

# Mimi's 'Catch me if you can'



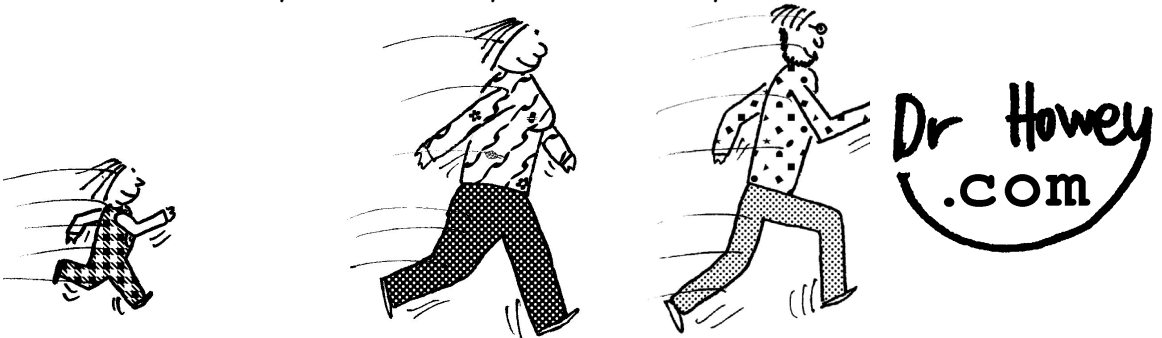
## Suggested Assembly Instructions:

