

# Mousewarming PARTY



OPEN



GAME RULES



## COMPONENTS



1 game board



1 food die

8 burrows

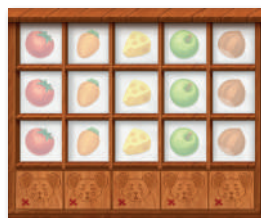
(3 kitchens and 5 guest tiles)



1 pizzeria



1 dinner table



1 raccoon pantry



30 common food tokens  
(double-sided)



10 raccoon food tokens  
back face



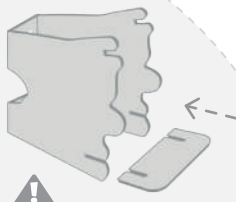
1 raccoon figurine



6 mice figurines



⚠ Before your first game assemble the three parts of the figurine.



⚠ Before your first game assemble the figurines with special connectors.



2 double-sided  
food trays

A mouse family has moved to a new town. The mice are still getting used to their new home, but they have already invited all the neighbors to a housewarming party. What should they eat? Luckily, there is a pizzeria right above the mouse house, where tasty morsels fall off the tables every now and then. But be careful — a pet raccoon zipping on a scooter around the pizzeria tends to drag all the food it can get its paws on into its pantry. So, keep your eyes open!

## GOAL OF THE GAME

Stock up on enough treats to feed all the guests before the raccoon fills its pantry, so that no one leaves the mousewarming party hungry!

## SETUP

- 1 Place the **game board** in the center of the table.
- 2 Place the **pizzeria** in the center of the board with the **food die** close by.
- 3 Take all **3 kitchens** and **3 random guest tiles** (*do not look at the face side!*), shuffle them with the door side up and place them randomly around the board as shown on the image. (The resulting round spaces on the board are considered regular board spaces the mice may pass and stop on.)
- 4 Shuffle the **raccoon food tokens** face down, divide them into 2 piles of 5 tokens each and place each one on one of the raccoon feeders on the board (indicated by a raccoon face).
- 5 Place the remaining **food tokens**, **raccoon pantry**, and **dinner table** near the game board so that everyone can reach them.
- 6 Place the **raccoon figurine** on any of the spaces with a raccoon feeder.
- 7 Select **any two mice figurines**, insert the trays **silver side up** in the slots on them, and then place the mice on any **2 spaces with plates** on the board.

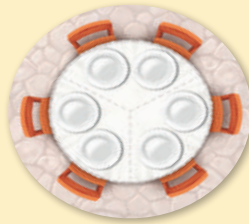
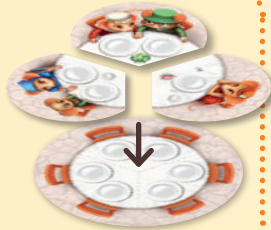


There are always **2 mice** in the game, regardless of the number of players. Players may move **any mouse** on their turn.



### Only for your first games:

Flip all the burrows face up. Leave the kitchens in their places and immediately move all the guest tiles to the dinner table (cover the table token so that there are now guests sitting around the table).



The mice are ready to set off for the food!

## HOW TO PLAY

**ATTENTION!** This is a cooperative game, so all the players win or lose together. That is why we strongly encourage you to discuss your actions and give advice to the active player. But it is up to the active player to make the final decision about their turn!

The youngest player starts. On your turn, perform the next actions in order:

- 1 ROLL THE FOOD DIE
- 2 MOVE ANY MOUSE
- 3 MOVE THE RACCOON

### 1. ROLL THE FOOD DIE

Drop the food die into the hole on top of the pizzeria and watch closely which side of the pizzeria it rolls out of. It is important!

Then see what's been rolled on the die:

ANY FOOD BUT CHEESE



**Hooray! Your guests might get a treat!**

Determine where to place a token with the same food:



Always follow the arrows starting from the side of the pizzeria the die has rolled out of;



Find the **plate** closest to this side. If there's already food on this plate or there's a mouse or the raccoon on the same space, move on to the next **empty plate**.

Place a token with the same food as on the die on this empty plate.

For example, here the rolled-out nut must be placed on the plate with the green check mark because:

These spaces do not have plates on them.

This space is occupied by a mouse.

This plate is already full.

This plate is NOT in the direction of the arrows.

