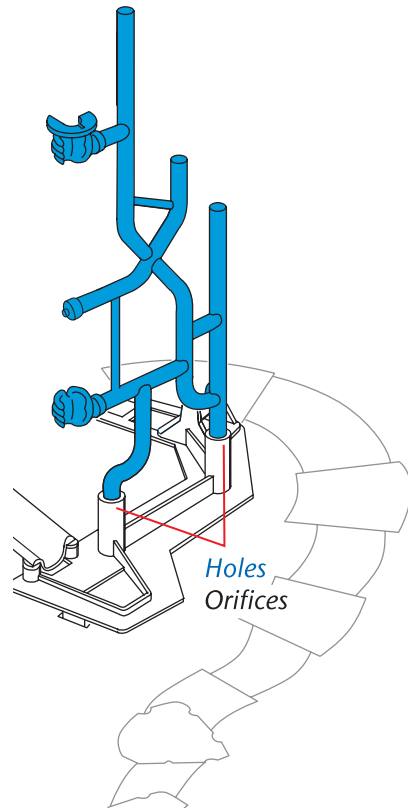
18. DIVING BOARD TREMPLIN



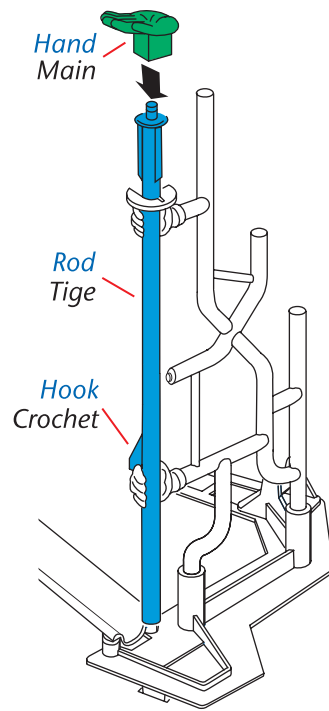
19. DIVER PLONGEUR



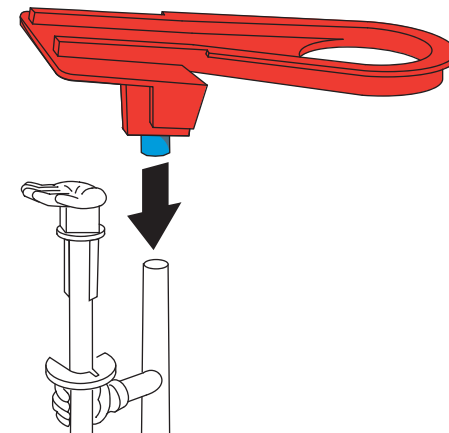
13. PLUMBING PLOMBERIE



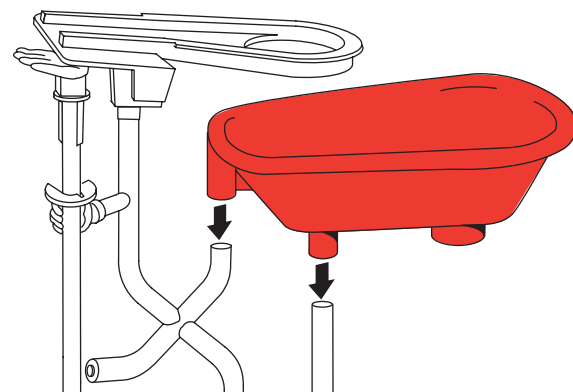
14. HELPING HAND MAIN FORTE



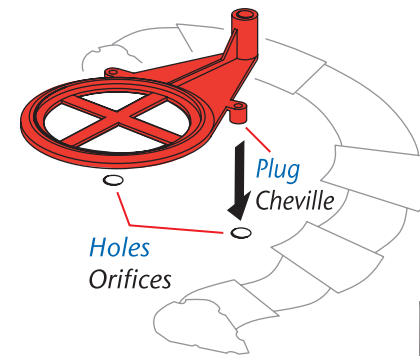
15. THING-A-MA-JIG MACHIN



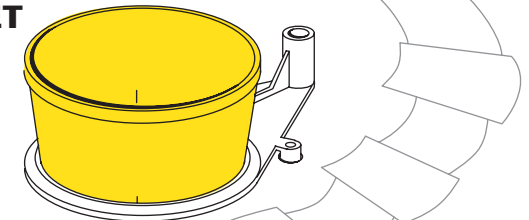
16. BATHTUB BAIGNOIRE



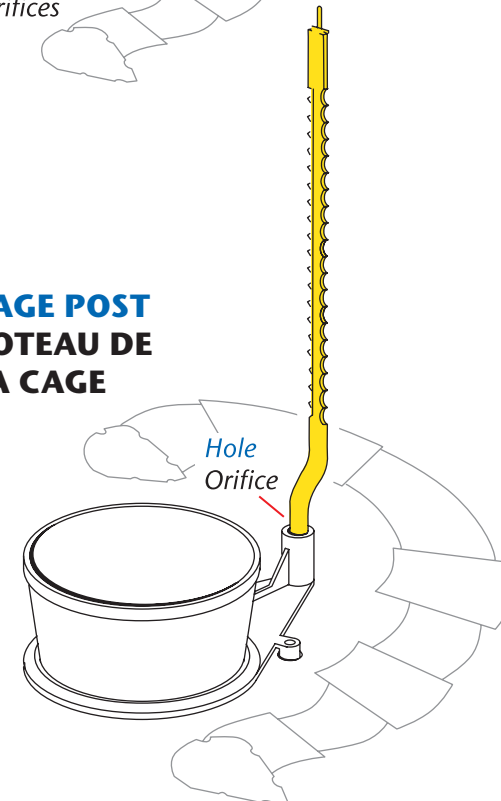
20. BASE C



21. WASHTUB BAQUET



22. CAGE POST POTEAU DE LA CAGE



23. CAGE

