

# Mouse Millie

Park (mis)adventures



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Millie is a little, wise and happy mouse who, like all the other mice in Goudetown, sometimes gets into the game so much that she forgets her parents' advice. This is a story about a day when she didn't follow some of the rules and almost got into trouble.





This was just an usual day for Millie. Her parents were working and she was home alone. She was sitting in her room and writing her homework when she heard the doorbell. She jumped off the chair and ran to the door. She was getting bored being alone for hours every day and having to learn. She couldn't wait to see who it was.

– Here I am! Here I am! Wait! Don't leave! – Millie was shouting while running to the door.

She thought she wasn't running fast enough and that the person who rang would think nobody was home and would leave. She hoped it was her friend and she almost opened the door when she remembered she had to check first who it was.

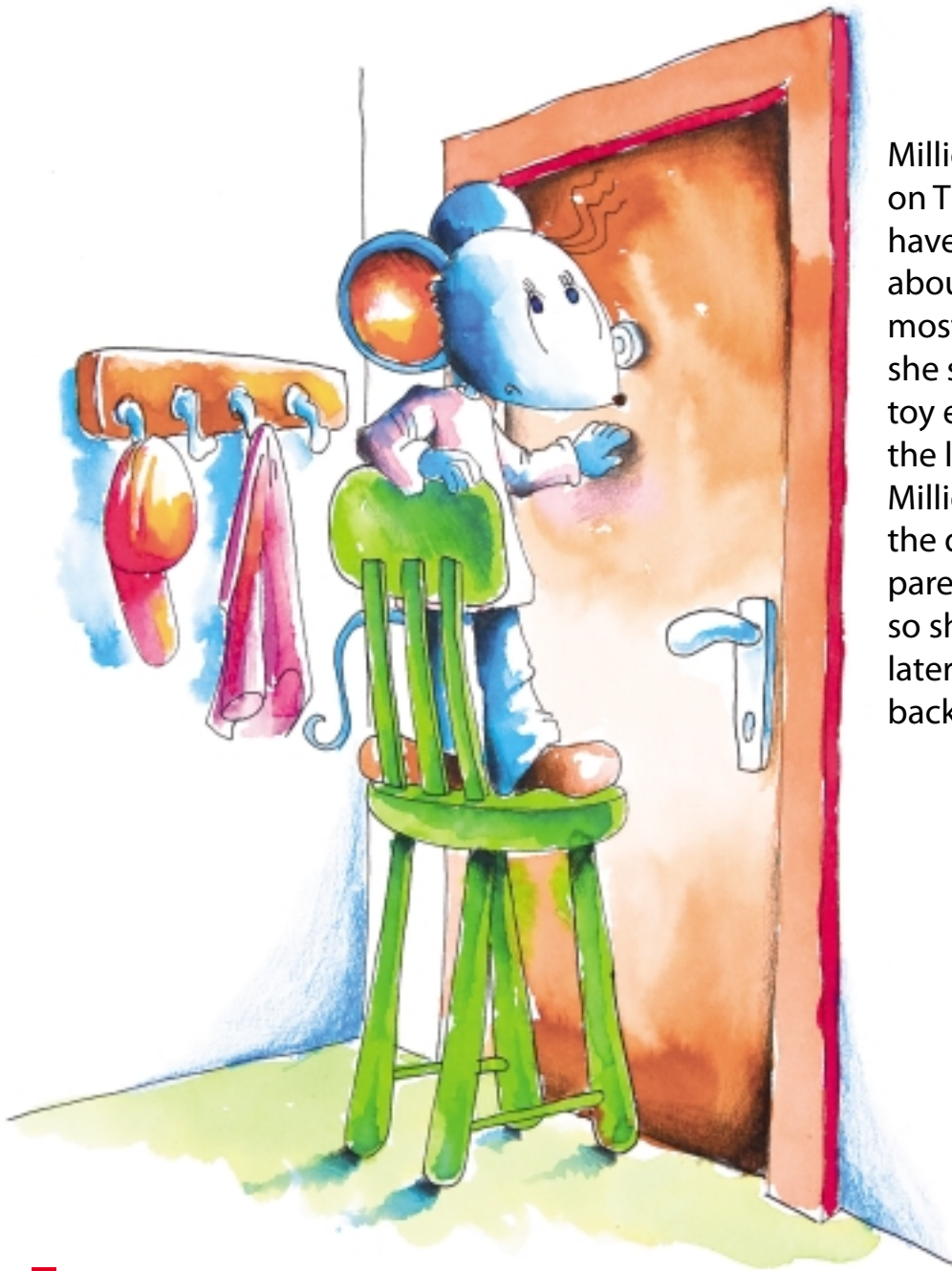




She dragged the chair and looked through a little hole in the door. A pretty lady mouse with a bunch of toys in her hands was at the door. Millie was surprised because her birthday has already passed and she didn't know why anyone would bring her presents. Also she has never seen that lady before.

