

Alles Käse!

A tasty dice game for 2-6 cheese lovers 6 years and up

The mice are loose! And what do mice want? Right, cheese – and there's plenty. But watch out: The nasty mousetraps smell enticing, too. Only if you have the right nose and are not too greedy will you get hold of the most cheese.

GAME MATERIALS

36 cards

- back: 6 x each of 1-6 cheese holes
- front: 18 cheese cards and 18 trap cards

1 cheese die



1 set of instructions

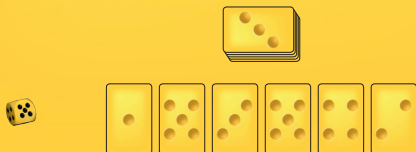


GAME IDEA

Shuffle the 36 cards and put the face-down pack on the table as a supply pile. Now draw the top 6 cards from the supply, face down, and lay them out in a row in the middle of the table. These 6 cards form the display. The youngest player becomes the starting player and takes the cheese die to begin.

SET-UP

Shuffle the 36 cards and put the face-down pack on the table as a supply pile. Now draw the top 6 cards from the supply, face down, and lay them out in a row in the middle of the table. These 6 cards form the display. The youngest player becomes the starting player and takes the cheese die to begin.



COURSE OF THE GAME

Play proceeds clockwise. On your turn, you first roll the cheese die. The result determines your course of action:

1. **If there is NO card with the corresponding number of cheese holes on display,** you select any card from the display and check what is hidden on the front, making sure that none of the other players can see it. Then you put the card back, face down, in its place in the display.

IMPORTANT: *In the 2- and 3- player game, at the end of your turn you additionally put the top card of the supply on the discard pile that is formed next to the supply.*

2. **If there is AT LEAST ONE card with the corresponding number of cheese holes on display,**

you select one of these cards and decide whether you want to

- A. **keep the card** or
- B. **remove the card from the game.**

A. If you want to keep the card, you now reveal it and lay it out face up in front of you, no matter whether it is a cheese card or a trap card. After that, you use the top card from the supply pile to replenish the display to 6 cards.

B. If you want to remove the card from the game, you put it face down, unseen, on the discard pile next to the supply. After that, you use the top card from the supply pile to replenish the display to 6 cards.

After you have carried out your action, your left neighbor has his turn.

END OF THE GAME

The game ends immediately when a player reveals his third trap card. This player loses and does not score for his cards. All other players score their cheese cards by adding up the cheese holes on the backs of their cards. Trap cards are not included in the scoring! The player with the most cheese holes wins. In case of a tie, the player with the most cheese cards wins.

The game can also end immediately when the supply pile has been used up. Then all players score their cheese cards and determine the winner as described above.

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English translation: Sybille & Bruce Whitehill, "Word for Wort"

Distribution in der Schweiz:

Carletto AG, Moosacherstr. 14, CH-8820 Wädenswil

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