



# the Great Escape



13 min



Solo Mode

**Beta Test**


Components: 36 Cards

## Goal

The Clocktower is about to explode!  
Save the Cheese and make your  
Great Escape!

Version 1.0

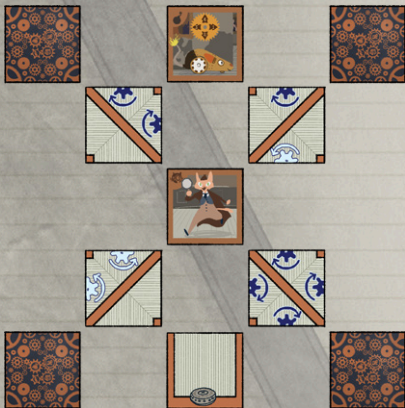
## Setup no. 1: Diagonal Dash

Difficulty: 



Conveyor Belt

Maze Deck



Starting Maze

See pages 14-15 for alternate setups and difficulties.

## Great Escape Setup

1. Flip the Mouse to the Mechanical Mouse. Flip the Cheese to the Exit. Set the Cucumber aside. Place the Cat, Mechanical Mouse and the Exit and four diagonal Maze Cards oriented as shown.
2. Shuffle the Secret Agendas and deal them facedown in the farthest corners of the Maze as shown.
3. Shuffle the Maze Cards. Deal four Maze Cards off to the side, faceup in a row to start the Conveyor Belt.
4. Take the Cucumber and three Maze Cards. Shuffle them together and place them facedown at the end of the Conveyor Belt to start the Maze Deck.
5. Place the remaining Maze Cards facedown on top of the Maze Deck.



### Spoiler Alert!

The Great Escape is as much a puzzle as it is a solo game. Figure out how to build a better mouse trap but don't spoil it for others!

## Play

Each player's turn has five parts: Place, Rotate, Move, Bomb & End Turn.

- 1. Place** - Pick a Maze Card from the Conveyor Belt and add it to the Maze.
- 2. Rotate** - If there are Cogs on the card you played, rotate the neighboring Maze Cards or the Mechanical Mouse adjacent to those Cogs.
- 3. Move** - If you Placed your card next to the Cat, move it through your placed card.
- 4. Bomb** - Move the Mechanical Mouse based on the number of Cogs on the Maze Card you just played.
- 5. End Turn** - Add a Maze Card to the Conveyor Belt from the Maze Deck and check for surprises.



## Winning

The two conditions for victory must be met in order:

1. First, you must find and collect the Cheese's Secret Agenda Card by having the Cat Character Card stop on top of it.
2. Second, you must Move the Cat Character Card on top of the Exit Card.

## Losing

You lose if:

1. The Mechanical Mouse starts and ends in the same location during Bomb. The Mechanical Mouse explodes!
2. The Cat and Mechanical Mouse collide (pass over each other or end in the same space) during Move or Bomb. The Mechanical Mouse explodes!
3. The Cucumber Character Card is added to the Conveyor Belt and you have not exited the Maze. The Mechanical Mouse explodes!



## 1. Place

Pick a Maze Card from the Conveyor Belt and place it orthogonally adjacent to any card. The Maze may never be larger than 5 x 5. You may not add a Maze Card to exceed that size.

Alternately, you may place a Maze Card on top of another card with matching walls. Cogs do not need to match. You must orient the new Maze Card in the same direction as the Maze Card beneath it.

Additionally, **you may not stack more than once** on any single Maze Card.

## 2. Rotate

For each Cog on the Maze Card you just placed, rotate its adjacent neighbors, if any, in the direction shown 90 degrees.



A light blue Cog rotates the adjacent card 90° counterclockwise.

A dark blue Cog rotates the adjacent card 90° clockwise.

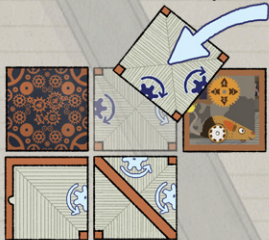


If there isn't a Cog on that side of the Maze Card you just played, do not rotate that corresponding neighbor.

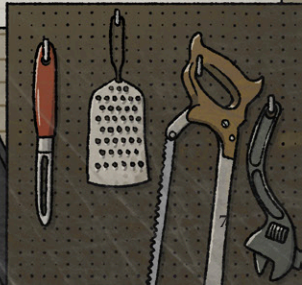
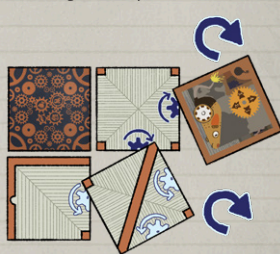
The Mechanical Mouse and the Exit must be rotated like a Maze Card.

## Place & Rotate Example

1. Logan places a Maze Card on top of a matching Maze Card with the walls oriented the same way.



2. Logan must rotate two of the neighboring cards as indicated by the Cogs on the placed card.



### 3. Move

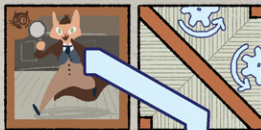
If the Cat is adjacent to the Maze Card you just played, **they must Move through that Maze Card if possible.**

When moving through the Maze, the Cat may move as far as you like along any number of contiguous corridors, as long as they start moving through the card you just placed, and as long as there is a legal destination.