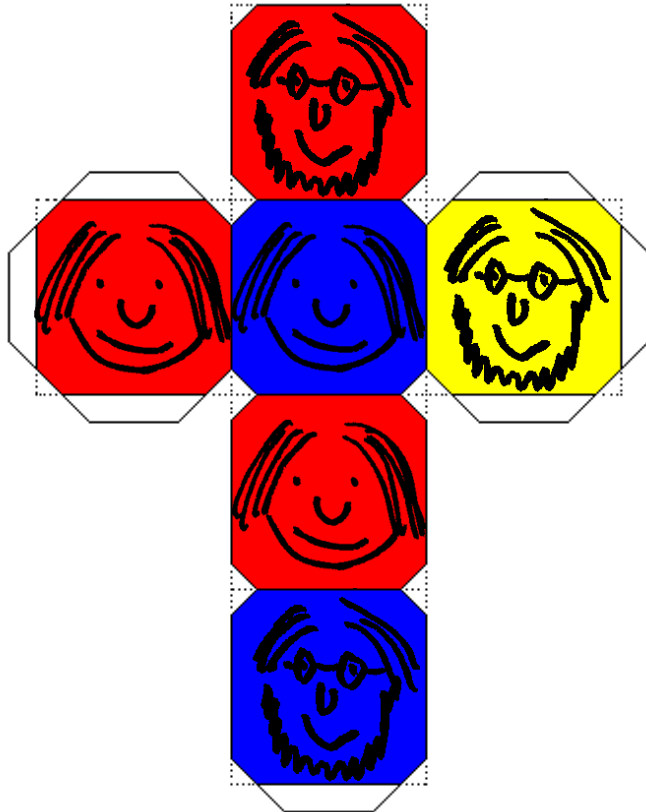
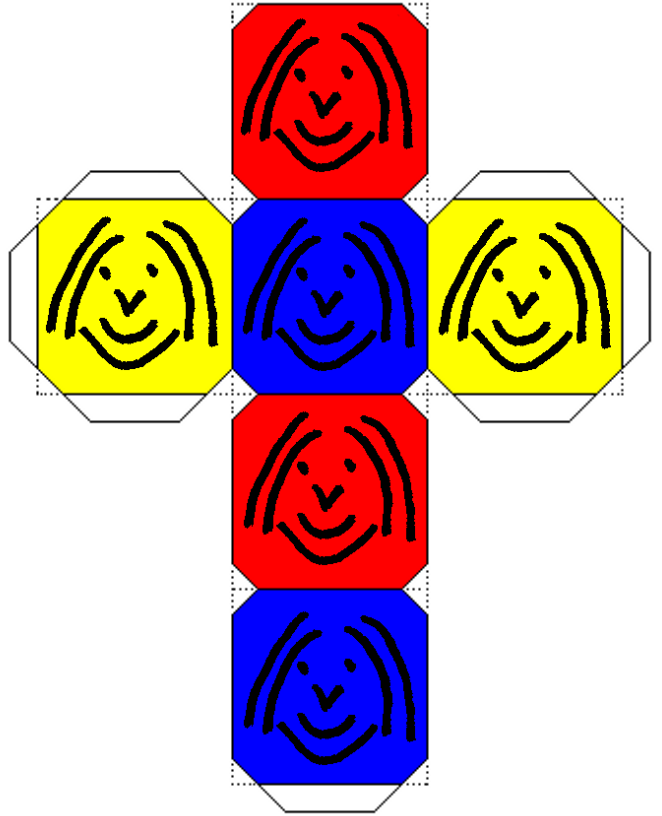
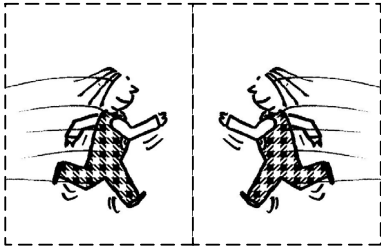
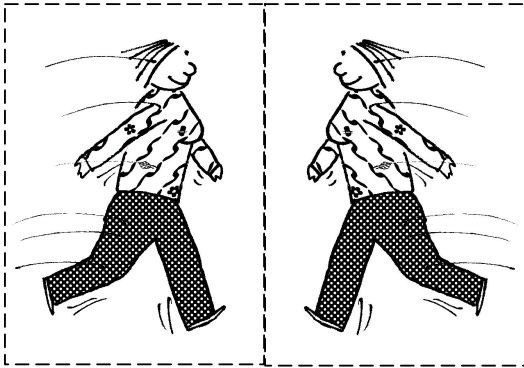
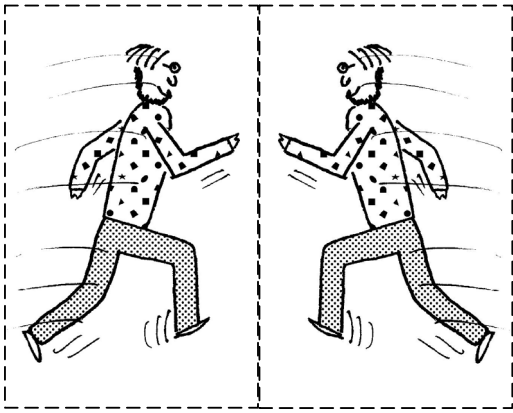
1. Print out the dice and boards.
2. Cut out the dice and figures.
3. Stick the dice and boards to pieces of cardboard. (Cereal boxes may provide the cardboard)
4. Stick the figures to a piece of rectangular cardboard the same size as the figures. For each, stick the corresponding figure to the other side.
5. When the glue is dry on the figures stand them upright with something. Kids modelling stuff or best of all some little clips nicked from another game.
6. When the glue is dry on dice fold the sides together and stick together with sticky tape, or if you can manage it, glue using the tabs.

