

M. Chanicle-Corners-C

Master-Sleuth Does it



In a triumph for the history books, master-sleuth, known only as The Cat (see what M.C. Chanicle-Corners police have been trying to do for years) locate this missing masterpiece by famous British artist Edward Endive.

Chief Inspector Griffin had no comment on The Cat's latest achievement.

The National Gallery is pleased to have this precious masterpiece by renowned artist, Edward Endive, back in the

The who

Endive that

Victor

Who Cat? who

ping The



Look on the Loam 1110

All I heard when you were in the office was that you were a real cat. I'm really sorry.
- Longfellow



13 min



Solo Mode
Beta Test

Components: 36 Cards



Mouse

Cheese



Cat

Cucumber



Goal

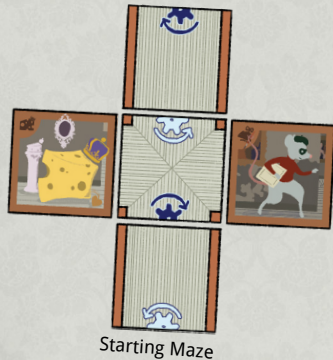
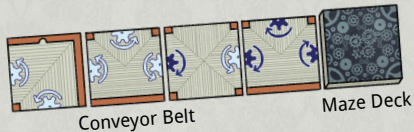
Who did it?
Build the Maze. Narrow down your list of Suspects. Avoid conflict and don't get trapped.

Who Done It?



Setup no. 1: Cat's Crossing

Difficulty: Hard



When you're finished, your Maze Deck should have the Cucumber somewhere towards the bottom, the Cat somewhere in the middle, Agenda Cards evenly spaced throughout with one at the bottom, and four faceup Conveyor Belt cards in a row next to it.

See pages 24-25 for alternate setups and difficulties.

Who Done It Setup

1. Set the Cat & Cucumber aside. In the center of the table, place the Cheese, the Mouse, and three appropriate Maze Cards oriented as shown.
2. Shuffle the Maze Cards. Deal four Maze Cards off to the side, faceup in a row to start the Conveyor Belt.
3. Shuffle the remaining Maze Cards and deal them out into 4 facedown stacks in a row. The first stack should have 6 Maze Cards. The next three stacks should have 5 cards each.
4. In the second stack, shuffle the Cat Character Card.
5. Take the top two Maze Cards of the fourth stack and set them aside. Shuffle the Cucumber Character Card into the remainder. Place the set aside Maze Cards back on top.
6. Shuffle the Agenda Cards. Without looking, place one facedown at the bottom of each stack.
7. Place the first stack on top of the second stack. Place that combined stack on top of the third stack. Place that stack on top of the fourth stack. That completes the Maze Deck. Place the Maze Deck at the end of the Conveyor Belt.

Play

Each player's turn has four parts: Place, Rotate, Move, End Turn.

1. Place - Pick a Maze Card from the Conveyor Belt and add it to the Maze next to the Active Character. (see below)

2. Rotate - If there are Cogs on the card you played, rotate the neighboring Maze Cards adjacent to those Cogs.

3. Move - Move the Mouse or Cat through your placed card. The Royal Cheese may not be bothered to Move.

4. End Turn - Add a Maze Card to the Conveyor Belt from the Maze Deck and check for surprises.

Active Characters:

At the beginning of the game, the Mouse is the Active Character. Place Maze Cards next to the Mouse.

After the Cat has been revealed, he becomes the Active Character. Place Maze Cards next to the Cat instead.

Winning

There are two conditions for victory that must be met:

1. The Cucumber Character Card shows up on the Conveyor Belt.
2. The win condition of the Agenda Card at the bottom of the Maze Deck is satisfied. (see pages 16-19)

Losing

You lose during Play if:

1. You are unable to Place a Maze Card next to the Active Character.
2. After Move, the Active Character ends in the location they started.
3. The Mouse moves over the Cheese.
4. The Cat moves over the Mouse.

You lose during the End Game if:

The win condition of the Agenda Card at the bottom of the Maze Deck is not satisfied.

1. Place

Pick a Maze Card from the Conveyor Belt and place it orthogonally adjacent to the Active Character. 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.

When you place a Maze Card on top of another card, it must still be next to the Active Character. 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.

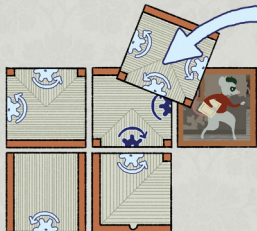
A dark blue Cog rotates the adjacent card 90° clockwise.



