

MICE to meet you

 1-5

 30 min

 8+

GAME CONTENTS

90 mouse cards (5 x 1-18 per player color)



15 little nuts



5 dice (2 red bacon dice, 3 yellow cheese dice)

GAME IDEA

The mice are on the loose, they sneer at you and they're in your house. Use the dice to cleverly lay out traps with cheese and bacon to catch them. If that's not enough, then only nuts will help.

PURPOSE OF THE GAME

To have the most mice at the end of the game and win.

GAME PREPARATION

- Each player gets **1 full set of mouse cards of one color.**
- Each player displays the bacon and cheese dice or **“dice cards”** (with the numbers 6, 9, 12 and 15) **face up from left to right** in front of himself.
- The **5 dice** comprising of 2 red bacon and 3 yellow cheese dice are **kept close at hand.**
- **3 nuts per player** are placed in a general supply in the middle of the table, e.g. with 3 players 9 nuts. The remaining nuts are not needed.
- **The youngest player starts.**



Game setup for
3 players

HOW TO PLAY

The active player (i.e. the starting player if it's the first round) rolls **all 5 dice**.

He **must use** the sum of the **two red bacon dice** and **can** combine these with the values of **1, 2 or all 3 yellow cheese dice**.

He can **catch as many mice as the dice sum** of the bacon dice or the combined bacon and cheese dice shows. The player **lays out** the card with the corresponding sum (from the **mouse cards** in his hand) or **turns** the card with the corresponding sum **onto the reverse side** (from his **dice cards**). He must discard exactly 1 mouse card per turn or flip 1 dice card.

If a **mouse card is discarded**, it is put into the mouse cage: this is a separate **discard pile** in front of each player.

If, instead, a **dice card is turned over**, the **dice shown will no longer be available** to the player (from the next round on). So if he has turned the card with the 15, he from now on only rolls with 1 red bacon and 3 yellow cheese dice.


The cards can be turned over **in any order**, but the **card with the number 6** showing two dice must always be turned over **last** (see p. 8, „End of game“).

If the active player **can not or does not want to catch mice** with his dice, i.e. he neither lays out a card nor turns one over, that's a **miss**. He must then either **take back the top card from the mouse cage**, i.e. from his personal discard pile, **or turn one** of his face down **dice cards back** to the front. In this case, he again uses the corresponding die/dice from the next round on.

After the active player finished his turn, **all other (passive) players** can now decide in clockwise direction to use the **sum of the yellow cheese dice not used** by the active player. They can use it to discard or turn over the corresponding card of their own. If the active player has a **miss**, they may use the **sum of all dice**.

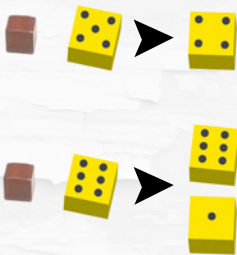
Starting from the player who is sitting to the left of the active player, the the players are asked in turns whether they want to use the unused dice to discard or turn over a card of this value. All passive players are interviewed in order, the order must be followed, and each player must finish his passive move before the next player decides.

If a passive player discards a card or turns over a card, the **active player receives a nut from the general supply** as a reward. If no more nuts are left in the general supply, the passive player must instead deliver a nut from his own supply to the active player. If he can not or does not want to, he may not use the unused dice.

 The **nuts** can be used by an active or passive player in any round later on in order to **change the die result by + / - 1 per used nut**. The nut is put **back to the general supply**. Only the die/dice that the player actively or passively uses may be changed.

NOTE: If a passive player wants to use the unused dice AND change their dice value, he must spend at least 2 nuts (1 for the benefit plus 1 per change + / 1). The nut for the benefit of the cheese dice, which goes to the active player, can also come from the general supply, if there are nuts left. The correct order of importance here: first you have to pay for the use and afterwards for changing the die value.

If the **die value is changed** by spending one or more nuts, the **die is rotated to the appropriate side** (e.g., $5-1 = 4$). The **value now displayed remains** for the clockwise player. If the result (e.g., $6 + 1 = 7$) can not be displayed with a single die, an unused die may be added to indicate the current value (or the players just remember the value instead).



Then it's the next player's turn (in clockwise order) and he again throws all dice (available to him).

Example:

Player A rolls a 5 and a 3 with the red bacon dice and the values 6, 3 and 2 with the yellow cheese dice. He sums up the 5 and the 3 of the red dice (he has to) and adds another 3 of the yellow dice. The total is 11, this card is still on his hand and puts it in front of him into the mouse cage.

