

Cheesar's ARENA



RULEBOOK

SETUP

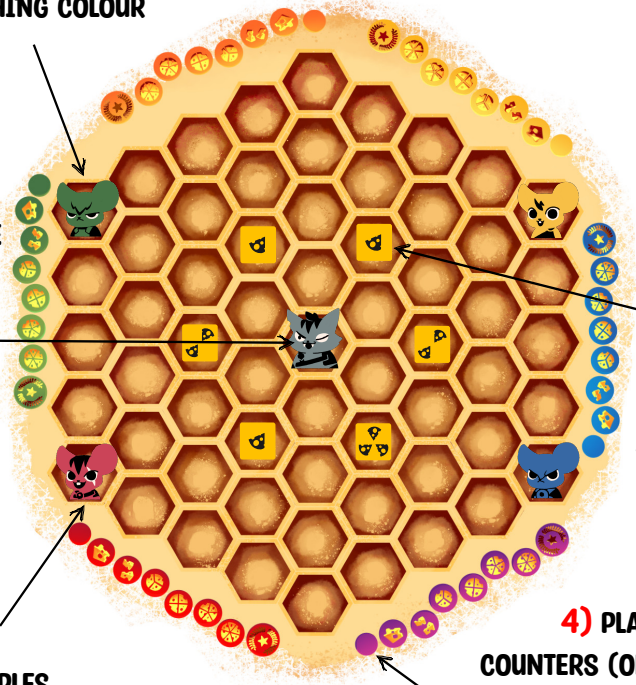
1) EACH PLAYER CHOOSES A MOUSE CHARACTER CARD AND A MEEPLE OF THE MATCHING COLOUR



2) PLACE THE CAT MEEPLE IN THE CENTER OF THE BOARD

3) PLACE THE PLAYERS' MEEPLES SYMMETRICALLY IN OPPOSING CORNERS OF THE BOARD

(DIAMETER FOR 2 PLAYERS, EQUILATERAL TRIANGLE FOR 3, RECTANGLE FOR 4)



5) PLACE ALL 6 YELLOW CHEESE DICE IN THE INDICATED SPOTS AROUND THE CAT
(NOTE THAT NEITHER THE CAT NOR THE MICE CAN REACH CHEESE IN THE FIRST MOVE)

4) PLACE THE CHEESE COUNTERS (ONE PER PLAYER) AT THE START OF EACH PLAYER'S TRACK NEXT TO THEIR STARTING CORNER

GAMEPLAY

FOR THE 1ST ROUND, THE POOL OF DICE CONSISTS OF THE RED CAT DIE AND 4 GREEN MOVE DICE (FOR 2 OR 4 PLAYERS) OR 6 MOVE DICE (FOR 3 OR 6 PLAYERS)



THE PLAYER WHO LAST SAW A CAT STARTS THE GAME

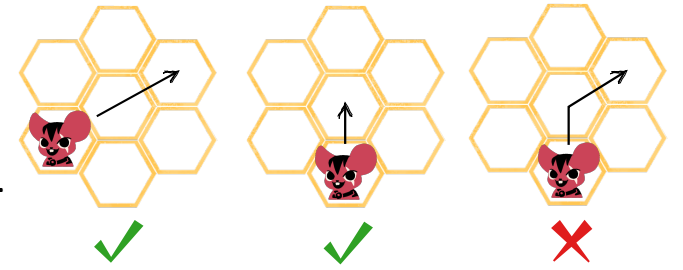
AT THE BEGINNING OF THE ROUND, THE STARTING PLAYER TAKES ALL THE IN-GAME DICE (CAT, MOVE AND POSSIBLY CHEESE - THOSE THAT ARE NOT ON THE BOARD) AND CASTS THEM

NEXT, THE PLAYER AND SUBSEQUENTLY OTHER PLAYERS TAKE TURNS BY PICKING ONE OF THE DICE AND PERFORMING THE ACTION CORRESPONDING TO ITS COLOUR AND NUMBER

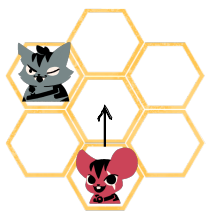
1) MOVE

THE PLAYER MAY TAKE UP TO X (THROW RESULT) STEPS IN A SINGLE DIRECTION, WITHOUT TURNING OR CHANGING IT

EXAMPLE: RED PLAYER CHOOSES A MOVE DIE WITH VALUE 2. HE/SHE MAY MOVE 1 OR 2 STEPS IN A STRAIGHT LINE



ENTERING THE HEX THAT IS IMMEDIATELY ADJACENT TO AN OPPONENT OR THE CAT COSTS ONE EXTRA STEP PER ADJACENT OBSTACLE



EXAMPLE 1: RED PLAYER CHOOSES A MOVE DIE WITH VALUE 3. HE/SHE MAY CAN ONLY MOVE 1 HEX IN THE CHOSEN DIRECTION BECAUSE OF THE CAT COSTING 2 STEPS FOR THE ADJACENT HEX



