

# CHEESE RESCUE

 **Age:** 7-99

 **Number of players:** 2-4

 **Includes:** 36 cards: (cat, dog or mouse) + 4 sets of 6 “cheese” cards + 1 “start” card.



 **Aim of the game:** To keep as many of the cheeses as possible, bearing in mind that the dogs scare the cats, the cats hunt the mice and the mice eat the cheese.

 **Game preparation:** Separate the “cheese” cards from the other cards. Deal a set of 6 “cheese” cards of the same shape to each player. The remaining “cheese” cards are put back in the box.

Remove cards according to the number of players:

- 2 players: remove 3 dogs, 6 cats and 9 mice;
- 3 players: remove 2 dogs, 3 cats and 4 mice;
- 4 players: don't remove any cards.

The remaining cards are shuffled and placed in a pile, face down. In a game with 2 or 4 players, the “start” card is placed in the centre of the table. In a game with 3 players, this card is put away in the box.

Before beginning, the players take their “cheese” cards in hand and draw 2 cards from the pile.

**Playing the game:** The players play one after the other, clockwise. The oldest player begins.

On their turn, players place one of their cards in the centre of the table, observing the following rules:

- The card laid down must be adjacent to (one side touching) a card already laid down.
- The card laid down must remain within the gaming area.

The gaming area is comprised as follows:

- 2 players: a square of 5 cards by 5;
- 3 players: a square of 6 cards by 6;
- 4 players: a square of 7 cards by 7.

**NB.** In a game with 2 or 4 players, the first card laid down must be adjacent to the “start” card. In a game with 3 players, the first card is placed anywhere on the table.

Players then add to their hands by drawing the first card from the pile. When there are no more cards in the pile, no more cards can be drawn.

**End of the game:** The game ends when the gaming area is full. The players have all laid down 12 cards.

The cards the players still have in their hands are set aside.

Before adding up the points, the following are removed from the gaming area (in this order):

1. All of the “cat” cards adjacent to “dog” cards;
2. All of the “mouse” cards adjacent to “cat” cards;
3. All of the “cheese” cards adjacent to “mouse” cards.

The players add up the points shown on their “cheese” cards remaining in the gaming area.

The winner is the player who has the most points. In the case of a tie, the winner is the player with the most “cheese” cards in the gaming area. If the points are still tied, the game is declared a draw.

*A game by Éric Plotton and David Paput.*

**DJECO**