

Mouse Lord

Game Setup

Unfold and set up the board and place the Chance cards on the board in its specified place.

Place the Food bag at the top of the fridge, pulling out 3 pieces to start.

Everyone choose their starting team (color). Place all teams in their specified starting points, with a max of 3 mice per team at the start (Leader and 2 minions).

Game pieces

- Game board
- 4 Leader mouse and 16 minion pieces (color coded – Red, Orange, Green, Blue)
- Variety of food token(s) representing their own point values
 1. 3 Cheese – 3 Points
 2. 4 Vegetable's – 2 Points
 3. 5 Fruits – 1 point each
- 21 “Choice” cards per team (color coded – Red, Orange, Green, Blue)
- 40 Tiles representing trap pieces(10 per person) (color coded – Red, Orange, Green, Blue)
- 15 Community Cards- Placed on assigned areas on the board.

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Playing the game

The Object of the game is to get your group and Mouse Leader to the fridge and back to your nest collecting as much food as possible to become "Mouse Lord".

Victory is attained by a player reaching 10 points or all food is taken from the fridge and the person with the most points wins.

Starting the game, shuffle your deck and traps (keeping the traps facedown). You do not control the effect of the trap used, when using a trap card, pull it from the pile and you may check it then place it face down on the board.

-Draw 3 Cards at the beginning of the game. Arrays of choices are given to a player for each of their turns.

-Lay a trap from your hand, by using a card. (Laying a trap, depending on size takes up your movement spaces. Ex- If you lay a "Mouse House" which takes up 3 spaces you can only move 1 space after. Trap effects are random depending on what you pull. ** Fatal traps are fewer in comparison to stuns. **

-Draw a card at the end of your turn. (Max of 3 cards allowed in your hand or re shuffle your deck and hand and draw a new hand by skipping your turn)

*You can use multiple cards in your turn to combine effects and utilize all your choices and strategies.

Each player has 4 movement spaces to share between their leader mouse and minions, allowing you to split up your team and scout with your minions.

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Chance points are accessible to every player but cannot be activated by a player back to back. Each player must wait two turns before using the chance point again.

If a Food piece is taken, replace it and add as many as needed on the board until 3 are on the board in the fridge.

Deck Descriptions

5 Spring Traps - Trap that takes up one space on the board face down and must be placed within a space of one of your mice.

Chance effect is –

Spring - If trap is triggered, player loses a mouse caught within the trap.

OR

Stun - If trap is triggered, a mouse loses its next turn.

2 Mouse House's –Trap that takes up 3 spaces, face down and must be placed within a space of one of your mice.

Chance effect is –

Lock Down –Kills any and all minion's caught within the trap.* If leader is caught, reset its position to their respective nest dropping food if holding any*

OR

Stun – Any and all mice caught within the trap loses its next 1 turn.

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Deck Descriptions continued...

3 Stick Pads - Trap that takes up 2 spaces, face down and must be placed within a space of one of your mice. **Chance effects** –

Sticky – Captures and kills any 2 mice caught within the trap.*If leader is caught, resets its position to their respective nest*

OR

Stun – Captures up to 2 mice caught within the trap, and they lose their next 2 turns.

3 Sabotage cards – Levels

Level 1 - Scout a trap that is face down on the board without triggering its effect. (Must be within a space of Trap you'd like to scout.

Level 2 - Pass trap safely (can also protect you from enemy sabotage when passing over own trap)

Level 3 - Change ownership of trap - Converts enemy trap to your own.

Level 3 (alt) move a trap you own to another adjacent space (as long as nothing else is in that space)

Sabotage cards can be played on any person's turn enabling to catch players crossing over their own trap

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Deck Descriptions continued...

5 Movement cards – Choice

Level 1 (Invigorate) Move 1 space between any mice on your team.

Level 2 (Intimidate) Move an enemy mouse of your choice back one spot in any direction.*Also requires you to have more mice than the opponent.*

Level 3 (War Squeak) A shout that move all mice within 1 space around you back 1 spot.

All abilities require mice similar to level to use

3 Gambit cards - Choice

Steal a piece of food from an enemy adjacent to you (Must have at least 1 mouse more than opponent and have enough mice to carry stolen food piece. ** If opponent is stunned in a trap, having more mice than opponent is not required.)

OR

Discard this card and add 1 minion to your team. (Cannot exceed 3 mice if used)

****All Level abilities require same amount of mice corresponding to the ability to use. Ex- A level 2 ability requires you to have at least 2 mice in your group, etc, etc.****

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Chance Card Descriptions

2 Cat Cards – Instantly kill any and all mice that activated the chance point and any around it within 1 space.

1 Human Card – Scatter! All mice in play are returned to their nests, dropping any food they are carrying, leaving it available to everyone again.

5 Recruit Card – Instantly adds 1 minion to your team. (Max is 5)

4 Olives – Adds 1 point to your victory point.

3 Jelly bombs – Card that can be saved and used at a later time. Toss a jelly bomb at an enemy that is within 2 spaces of you and forcing the opponent to lose his/her next turn.

****All Level abilities require same amount of mice corresponding to the ability to use. Ex- A level 2 ability requires you to have at least 2 mice in your group****

Mouse Lord
Is brought to you by:



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