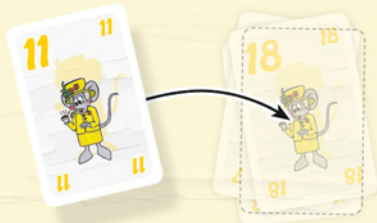
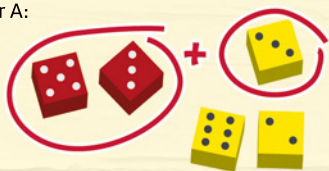
The sum now left for the other players is 8 (6 + 2). Player B sitting to the left of the active player may now decide whether to use this sum (to discard his card with the 8). If he does, he gives a nut to player A from the general supply, if available. If the stock is empty, he has to pay a nut from his own pile – if he is out of nuts, he may not use the 8.

Player B played the nut and now pays another nut (from his own pile), in order to change the sum. He turns it into a 7 (he turns the die with the 6 to the 5), because he still has this card in his hand and wants to put it down. For the player after him the sum now no longer shows 8, but 7.

When all players have decided to use or not use the dice, Player B becomes active player and is allowed to roll the dice.

TACTICAL NOTE: Before turning over the displayed dice cards, most of the high value cards should have already been discarded, as fewer dice make it difficult to roll the high card values.

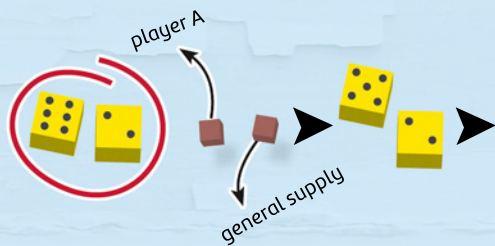
player A:



player B:



OR



END OF THE GAME AND SCORING

The **game ends immediately** when a player **turns over the last dice card in front of him** (the card with the value 6).



The players **sum up the number of mice of all the cards** (that is, the values of the cards) that they **still have in their hand**.



The displayed dice cards with the bacon and cheese dice are not counted.



The player with the fewest mice wins.

In the event of a **tie**, the player who has **more of his dice cards face down** (i.e. turned to the back) wins. If there is still a draw, the **nuts** are counted and the player with the most nuts wins.

end of game

SOLO VERSION

ADAPTATIONS: GAME MATERIALS & PREPARATION

1 set of cards (1-18) in one color

5 dice (2 red bacon dice, 3 yellow cheese dice)

3 nuts

At the beginning the player receives **3 nuts**, **no nuts** are put **in the middle** of the table.

ADAPTATIONS: HOW TO PLAY

The player can discard a nut to

- either **change a die result by + /- 1 per nut**
- or **lay out a second card in the same round**, by **using the leftover yellow dice**.

The **nut** is taken from his supply and put in the **middle of the table**.

A **nut from the middle** (if available) is awarded to the player if the **sum of the unused yellow dice is 15 or greater**.

BUT: In the case of a **miss**, no matter how high the sum, the player does **not get any nut!**

The **dice cards** displayed are **not reversed by the sum** of a dice result, but **only in case of a miss**, so if the player can not or does not want to use a dice sum.

The player selects **one of the four cards**, turns it over and sets aside the die/dice shown on it. He is no longer allowed to roll the according die/dice. Again, the **6** may only be turned over **as the last card**.

ATTENTION: Once **a dice card** is turned over in the solo game, it remains that way and **can not be turned back**.

END OF GAME

The **game ends** when **all four dice cards are reversed** or the player has **no cards left in hand**.

ADVANCED VERSION

To make the game **progressively more challenging**, in the beginning the player receives **one nut less** each time, which is put in the middle of the table.

In the **most difficult stage**, the player will not receive any nuts at the beginning, **all three nuts** will be placed **in the middle** of the table.

EVALUATION

0 cards in hand and
all dice cards face up

Outstanding!

0 cards in hand and
3 dice cards face up

Great.

0 cards in hand and
2 dice cards face up

Very good.

0 cards in hand and
1 dice cards face up

Well played.

1 card in hand

Not bad.

2 cards in hand

Could be better.

3 or more cards in hand



Try harder.

ACKNOWLEDGMENTS

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We heartfully thank our artist **Alisa Menges** for the cute mice.

 Daniel Bernsen  Alisa Menges

SPARE PARTS SERVICE



We have done our utmost to test and ensure the quality of this game. Should any part of this game nevertheless be missing or defective, then we sincerely apologize. Please contact us directly, and we will hurry to send you a replacement part:

info@skellig-games.de
Subject: Spare parts service

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