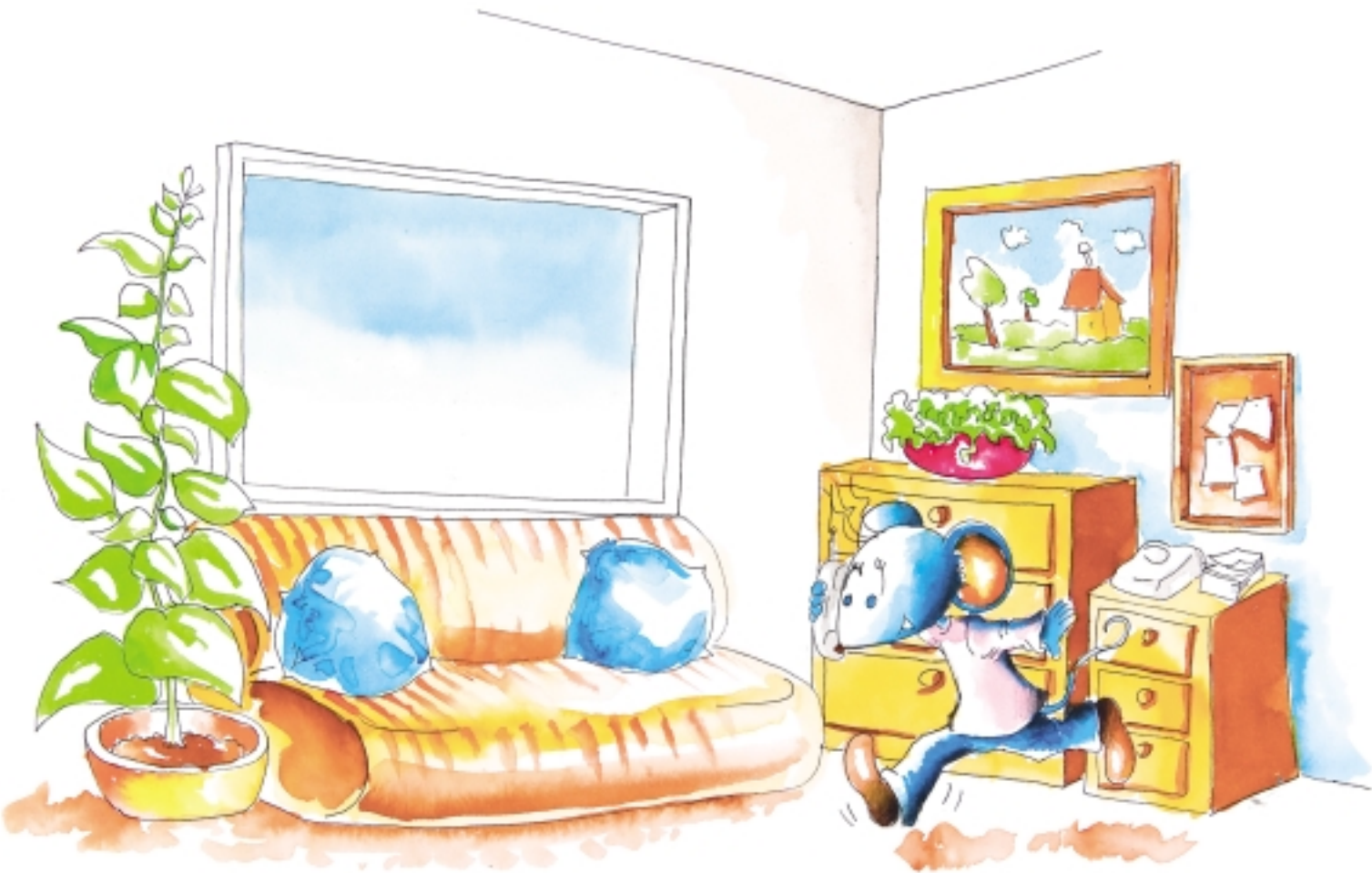


- Excuse me, who are you? Who do you need? - Millie asked.
- Hi! I sell different toys. We have everything children want. Can you call your mum and ask her to come out? - lady answered.
- But my mum is working and I'm all alone at home. - Millie said.
- I can show you what I've got and then your mum can call me later. All you have to do is open the door. Look! I have the latest mouse-setter and if you open the door you'll get it for free - the lady said.



Millie has already seen the doll on TV, but even her friends haven't had it yet. She thought about how she would be the most popular girl in school if she showed up with the latest toy everyone wanted. Although the lady mouse was very kind, Millie knew she shouldn't open the door to strangers. Her parents would be very angry so she asked the lady to come later when her mother came back from work.





Millie's phone rang.

- I'm sorry, but my mum is calling, I have to go – Millie said to lady mouse.
- She knew it wasn't her mum because she had called her when she had come back from school. She just said that so the lady mouse would leave. She jumped off the chair and ran as wind to the phone. It was her best friend Simone.
- I'm going to the park with George, you have to go with us. They've put the latest toys – Simone was excited.
- OK, but I have to ask my mum. As soon as I talk to her, I'll call you – said Millie and hung up quickly.

Millie was trying to get her mum but she didn't answer because she was at the meeting. She was very nervous and was jumping around the phone because she wanted to go to the park so much. Although she hadn't written her homework nor called her mother to say where and who she was going with, Millie decided to go to the park with her friends. She planned to stay shortly in the park and come back home quickly because she had to finish her homework before her mother came back so that she wouldn't be angry.



The little mice imagined what could be new in the park as they were running towards it.

– Maybe they put the cheese of fear or dangerous ride through the hungry cat – yelled Simone excited.

– Oh please, don't be stupid! Only big amusement parks have those, but they must have put roller-coasters and tunnels – George said.





When they got to the park they scattered and run around to try out the craziest and the most beautiful roundabouts, swings, roller-coasters and tunnels they have ever seen.

- Simone! Simone! This is awesome! I want to stay long enough to try everything out. I don't ever want to go away! – Millie yelled as she was sliding down the banana roller-coaster.

But when she didn't hear Simone she realized that they had separated and she didn't know where her friends were.