EXAMPLE 2: RED PLAYER CHOOSES A MOVE DIE WITH VALUE 2. HE/SHE MAY CANNOT MOVE INTO THE CENTRE HEX IN THE ILLUSTRATION BECAUSE THE CAT AND GREEN PLAYER WOULD COST 3 STEPS



AFTER USING THE MOVE DIE, THE PLAYER WILL REMOVE IT OFF THE BOARD AND ADD IT TO THE DICE POOL FOR THE NEXT ROUND



IF THE PLAYER FINISHES HIS/HER MOVE ON A HEX WITH A CHEESE DIE IN IT, HE/SHE WILL WIN A VICTORY POINT (MOVE CHEESE COUNTER ONE PLACE TO THE RIGHT)

SIMILARLY, THE PLAYER WILL THEN REMOVE THE CHEESE DIE OFF THE BOARD AND ADD IT TO THE DICE POOL FOR THE NEXT ROUND

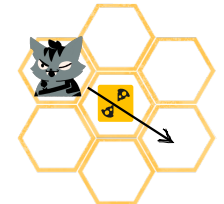
2) CAT

THE PLAYER MUST MOVE THE CAT IN A SINGLE DIRECTION BY EXACTLY THE NUMBER OF STEPS INDICATED ON THE DIE

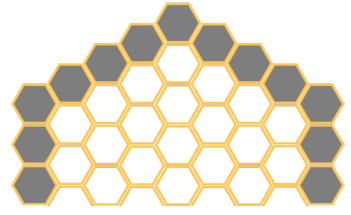
IF THE CAT WALKS THROUGH OR STOPS ON A HEX WITH A CHEESE DIE, THAT DIE IS REMOVED FROM THE BOARD AND ADDED TO THE DICE POOL FOR THE NEXT ROUND (NOBODY GETS ANY VICTORY POINTS)



EXAMPLE: PLAYER CHOOSES THE CAT DIE WITH VALUE 2. HE/SHE MOVES THE CAT MEEPLE 2 HEXES IN THE DIRECTION AS SHOWN. THERE IS A CHEESE DIE IN THE PATH SO THAT DIE IS REMOVED FROM THE BOARD AND ADDED TO THE DICE POOL. THE CAT DIE WILL ALSO BE ADDED TO THE DICE POOL FOR THE NEXT ROUND



THE CAT MAY STOP MOVEMENT EARLY DUE TO 2 REASONS:



CAT MEEPLE CANNOT ENTER GREY AREA (OUTERMOST HEXES) AS SHOWN ABOVE

1) IT AVOIDS WALLS AND WILL NOT MOVE INTO ANY OF THE OUTERMOST HEXES

2) IT HAS TO STOP MOVEMENT EARLY BECAUSE A HEX IT WANTS TO ENTER IS NEXT TO ONE OCCUPIED BY A MOUSE OR SEVERAL MICE

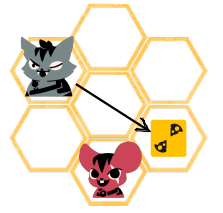
3) CHEESE

THE PLAYER TAKES THE CHEESE DIE AND PUTS IT ON THE BOARD EXACTLY X STEPS AWAY FROM THE CURRENT POSITION OF THE CAT



EXAMPLE: RED PLAYER CHOOSES THE CHEESE DIE WITH VALUE 2. HE/SHE PLACES THE CHEESE DIE EXACTLY 2 STEPS AWAY FROM THE CAT MEEPLE

NOTE: THE CHEESE DIE CANNOT BE PLACED OUTSIDE THE ARENA OR A NON-EMPTY HEX (OCCUPIED BY A MOUSE OR ANOTHER CHEESE DIE)



NOTES

WHEN SELECTING A DIE FROM THE DICE POOL, A PLAYER MAY NOT PICK A DIE THAT HE/SHE CANNOT USE TO MAKE A PERMITTED MOVE. THE PLAYER WILL BE FORCED TO SKIP A TURN BUT WILL STILL BE ALLOWED TO ATTEMPT THE NEXT TURN IN THE SAME ROUND IF ENOUGH DICE REMAIN

A PLAYER IS ALLOWED TO SKIP A TURN VOLUNTARILY AS WELL (AND IS ALLOWED TO PICK AGAIN ON THE NEXT TURN IF ANY DICE REMAIN). IF NONE OF THE PLAYERS CAN EXECUTE A PERMITTED MOVE WITH THE AVAILABLE DICE OR ALL PLAYERS HAVE CONSECUTIVELY PASSED, THE PLAYER SITTING NEXT TO THE ONE WHO MADE THE ACTUAL LAST MOVE STARTS THE NEXT ROUND

THE PLAYER TO FIRST REACH 7 VICTORY POINTS WINS THE GAME!