

Mouse Chief!



For a change, this game isn't about the cat—it's about the mouse!

Equipment

- Field markers (e.g., flags, cones, or similar items)

Preparation

- Mark off the playing field (two lines facing each other, approximately 15–20 meters apart)

Procedure

- The players are divided into two groups.
- Behind one line of the playing field stand one or more cats, depending on the number of players; for example, with 10 players, there are 1–2 cats.
- The mice stand on the other side of the field.
- One mouse is now secretly chosen to be the mouse leader.
- At the starting signal, the mice run past the cats to the opposite side.
- Once on the field, the cats may try to catch the mice.
- Any mice that are caught are eliminated.
- If a cat catches the mouse leader, the game is over.

References

- Cover image: Theresa Kluding