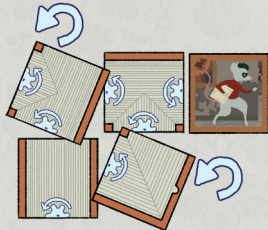
If there isn't a Cog on that side of the Maze Card you just played, do not rotate that corresponding neighbor.

Place & Rotate Example

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



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



3. Move

If the Cat or Mouse are adjacent to the Maze Card you just played, **they must Move through that Maze Card if possible.** Reminder: The Active Character must Move on every turn or you lose!

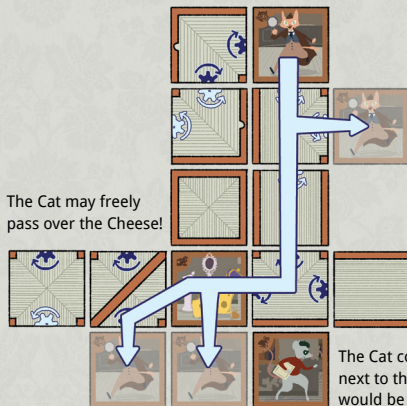
When moving through the Maze, the Cat or Mouse may move as far as you like along any number of contiguous corridors, as long as they start moving through the card you just placed, and as long as there is a legal destination.

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

If the Mouse ever passes over the Cheese or if the Cat ever passes over the Mouse, the game ends immediately (see Losing, page 5).

If you place a card that causes both the Cat and Mouse to Move at the same time and they pass over each other, the game ends immediately.

Move Example



4. End Turn

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

If you add the Cat:

If you add the Cat Character Card, place the Cat in the closest empty space counted orthogonally from the Cheese and then add a replacement Maze Card to the Conveyor Belt. If there's a tie for closest empty space, you choose which of those empty spaces.

If you add the Cucumber:

If you add the Cucumber Character Card to the Conveyor Belt, the Endgame begins immediately.

Secret Agendas:

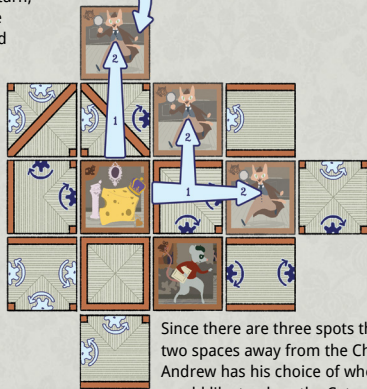
During the End Turn, if a Secret Agenda is revealed, set that Secret Agenda aside and refill the Conveyor Belt as normal.

You must use that Secret Agenda's Special Ability at the start of the next turn. (See Special Abilities, page 14)

Cat Placement Example



At the end of his turn, Andrew refills the Conveyor Belt and reveals the Cat.



Andrew has to place the Cat in an empty space as close to the Cheese as possible.

Since there are three spots that are two spaces away from the Cheese, Andrew has his choice of where he would like to place the Cat.

Play Ends

Play ends in a loss if:

1. You are unable to Place a Maze Card next to the Active Character.
2. After Move, the Active Character ends in the location they started.
3. The Mouse moves over the Cheese.
4. The Cat moves over the Mouse.

If the Cucumber Character Card shows up on the Conveyor Belt, move to the Endgame. Check to see if you win!

Who Done It? The Mystery in the Maze

Narrowing down suspects. Flip and reveal.

Each Secret Agenda has a different win condition:



Get the Cheese without getting caught by the Cat.



Get the Mouse without the Mouse getting the Cheese.



Have everyone get along. You are neutral. You are Swiss. (Keep everyone apart.)



Be pure evil. Trap everyone together.

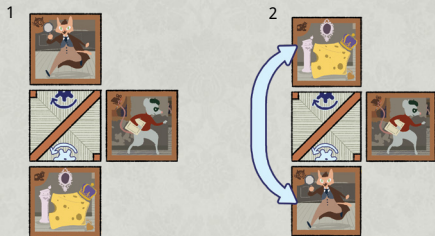
Special Abilities

If a Secret Agenda is revealed, you must use that Secret Agenda's Special Ability at the start of the next turn, if possible.

Mouse: This turn, the Mouse may pass through any or all walls touching a Mouse Hole on either side.



Cat: Immediately swap the Cheese and Cat's location.



Cheese: Immediately rotate any one Maze Card in any direction as far as you want.



Cucumber: Immediately take a Maze Card from the Conveyor Belt and place it on top of another card, ignoring the normal restrictions - any card can go on top of any other Maze Card facing any direction. You do not have to place this card next to the Active Character.