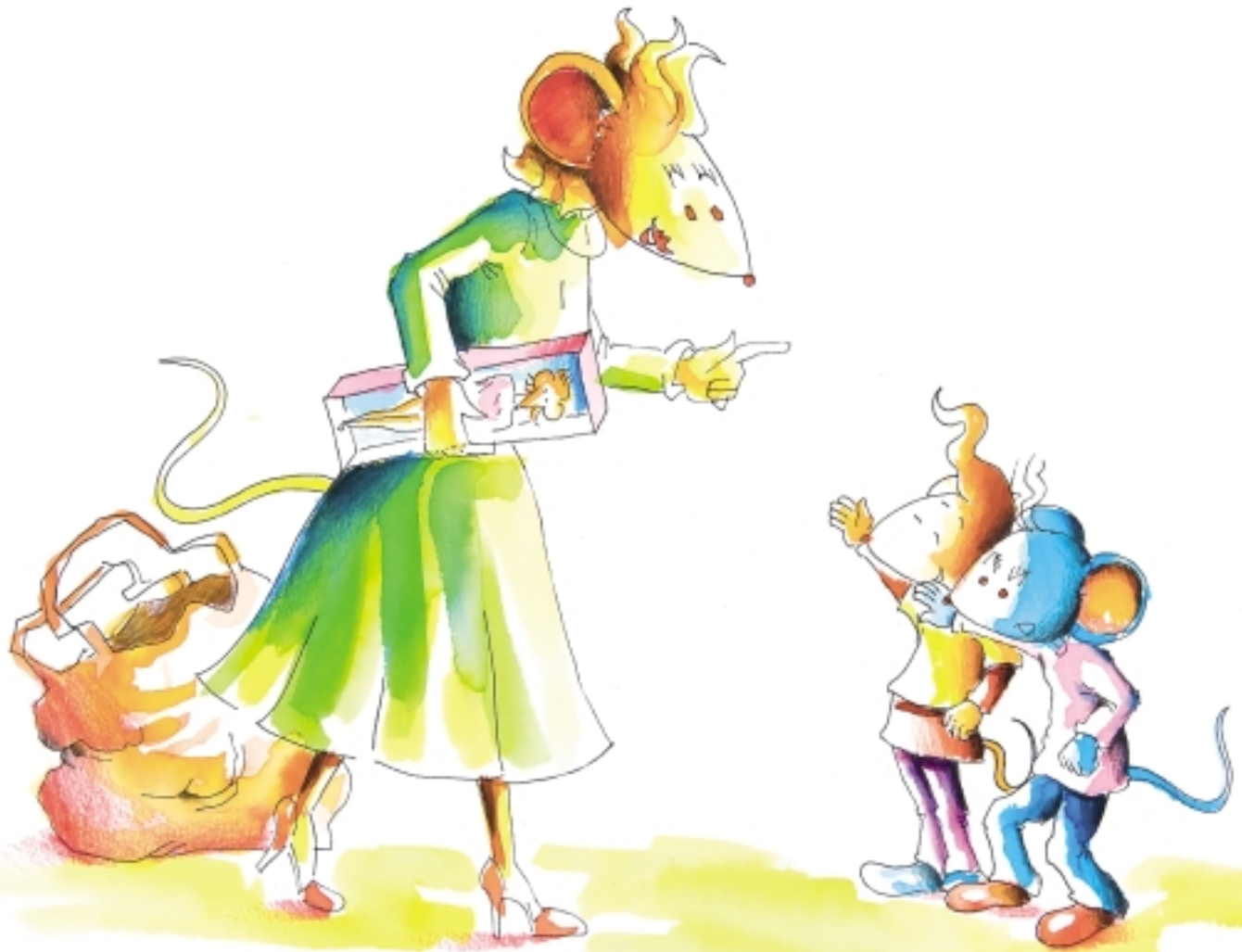
Millie came down the roller-coaster and started looking for her friends around the park.

- George! Simone! – Millie yelled, but they didn't answer.

And then she saw Simone talking to the lady who offered her the mouse-setter.

Millie thought that now she would finally be able to see it closely and ran to

them. Millie and Simone were impressed by all the toys that the lady mouse had.



- You know what? The two of you are the cutest mice I have ever seen. You must be friends. What are your names? – asked lady mouse kindly.
- I’m Simone and this is my best friend Millie – said Simone right away. Millie was shocked and she put her hand on Simone’s mouth.
- Simone! You must not tell your name to strangers– Millie warned her angrily.

Lady mouse smiled kindly and praised Millie because little mice should really not talk to strangers. Lady mouse introduced herself.  
– My name is Mary and I work for toy factory. And you know what? I have all the toys you can imagine and you have ever wanted. But you are too big to play with toys, aren't you? – asked lady Mary.





- What grade and what school are you in? –  
asked lady Mary.  
- 2b grade, Elementary school of Mouse  
Matt – blabbed out Simone again.  
Millie gave her a serious look this time.  
Although she thought about how her mum  
warned her all the time not to speak to  
strangers, this lady was very kind and Millie  
thought that Simone hasn't done anything  
wrong after all.





