**DE MUIZENTOREN**

(From the Mouse Tower)

The rules on page 77-78 explain the story of what had happened with these Mice in the Tower before the Battle began:

There was an old Tower, abandoned by the People: but it housed a large group of Mice.

Not all of the Mice were housed comfortably: sometimes it was too cold in the winter and too hot in the summer. But not so with the Mice with their Nests in the middle of the Tower.

In the past this was the home of the "Tail-less Mice," a strong Race, that now-days was diminished to Two. The "Tail-less Mice" fought in a curious way, jumping over their enemies, grabbing them by the tail and eating them, which could not be done to themselves because they had no tail; thus, the others had to dispel them.

On one beautiful day the 'Mice with tails' decided to drive away the two "Tail-less Mice" from the middle of the Tower. With twenty-four of them they started the Battle at six-o'clock. The Battle was furious and took a long time and the Siege was for...

Some of you have to decide this by playing the game, of which the images shown gives the picture, and it is all played according to the following rules.

The two big "Tail-less Mice" occupy two of the nine, at their own choice, Nests on the inner Circle. Each of the twenty-four small Mice has a Nest on the three outer Circles.

The goal of the small Mice is to occupy all nine Nests in the middle; to reach that goal they move along the straight Lines forward.

The big Mice without a tail are also allowed to move along the Circles but only from one Nest to an adjacent one — as do the small ones too (but not on the Circles! F. H.)

The big Mice may jump over a small one when the Nest directly behind it (or on the same Line or on the same Circle) is not occupied, but only when this unoccupied Nest and the starting Nest for the "Tail-less Mice' s" jump is black.

The big Mouse can only jump from a white Nest to a white Nest when both are on a Line. After the jump the captured small Mouse is removed from the Board.

The small Mice win the Game after occupying all nine inner-Circle Nests. The big Mice win when only eight small Mice are left on the Board or when the small Mice cannot move in their next turn.

The small Mice cannot jump or capture (eat) the big ones. The big and small Mice alternate turns.

This game appeared in the Dutch issue of "Kinder Courant" (Children's Newspaper).

Article by Fred Horn

The Instructions for the week on page 79

It was normal for the newspaper to give children instructions and what they should do in the upcoming days of the week prior to the arrival of the paper.

Here, the instructions are also partly given (only for Monday, Friday, and Saturday) for the game:

**Maandag = Monday:** Color the Plate (Picture)

**Vrijdag = Friday:** Cut out and glue the plan of the Tower and the Mice onto cardboard. Glue behind (the Mice F. H.) wooden sticks, which are then pinned onto discs of cork. Let all dry well to...

**Zaterdag = Saturday:** ...play the first Battle with them.

N.B. This is written in Dutch more than 150 years ago. I have tried to translate in such a way that the English text keeps the old flavor.
Remarks:

This game is one of the group of “a-symmetrical games” normally put under the heading: Asalto-like. Players do not have equal forces and also their goal in winning the game is different.

It is very rare to find any mentionings of a game in its own time. Rob found the following in the diary of a certain Samuel Huizinga:

“Friday 2 December 1853. This afternoon and evening I played on the Damboard and after that Muizentoren.”

“Saturday 3 December 1853. I have played Dam this evening with Katrina. Father glued this evening the small Mice from the Muizentoren on little sticks.”

(as digitalized by Irene Maas)

In Summary:

Be like the children more than 150 years ago and start cutting and gluing to make your own example of “Muizentoren.” And my advice—make a copy first!