

Cheese Chase

A game of cats, mice
and cheeses



by Nicholas Hjelmberg
Nova Suecia Games



2-9
players



15
minutes



14 +

Cheese Chase



5-9

Welcome to Cheese Chase. The cat wants to catch the mouse and the mouse wants to catch all cheese. However, the roles may switch every turn.


Components

1 cat card and 1 mouse card
7 cheese cards numbered 1-7

Setup

Prepare a deck as per below and deal 1 card per player.

Unless stated otherwise, the cards must never be revealed to other players.

	Cat card	Mouse card	Cheese card
5	1	1	1-3
6	1	1	1-4
7	1	1	1-5
8	1	1	1-6
9	1	1	1-7

Gameplay

Start with the player who last ate cheese and continue clockwise. The player in turn **draws** any other player's card and follows the **instructions** on their own card.



  **Cat+Mouse**

If one card is the **cat** and the other card is the **mouse**, the player in turn **wins instantly**.

  **Mouse+Cheese**

If one card is the **mouse** and the other card is a **cheese**, the player in turn **may** reveal both and cross out the cheese number.

  **Cat/Cheese+Cheese**

If no card is the mouse (or no cards were revealed), the active player must secretly choose and reveal **one cheese** (not the cat or the mouse).



If the game has not ended, secretly choose any one card to keep and return the other one.

The other players must not know whose card was revealed, nor which card was returned.

End of Game

The game may end in 2 ways:

1. If the cat finds the mouse, the cat player wins.
2. If all cheeses are crossed out, the mouse and the cheese players win.

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2-4

For 2-4 players, apply the following rule changes.

Setup

For 2 or 4 players, remove cheese card 9. Then deal 4/3/2 cards (2/3/4 players) to each player. Start over if a player gets both the cat and the mouse.

The players look at the cards and then place them **face down** in a tableau in front of them.

Unless stated otherwise, they may not look at their cards.

Gameplay

A player first look at any **one** card in their **own** tableau and then draw any **one** card in **another** tableau. Then they follow the instructions as per the 5-9 player rules.

End of Game

The game may end in 2 ways:

1. If the cat finds the mouse, the player with the cat wins.
2. If all cheeses are crossed out, the player with the cat loses.

Credits

Game design:	Nicholas Hjelmberg
Artwork:	brgfx , Freepik.com
Production:	The Game Crafter
Game testers:	Su-San Oh
Special thanks:	My wife and muse Su-San Oh