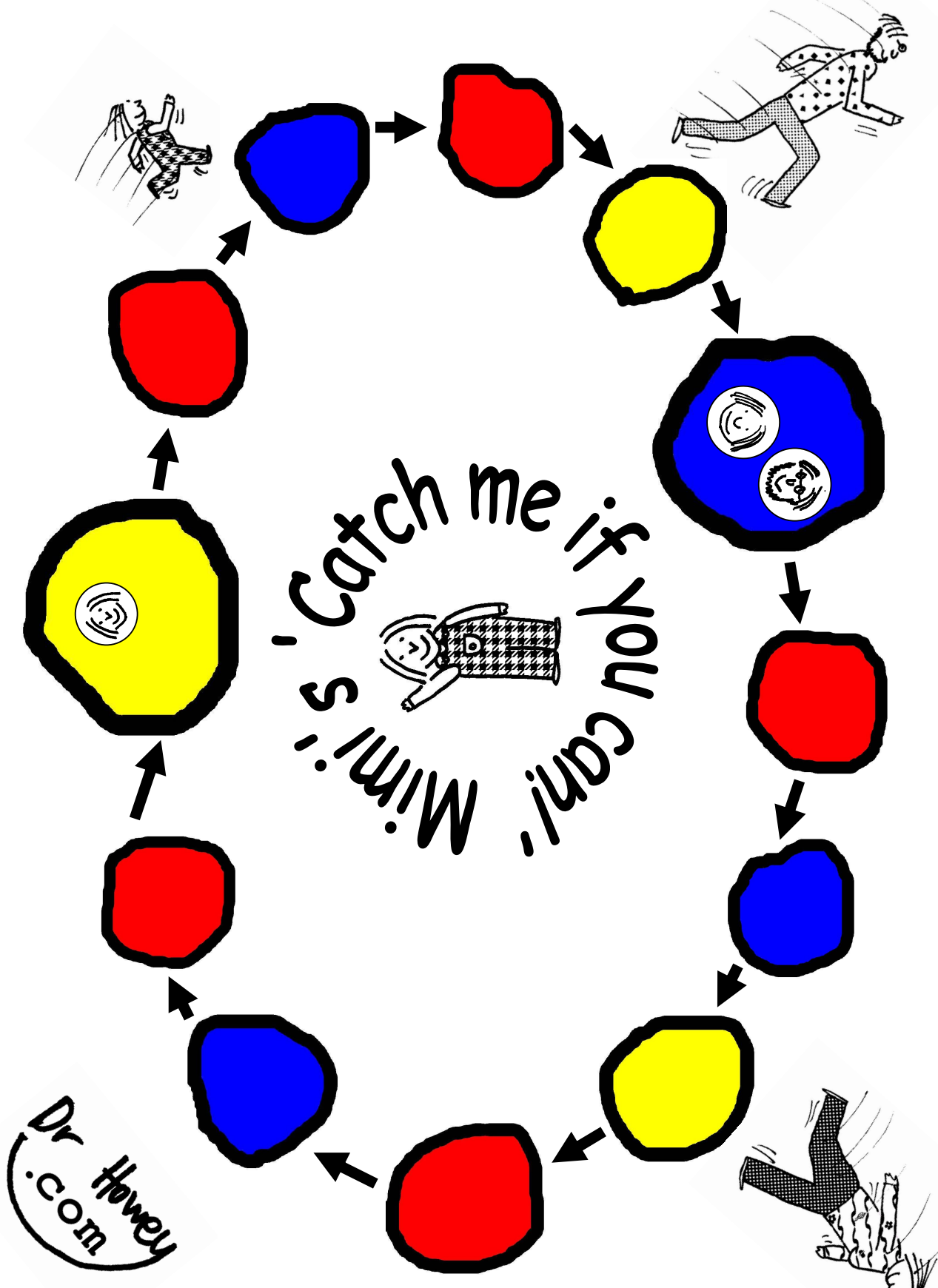
## Playing Instructions:

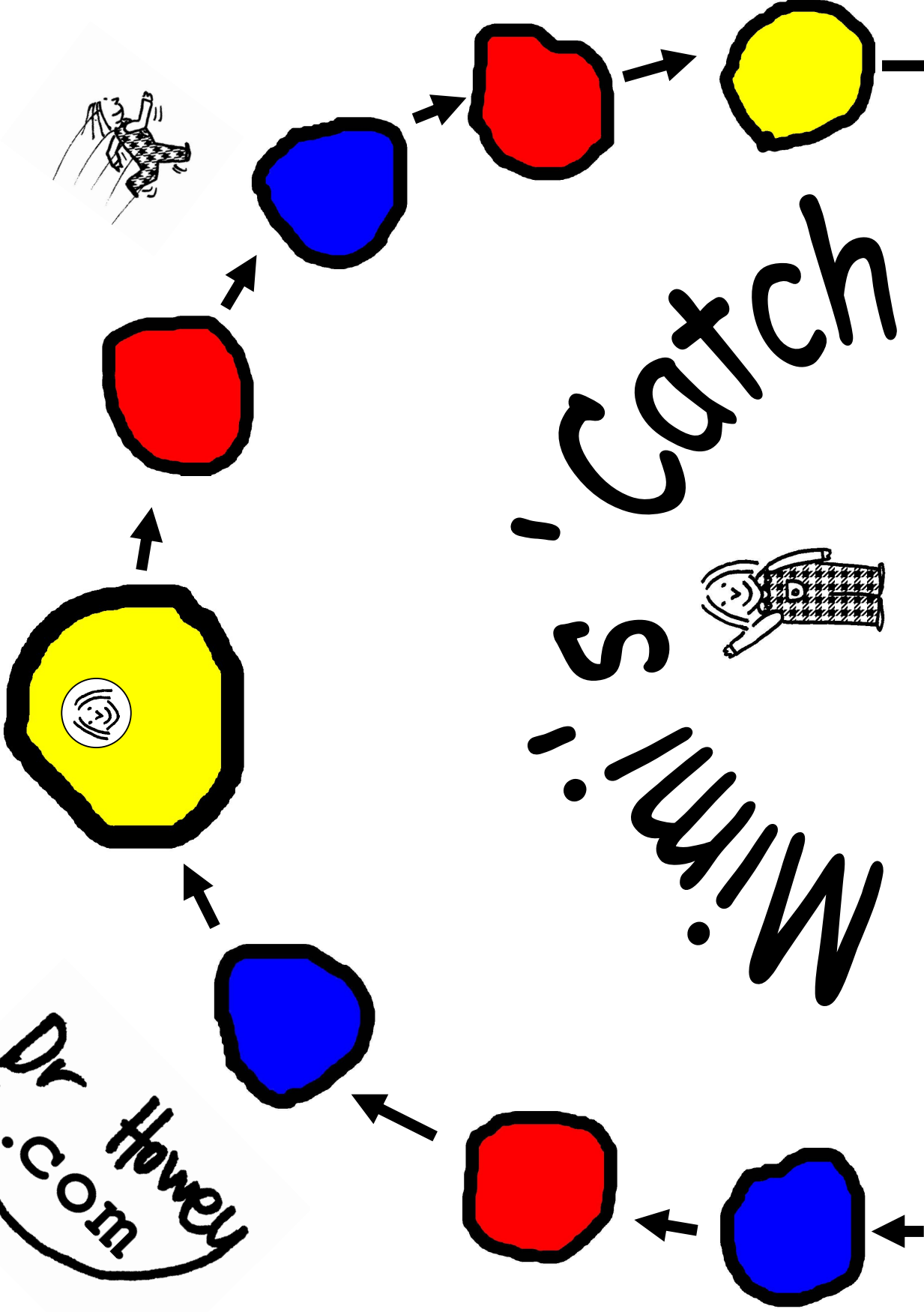
1. Put Mimi on the place marked with her face.
2. Put Mama or Daddy on the starting place indicated by Mama and Daddy's face.
3. To start Mimi rolls the die with her face on it, and moves to the next place matching the die. Mimi always starts.
4. Mama or Daddy rolls the die with their face on it, and moves to the next place matching the die.
5. Keep taking turns using the correct die until someone catches up with the other person. It is not necessary to land exactly on the other person. Whoever catches the other person is the winner!
6. Mimi will win approximately 4 out 5 times.
7. Play on the big board or the smaller board!

Variant: Play with Mimi versus Mama and Daddy. Mimi has to catch either Mama or Daddy to win and only Mama or Daddy has to catch Mimi to win.