## CHEESE/BONUS SYMBOL



- Place a cheese token on the board following the usual rules
- OR**
- Use the bonus: *The raccoon takes a nap and does not collect any food this turn, a nice break for the mice.*

If you choose the bonus, do not place cheese on the board! Instead, immediately **lay the raccoon figurine down** on the board to remember that it is sleeping and does not move this turn. At the end of your turn stand the raccoon upright again (see p. 6).



## 2. MOVE ANY MOUSE



Look at the tray of the chosen mouse.

! The **biggest visible number** on the tray shows how far the mouse may move. **For example**, a mouse with an empty tray may take 1, 2, 3 or 4 steps. The more food a mouse carries on its tray, the slower it moves.



! A mouse may take **fewer steps** than is specified on the tray, but it must take at least one step.



! If a mouse has food on its tray, you may drop a food token from the tray onto the board, for example, if you want to take more steps this turn or pick up another food token. However, you may only drop the food token on an **empty plate** of the **same space** the mouse stands on at the beginning of the turn.



Move the mouse.

! Mice **always** move **in the direction of the arrows**. ➡

! A mouse **may never** occupy the same space as the raccoon or the other mouse.

! If the mouse meets the other mouse or the raccoon (or both animals) on its way, lucky you! You can save a step or two! Just **jump over** the occupied spaces without counting them.



After the mouse has **STOPPED**, take any of the available actions:

### Pick up a food token (optional)

Place the food token on the mouse's tray, covering the biggest number on it.

- \* Mice only pick up food from the spaces they have **stopped on**.
- \* Mice **may not** collect food from the raccoon feeders.
- \* Mice can carry **no more than 2 food tokens** on their trays. The mouse with the full tray may only take one step at a time.



### Flip a burrow face up (mandatory)

During your **first games** you may skip this action since all the burrows are already flipped face up and the guests moved to the dinner table during setup.



If a mouse stops on a space with a door, immediately flip this burrow tile face up and see what's on the other side:



**Kitchen.** Leave it face up in the same space. Now the mice can deliver food for the guests to this kitchen.



**Guests.** Invite them to the table! **Immediately** cover one of the empty dinner table sectors with this tile. The mouse figurine must **remain on the space** previously occupied by the tile. The empty area under it is still considered a space of the board and the mice may freely pass over it.



### Deliver the food to the kitchen (mandatory)

If the mouse has stopped **on the kitchen** space and has **the same food** on its tray that is shown on the kitchen tile:

- \* Treat your guests! Transfer **all** the **corresponding** food tokens from the mouse's tray directly to empty plates on the dinner table (one token per plate). It does not matter whether there are guests already sitting at the table:




- \* When you remove the bottom food token from the tray, the remaining token (if any) should slide down, covering the biggest number (see **1**).
- \* If the food on the tray and in the kitchen do not match, the mouse will have to carry it to the next kitchen (see **2**).



### 3. MOVE THE RACCOON



The raccoon is faster than any mouse thanks to its scooter, so it can snatch the food right from under the mice's noses.

- The raccoon always moves **in the direction of the arrows** just like the mice. 
- Move the raccoon along the board until it comes across a space with **any** food. It can be food in one of its feeders, or from the pizzeria. The raccoon immediately stops on the space with the food.
- The raccoon **may never** occupy the same space as the mice, and, therefore, collect food from the occupied spaces. Just like the mice, it will always jump right over the spaces with the mice.

Place **1 food token** from the space the raccoon has stopped on, onto an **empty** space with the same food image in the raccoon's pantry:



For example, the raccoon will stop on the space with its feeder, since this is the first space with food the raccoon comes across. Next turn it will collect the carrot, if the mouse does not collect it first.



The raccoon **does not move nor collect any food** only in two cases:

- there are **no available food tokens** on the board (all the spaces containing food are **occupied by mice**);
- the raccoon is **having a nap** (see *CHEESE/BONUS SYMBOL* on p. 4). In this case, end your turn by standing the raccoon upright to show that it is awake and ready to collect food again.

The player's turn is over. Now it's the turn of their neighbor to the left.

## END OF THE GAME

The game ends in one of three cases:

**1** You place a food token on the last empty plate on the dinner table. There's enough food for all the guests. **The housewarming party is a success. Congratulations, you win!**





**2** The raccoon collects the last food token from **both** of its feeders, so there is no more food left in any of them.



**3** The raccoon collects a **fourth food token of the same type** in its pantry and has to place it onto a space with a mouse image.



When the game ends because of the raccoon (cases 2 and 3), it does not necessarily mean that you have lost! Flip all the face down burrow tiles around the board (if any), place all the remaining guests around the dinner table and check if there's enough food for the guests. Count only the tokens on the dinner table. Tokens left on the board or on the mice's trays are not taken into account!