After this special placement, Rotate, Move, and replace the card on the Conveyor Belt.



The Endgame - Tracing Paths to Win

The Cucumber triggers the Endgame when he is added to the Conveyor Belt.

Each Secret Agenda requires different characters to be able to trace, or not trace, Paths to each other.

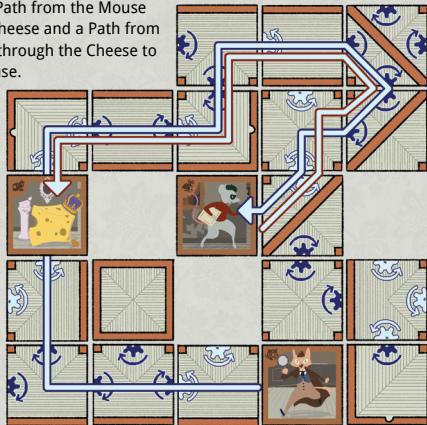
A Path is a set of Maze Cards that is uninterrupted by walls.

When tracing Paths, the Mouse, the Cheese, & the Cat do not interrupt Paths.

To win, trace, or do not trace, the Paths required by the Secret Agenda at the bottom of the Maze Deck.

Tracing Paths Example

Andrew, in the Endgame, can trace a Path from the Mouse to the Cheese and a Path from the Cat through the Cheese to the Mouse.



If the Cucumber is the Secret Agenda at the bottom of the Maze Deck, Andrew wins!
If it is any other Secret Agenda, Andrew loses.
Poor Andrew.

The Mouse did it!

You win if both:

- The Mouse has a Path to the Cheese.
- The Cat does not have a Path to the Mouse.



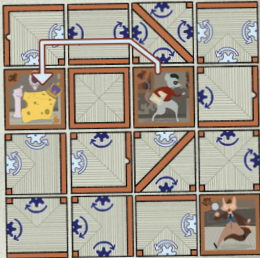
The Cat did it!

You win if both:

- The Cat has a Path to the Mouse.
- The Mouse does not have a Path to the Cheese.



If the Mouse is the final Agenda and you can trace a Path from the Mouse to the Cheese, while the Cat is trapped in the corner, you win!



If the Cat is the final Agenda and you can trace a Path from the Cat to the Mouse and the Mouse can't get to the Cheese, you win!



The Cheese did it!

You win if **both**:

- The Mouse does not have a Path to the Cheese.
- The Cat does not have a Path to the Mouse.



The Cucumber did it!

You win if **both**:

- The Mouse has a Path to the Cheese.
- The Cat has a Path to the Mouse.



Since the Cat & Mouse are separated, and the Cheese is safe from the Mouse, if the Cheese is the final Agenda, you win!



Though the Mouse can get to the Cheese, the Cat can get to the Mouse through the Cheese. If the Cucumber is the final Agenda, you win!



The Adventures of Kaiser Cucumber

Did you know there was a prequel to Mouse Cheese Cat Cucumber? Explore the world of McChanicle Corners even further with The Adventures of Kaiser Cucumber comic strip at fightinabox.com/cucumber.

Fight in a Box wants to thank everyone who got stuck inside the mind of Kaiser Cucumber with us.



Puzzle Mode



All 28 Maze Cards can be assembled like a puzzle. Try to put it together and discover the hidden mysteries and motives in Mouse Cheese Cat Cucumber.



Clue: The Maze is 4 x 7 Maze Cards.

Clue: The Kaiser's workspaces are hidden.

Clue: All Characters' paths are complete but the Mouse starts inside the Maze.

Clue: Plants mark the exits from the Maze that the Cat is able to use.

Clue: There are exposed gears in only one place inside the Maze. Follow the yarn.

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

Alternate Setups:

Setup no. 2: Mouse's Mirror

Difficulty: Medium



Setup no. 3: Cheese's Cottage

Difficulty: Hard



Setup no. 4: Cucumber's Cradle

Difficulty: Medium



Need Help?

Easier Mode:

- Before Setup, remove the Mouse's Studio (the Maze Card with four Mouse Holes).
- Both Cat and Mouse can be the Active Character at any point in the game.
- Set Secret Agenda Cards aside. Special Abilities can be used (once per game) any time after they have been revealed. (See Special Abilities, page 14)



More ways to play!

Multiplayer Mode

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

The Great Escape solo mode

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

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/bCumjxg>

Or email us directly at info@fightinabox.com

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.