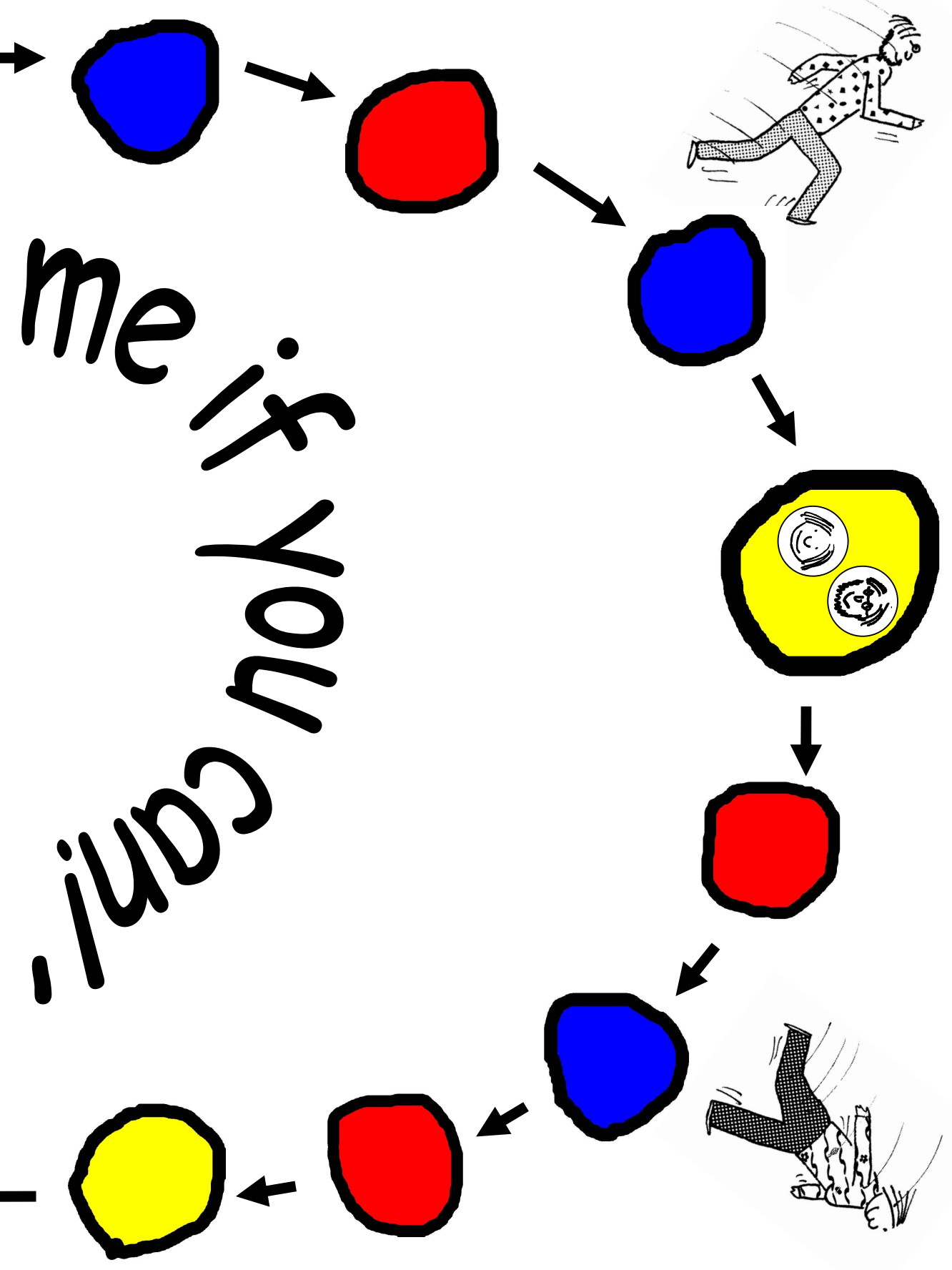






Mr. Mimi's Catch

Dr. Howell  
.com



me -ius nol fi. you can!

