Without instructions

idea 1:

Let a player watch one rat wondering around near an empty trap. Then one of the baits will fall right into the trap and in that moment the rat will change direction and head right to that trap. When the rat reaches the trap, trap snaps and rat disappear. Show the player that when the rat disappears, bar falls down a little bit. Then let the player try to catch some rats on his own in save environment – without a chance of losing the game (tutorial).