

to the tricky auction game with lots of bluffing for 3 to 5 players aged 10 and above, duration 30-40 minutes

Material

10 "Hawk" Cards, 10 "Mouse" Cards,

10 Wiouse Carus,

12 "Mission" Cards

Mouse & Hawk

Game Preparation

Place the cards "Hawk" and "Mouse" in separate piles face up on the table.

Course of Play

Whenever you win an auction during the game you immediately check, whether there are any Symbols "Mouse" or "Hawk" on your new cards. Take a Mouse Card or Hawk Card from the piles for each



Symbol "Mouse" or "Hawk" on your chicken cards won at auction. Place the Hawk and Mouse cards face down to your pile with secret cards like Blind Hen and Golden Corn cards. Add the chicken cards to your display as usual.

Note: Symbols on the chicken cards are only relevant during the auction. If you receive a chicken card with a mouse or hawk symbol as payment for the bid, you do not take any Hawk or Mouse cards.

Scoring

When scoring your secret pile, check your Hawks and Mice first.

Each **Hawk** eats a Mouse (discard both cards Mouse and Hawk into the box). Every remaining Hawk takes a Blind Hen (discard both cards Hawk and Blind Hen into the box). Any left-over Hawks have no effect.

Now every remaining **Mouse** eats a Golden Corn or half a Double Corn* (discard both cards into the box).

Finally score your remaining Golden Corn, Double Corn* and Blind Hen cards as usual.

Mission Cards

Game Preparation

Shuffle the mission cards. Deal **3 mission cards** to each player (5 players: only 2 mission cards). Take your mission cards up in your hand and keep them secret. Put left-over Mission cards back into the box unrevealed.

Scoring

Mission cards can only be fulfilled at the **end of the game** using those cards left (chicken cards in your display including cards from your secret pile like Golden Corns and Blind Hens) after all other scoring procedures.

Check which of your mission cards can be fulfilled. You cannot fulfil mission cards with Mouse or Blind Hen cards that have been put away by Hawks. Same applies to Golden Corns eaten by Mice.

Each card from your display can be used for several mission cards.

You score as many victory points as players take part in the game for each of the mission cards you fulfil. Thus, in a 4 player game you may score 4 points for each of your mission cards.

If you fail to fulfil a mission card, the card has no effect (you do not score minus points).

Example:

Your first mission card is "Series of 1 to 4 in the same color". If you have a series of 1 to 4 in blue, you may use the card blue-1 for your second mission card "6 chicken cards with value 1" too.

Imprint

Author: Heike Risthaus

Realization: Stefan Risthaus Rulebook Layout: Stefan Malz Graphics: Jenny Seib

Copyright © 2015 OSTIA-Spiele GbR Heike Risthaus und Malte Meinecke Hauptstraße 29, 38268 Lengede www.ostia-spiele.de