A **legal destination** is any empty space in the 5 x 5 grid, one of the Secret Agendas, or one that ends the game immediately.

If the Cat and Mechanical Mouse ever collide (pass over each other or end in the same space) during move, the game ends immediately (see Losing, page 5).

### Move Example



Logan places a card next to the Cat.



The Cat must move through the placed Maze Card if able.



#### 4. Bomb

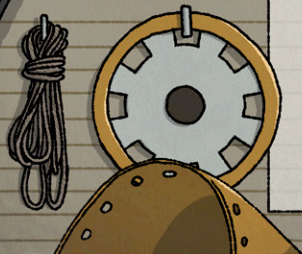
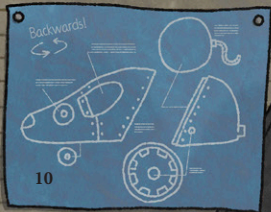
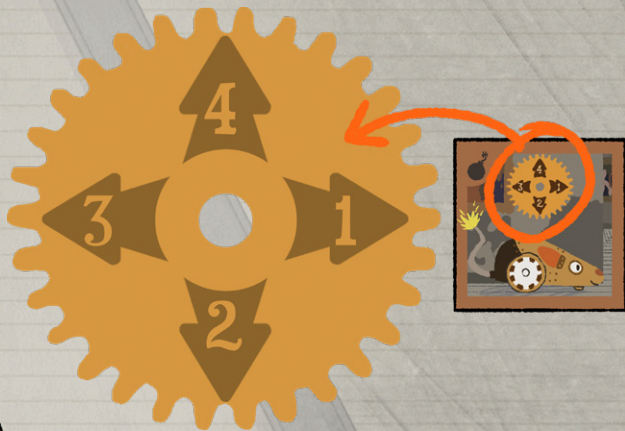
Count the number of Cogs on the Maze Card you just played. Move the Mechanical Mouse one space orthogonally in the direction printed on the Mouse's Gear equal to that number.

If the Mechanical Mouse moves onto a Maze Card, they may move as far as you like along any number of contiguous corridors, as long as there is a legal destination (see page 8). If there is no legal destination, the Mechanical Mouse does not move and it explodes!

The Mechanical Mouse is able to move and stop on top of a Secret Agenda. It may not move outside of the 5 x 5 grid or land on the Exit.

**Reminder:** When building a better mouse trap, remember if the Mechanical Mouse begins and ends in the same space, it explodes! The Mechanical Mouse must change locations during Bomb.

## The Mechanical Mouse's Gear







#### 4. End Turn

End your turn by adding a card faceup to the Conveyor Belt from the Maze Deck.

If you add the Cucumber Character Card to the Conveyor Belt, the game ends immediately (See Losing, page 5).

If the Cat ended on a Secret Agenda during this turn, reveal it, do the following, and remove it from the Maze.



In The Great Escape, the Secret Agendas have their own special abilities. Ignore any text or iconography printed on them: these are for the Multiplayer game and the Who Done It? solo mode.

## Secret Agendas: What do they do?



Immediately move the Mechanical Mouse one space orthogonally in any direction you choose.



Immediately move the Mechanical Mouse one space orthogonally towards the number of Cogs on the Maze card you placed this turn. If the Mechanical Mouse cannot move, it explodes!



Peek at one Secret Agenda in the Maze. Do not activate its ability.




You've found the Cheese! Get the Cat to the Exit to win!



## Alternate Setups:

### Setup no. 2: Lucky Leftovers

Difficulty:  ?



In Lucky Leftovers, deal four random cards from the Maze Deck in the ? spaces faceup.

### Setup no. 3: Careful Corners


Difficulty: 



### Setup no. 4: Horrible Hallways

Difficulty: 



Make each Setup +  more difficult by reducing the number of Maze Cards on the Conveyor Belt to three.



## More ways to play!

### Multiplayer Mode

Complete your Secret Agenda by building a Mechanical Maze and moving the Cat & Mouse trapped inside.

### Who Done It? Solo Mode

Build the Maze. Narrow down your list of Suspects. Avoid conflict and don't get trapped.

## Play on Sovranti

Multiplayer Mouse Cheese Cat Cucumber is free to play on Sovranti during the Kickstarter. Bring some friends and play with rules enforcement.



Game Design by Seppy Yoon & Patrick Yang  
Game Development by Peter Yang  
Art & Graphic Design by Mark Eberhardt  
Special Contribution by Bob, Logan, Andrew, Jeff,  
Edward, Stacey, Graham, David, Jason, Cricket and  
Wendy - Queen of the Universe

## Need Help?



Play with one Agenda faceup at the start of the game. Do not activate its ability.

### Hint:

The Great Escape is as much a puzzle as it is a solo game. Figure out how to **build a better mouse trap** but don't spoil it for others!

## Need Human Help?

This Solo Mode is hard and still in Beta testing!  
Join us on Discord to ask questions and enlist the help of other detectives!

<https://discord.gg/xW7Qybphbd>

Or email us directly at [info@fightinabox.com](mailto:info@fightinabox.com)

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