

MAUS GEFLIPPT

BY CHISLAINE VAN DEN BULK



A speedy mouse hunt for 2 to 6 „cat’s paws“ with fast reactions, 6 years and up

The mouse goes out. *In this season, fashionable mice wear the latest collection from Carl Catscoat, together with a handbag from Cootschi with an integrated cat-protector in the form of a cheese. Because of this, it is getting more and more difficult for tomcat Kilian and his pals to catch mice. But now, the cats came up with an idea: they “show” the mice that they have identical pieces of clothing. Shocked that these felines don’t wear designer pieces, the stunned mice can be caught. And zap—the paw strikes again...*

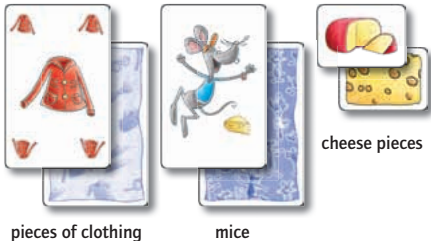
What is the game about?

Players try to grab mice. If you have a piece of clothing on hand that matches the shape and color of a piece of clothing of the mouse revealed, you whack the mouse with it as quick as a flash. If you don’t have a matching piece of clothing on hand, you shout “Mouse Attack!” and strike with your entire collection. That is because wacky rodents are stylish and can be caught with only new clothes.

But watch out! The mice carry a cheese with them that protects them from cat’s paws. If you can’t keep your hands off the protected mice, you’ll only wind up with dirty laundry instead of tasty rodents...

Game materials

- 58 pieces of clothing (13 different kinds in 2 colors)
- 32 mice
- 9 pieces of cheese



Setup

- Shuffle the **pieces of clothing**. Each player gets **7 of them for his hand**. Put the remaining pieces of clothing aside as a face-down draw pile.
- Shuffle the **mouse cards** also and place them in a pile face down in the middle of the table.
- Shuffle the **9 cheese pieces** and put them face down in a pile next to the mouse cards. Then flip over the top cheese piece.



How the game plays

The player who has the cleanest "paws" starts and reveals the top mouse in such a way that all players can see it **at the same time**. Now quick perception and the correct reaction are needed to catch the mouse.

To do so, there are two possibilities:

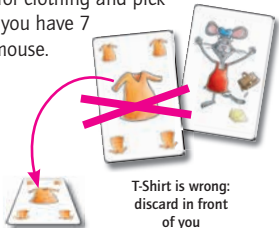
1) With an identical piece of clothing

You pick a piece of clothing from your hand that matches the color and shape of a piece of clothing of the mouse uncovered, and, quick as a flash, whack the mouse with this card.



If you were faster than the other players, you take the mouse and put it down in front of you. It will score 1 point for you. You place the played piece of clothing face up on the discard pile for clothing and pick another piece of clothing from the draw pile so that you have 7 cards in your hand again. Then you reveal the next mouse.

But if the mouse involved does **not** wear the piece of clothing you played, you put the **piece of clothing face up** in front of you as "dirty laundry" (minus point). The mouse has not been caught; it is put on the bottom of the mouse card pile. Then you draw another piece of clothing.



If the draw pile with pieces of clothing has been used up, shuffle the clothing discard pile and use it as the new draw pile.

Since players whack the mouse with card **and** hand, you can almost always make out who was the fastest. If, however, it remains unclear who was faster (and if the respective players have played "correct" cards), one player gets the uncovered mouse and the other one gets 1 mouse from the face-down draw pile as a point. Players who were not the fastest get nothing and take the card they played back into their hand.

2) With a new collection

If you don't have any of the pieces of clothing in your hand that the mouse is wearing, you may catch it anyway: take all hand cards together and whack the mouse with them, shouting

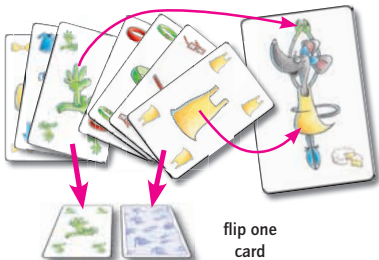
"Mouse Attack!"



"Mouse Attack!"

If you were faster than the other players and your cards show only clothing that the mouse is not wearing, you caught the mouse. Put it down face up in front of you. Take your cards back in your hand. Then reveal the next mouse.

However, if you have pieces of mouse clothing (that are identical in color) in your hand cards, you place this "dirty laundry" in front of you as minus points, putting **one** of these pieces **face down**, the others **face up**. The mouse has not been caught and is put at the bottom of the mouse card pile.



flip one
card

Dirty laundry lying in front of you face down indicates that you have incorrectly shouted „Mouse Attack!“ If you have **3 pieces of clothing** lying in front of you face down, **you may not shout "Mouse Attack!" any more for the rest of the game;** that means you may not try to catch mice any more with a new collection.

Finally, you draw as many pieces of clothing as required to get to 7 hand cards again.

Cheese as protection against cat's paws

If a mouse is revealed whose cheese matches the piece of cheese showing on the cheese pile, then you should keep your hands off this mouse since it is **protected**.



If, in spite of this, you whack the protected mouse with any piece of clothing, you burn your "paws" and, as a penalty, get the card with the piece of cheese instead of the mouse. **Each piece of cheese scores 2 minus points.**

If you even tried to catch the protected mouse by shouting "Mouse Attack!", your hand of cards is examined as well. If, among your cards, there are also clothes that the mouse is wearing, you get these clothes in addition as dirty laundry.

The mouse is put at the bottom of the mouse pile, and a new cheese is flipped over. Then you bring your hand up to 7 pieces of clothing.

If nobody wants to "touch" the mouse because all have realized that this mouse is protected, it is put underneath the mouse pile. The piece of cheese remains lying there.

The player who gets the mouse, dirty laundry or a piece of cheese always uncovers the next mouse.

Ending and winning the game

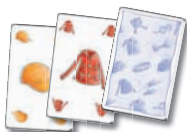
The game ends after the last mouse has been caught or the last cheese has been given out. All players now count up their points:

- Each mouse scores 1 point
- Each "dirty" piece of clothing scores 1 minus point (no matter if face down or face up).
- Each piece of cheese scores 2 minus points

Example:



caught mice:
10 points



"dirty"
pieces of clothing:
-3 points



cheese piece:
-2 points

TOTAL:
5 points

Whoever has the most points wins the game.



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