-  If all the guests have enough food (or even have extra), **you win**, congratulations!
-  If some of the guests are left without a treat, **you lose**. Try again!



## GAME VARIANT WITH MICE SPECIAL ABILITIES

To make it even more interesting, after a few games try combining the abilities of different mice. To do this:

**During setup**, select which two mice will deliver food for the guests.

There are 6 different mice in the game. **But!** The ability of each mouse is unique and can only be applied **when you roll a cheese/bonus symbol on the die!** In this case:

- either place a cheese token on the board, as usual,
- or use one of the special abilities of your chosen mice **instead** of laying the raccoon down for a nap.

**DO NOT FORGET** to move a mouse after you use a special ability.

**Note:** you are not obliged to move the same mouse whose special ability you just used.

**Attention!** If you cannot or do not want to use any of the abilities, you must place a cheese token on the board.



### MOMMY-MOUSE

*Mommy-mouse sings the best lullabies that can put to sleep even the most boisterous rascal.*

Mommy-mouse has the same special ability as the base game: lay the raccoon down to remember that it has fallen asleep. This turn, **it does not move nor collect food.** At the end of your turn stand the raccoon back upright to show that it has woken up and is ready to collect food again.



### SLINGSHOT MOUSE

*This naughty shooter has been practicing with its slingshot and always hits the target.*

The slingshot mouse can deliver food from its **tray** to one of the **matching face up kitchens...** and from there directly to the dinner table! **Without moving the slingshot mouse**, transfer **one** of the food tokens from its tray directly to the dinner table.

If there is no food on this mouse's tray and/or you have not yet opened a suitable kitchen, you **cannot** use this ability.



**Attention!** You can apply this ability only to the slingshot mouse.



### NINJA MOUSE

*This mouse has long been training in the art of secretive movement and will easily slip under the thrifty raccoon's nose.*

The players may discuss and decide together which food token **from the raccoon pantry** they want to **return to the board**. Transfer this token back to the board, following the placement rules as though this food has been rolled on the die instead of the cheese/bonus symbol (see *ROLL THE FOOD DIE* on p. 3).

If the raccoon has not yet collected any food, you **cannot** use this ability.



### SPRINTER MOUSE

*This little sprinter will instantly run to the nearest food or burrow.*

First, decide where you want to send this mouse: for the food or into a burrow. Then, **following the arrows** move this mouse to the **nearest** empty space with a food token or a burrow (the burrow may be face down or face up). If you can, immediately **pick up a food token** onto the tray or transfer the food **onto the dinner table**.

If the sprinter's tray is full (contains 2 food tokens), you may only move this mouse to the closest burrow.



**Attention!** You can apply this ability only to the sprinter mouse.

**DO NOT FORGET!** Despite your moving the sprinter mouse with its special ability, you are still required to move any mouse as usual this turn. Thus, you have an opportunity to move mice twice in the same turn.



## FITNESS MOUSE

*This super flexible mouse can squeeze into the most impossible places and get treats there.*

Move this mouse following the arrows to the **nearest empty** space with a raccoon feeder and immediately place the **top food token from the feeder** onto the mouse's tray.

If all the feeder spaces are occupied or the fitness mouse's tray is full, you **cannot** use this ability.



**Attention!** Collecting food from the raccoon feeders brings the end of the game closer, so use this ability with caution.

**DO NOT FORGET!** Despite your moving the fitness mouse with its special ability, you are still required to move any mouse as usual this turn. Thus, you have an opportunity to move mice twice in the same turn.



## TRAVELER MOUSE

*This mouse loves hiking. It's always ready to hit the road and never parts with its backpack.*

The traveler has 2 spare food spaces in its backpack which allow it to unload its tray and, therefore, move further. **When a cheese/bonus symbol is rolled on the die**, transfer up to two food tokens from its tray **to its backpack**. Transfer the food from the backpack to the dinner table in any suitable kitchen, just like from its tray.

If the traveler has no food on its tray or already has 2 tokens in the backpack, you **cannot** use this ability.



**Attention!** You cannot place food from the second mouse's tray into the traveler's backpack.



## THE GAME HAS BECOME TOO EASY?

If you win **3 games in a row** with all the burrows face down at setup, flip over one of the trays to the golden side for your next games.

After winning 3 games in a row in this mode, flip over **both trays** with their golden side up!



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