- Simone, what’s your favorite toy? – asked lady Mary.
  - The mouse-setter – answered Simone.
  - Oh, yes! And her latest convertible car. – added Millie.
  - And... and... and her clothes that changes colors in the sun! – said Millie and Simone together.
  - You two, besides being cute, are also very happy mice. I have all these toys in this big bag and I think you’ve deserved that I give them to you – said lady Mary to them.
- Millie and Simone jumped out of luck. They couldn’t believe that someone would give them a toy.





Mary searched for toys in her bag, but she couldn't find them.  
– Unfortunately, I left the toys in the car and I have to go to get them. It's not far. It's parked at the entrance of the park so we can go together and get them – said lady Mary, took their hands and started going to the car.



- But I must not. My mum will be angry at me for going with you – said Millie to lady Mary.
- Well, don't you worry. The car is here, very close. You'll be back in a minute. If you don't say to your mum, she won't find out so she can't be angry.

Millie wanted that toy so much, but she knew that, even though Mary introduced herself, her parents didn't know her and she shouldn't go anywhere with her. She tried to brake with her feet, but Mary walked so fast that she couldn't stop.

– Please, let us go! We can't go with you! You bring the mouse-setter and we'll wait for you here – said Millie.



Lady Mary didn't listen to Millie at all. She was just saying how they would get everything they wanted if they went with her.

At that moment, Millie remembered how her mother told her that if a stranger wanted to take her somewhere or forced her to do something, she had to try to run away. Millie suddenly pulled her hand and started screaming so loud that lady Mary jumped out of fear.





– Calm down! Calm down! Here, I'll let you go! Just stop screaming! – Mary tried to calm her.

As Simone didn't know what to do, she has also started screaming so loud that her face turned red. All the mice in the park turned towards them. Lady Mary started running away towards her car, because she was afraid that she would get caught.



- Simone! Millie! What's going on? Are you OK? - yelled George while running.  
- That lady tried to take us away although I told her that we shouldn't go with her. Quickly! Quickly! We must go home! - Millie hurried them.

– I must tell everything to my mum. Oh, she will be so angry because I went out without asking her. And we talked to a stranger. We must call the police. Simone, George, what's the number? Do you know? – asked Millie.

– I don't know, I've never called them – Simone was confused.

– Neither have I, but my mum told me the number. But now I'm so afraid that I forgot it – said Millie crying.







As they were running home, Millie remembered that her mum wrote down numbers of the police, firefighters and emergency and put them on the wall by the phone.

– I know! I know! I remembered! It's 192! – said Millie.

They were repeating the number all the way to home in order not to forget it again – 192, 192, 192.



Her mum was already home and she was waiting for them. Little friends told everything to her and the police. Mary was caught soon and the little mice were surprised to hear that she wasn't working for the toy factory at all. Since then, Millie, Simone, George and all the other mice from Goudetown have been playing without fear in the park. Now every time they go out they always keep in mind the advice their mothers give them.

# Mouse Millie's advice



192

**You should know your  
address and your parents'  
telephone number.**

**The police number is 192!**



**Before you open the door, check who is on the other side!**



**If you are home alone, don't open the door to strangers!**



**If you are home alone, always ask your parents' permission before you go out with friends – give them a call to check it's okay!**

**Before you go out, tell your parents where you are going, who with and when you will be back!**



**If a stranger asks you for help, be polite but keep your distance – try not to get too close to the person!**



**No matter how nice they are, do not take sweets or presents from strangers!**



**Don't tell your name, surname, address or the name of your school to the people you don't know!**





**If you are going somewhere, always make sure your parents know the person you are with – don't go out with someone they don't know!**



**If someone tries to grab you and take you somewhere or force you to do something, scream or shout very loud, kick him/her, or do something else in order to run away!**



**Keep close to your friends or the person looking after you when you are outside!**



**If you get lost, look for a police officer, shop, bank or post office and ask for help.**



*Publisher*  
Croatian Red Cross

*For the publisher*  
Robert Markt

*Copyright owner*  
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Zagreb, July 2016

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