



Quick Game Guide

Components

IN THE BOX	
Board	1
Player Tokens	4
Dice	2
Event Cards	20
Chaos Cards	16
Shadow Tokens (Cat Overlays)	8
Trash Lid Shields	4
Cheese Tokens	17
Empty Space Placeholders	2

Setup

A board race for 2–4 players, played with a single die. Roll to move, resolve the effect of the space you land on, and draw an Event Card where marked. First to collect 5 cheese pieces wins.

- 1 Lay out the board. It comes pre-printed — Start, the Street, the Pipes/Restaurant fork, and the Kitchen are already laid out. Nothing to arrange.
- 2 Each player places their token on the Start space. Everyone starts at the same position.
- 3 Shuffle the Event Card deck and place it face-down on its marked spot on the board. Playing Chaos Mode? Shuffle the Chaos Cards and place that deck on its own marked spot too.
- 4 Determine turn order. Each player rolls one die. Highest goes first, lowest goes last. Re-roll ties. This order is fixed for the whole game.
- 5 Win. Reach the Cheese Space to bank a piece and loop back to Start for another lap. First mouse to collect 5 cheese pieces wins.

Street (Pipes or Restaurant) **Kitchen** — a 38-space board, one simple pick near the start, then straight ahead.

Board & Rules

BOARD	
Total Spaces	38
Start	Space 1
Trash Can	Space 3 — gain Shield
Mousetrap	spaces 5, 26
Shadow	spaces 7, 24
Branch Point	Space 12
Greasy Floor	Space 15 — back 3
Vent Shaft	Space 17
Manholes	10, 20, 36
Slippery Pipe	Space 19 — back 2
Fallen Grapes	Space 31 — fwd 2
Cheese Space	Space 38 (no exact roll)

KEY RULES	
Players	2–4
Turn order	Highest roll first, fixed for the game
Win condition	Collect 5 cheese pieces
Exact roll needed?	No
Mousetrap penalty	Back to Start
Shadow penalty	Roll dice to escape
Shadow Nap duration	Until all players take 1 more turn
Cat Relocation	Drag Shadow to an empty space, resets each round
Shield blocks	Mousetrap, Shadow, Cat Footprints, Narrow Street, or an Event Card draw

The Card Decks

EVENT CARDS	
Caught & Swept Away	Trash Can
Everyone Run!	All Gathering Point
Sudden Swap	Swap nearest ± 6
Cheese Power!	Roll +3 forward
Sudden Noise!	All back 1
Show Time!	Space 22
Time Shift!	Kitchen Manhole 3
Spotted!	Skip next turn
Dizzy!	Roll, go back
Shadow Panic	1–3: back 2 / 4–6: fwd 2
Hard Lesson	+1 Trap XP
Head Bump	–1 Trap XP
Found Scrap	Gain Shield
Shadow Nap	Shadow sleeps (all take 1 turn)
Hidden Tunnel	nearest Manhole

CHAOS CARDS	
Greasy Floor	+1 fwd after every move
Double Dice	Move total of 2 dice
Second Chance	Reroll once per turn
Mehter March	–1 back after every move
Turnabout	Reverse turn order
Bad Luck	Roll 6 = move only 1
Shield Failure	Shields unusable
Manhole Disaster	Exits rotate (13, 21, 32)
No Breaks	+1 fwd if you'd land on empty

Mechanics

Mouse Scuffle — A head-to-head duel — if two mice land on the same space, they fight! One of the two gets bumped back 2 spaces, decided at random (flip a coin or roll odd/even in physical play).

Manhole Transport — Manholes are a fast-travel system — enter one and exit from another. In most cases you come out the other end, but Chaos effects or card events may change which manhole you exit from.

Cat Relocation — Right after you run into one of Shadow's two cats, you may drag that cat to any empty space instead of leaving it in place — setting an ambush for the next mouse. Each cat can be relocated once per round (up to two total), resetting to his two default spaces at the end of the round.

Trash Can Shield — A lucky find — land on the Trash Can and discover a shield. It protects you from most negative effects for the rest of the round. Some card events (like a sweep) can still remove it.

Veteran Mouse — Earned through survival — land on the Mouse Trap space three times and your mouse earns Veteran status. Veterans are immune to the Mouse Trap.

This guide covers the essentials. For every space-by-space explanation, full card list, and edge-case ruling, see the complete online Game Guide.

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