

Hide and Squeak Rules

There's lots of cheese to be had but mice must risk their whiskers to get it! Hide and Squeak is a one vs many hidden movement game where one player assumes the role of the cat trying to guard the house and catch the mice. The other players are mice trying to scurry around and grab cheese. For 3-6 players ages 6+, Hide and Squeak takes about 20 minutes to play.

Game Overview:

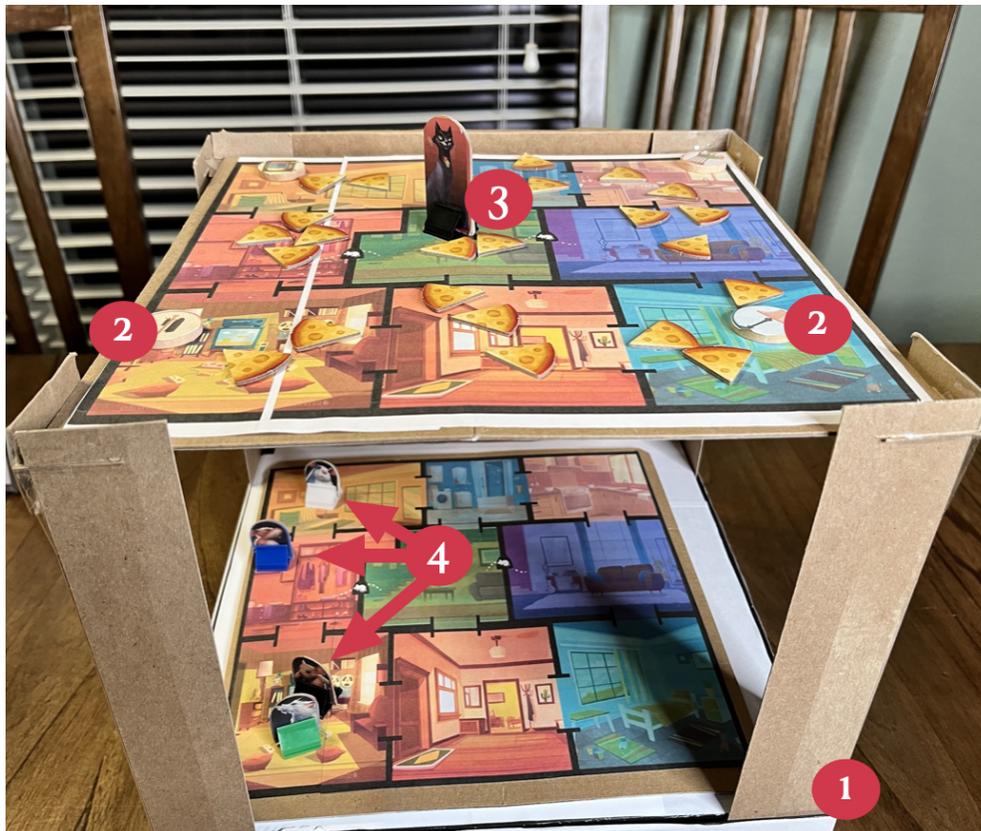
The cat is trying to catch the mice. The mice are working together to sneak around and eat cheese in the house.

Components:

2 boards, 4 frame pieces, 4 furniture tokens, 1 cat player piece, 21 cheese tokens, 5 mice player pieces, 5 stun tokens

Set-Up:

1. Lay the board in the middle of the table, attach the 4 frame pieces in the corner of the box, and set the top board on the frame.
2. Place the matching furniture pieces in the four corner rooms on the top board.
3. Choose who should be the cat and mice players—the most experienced (or oldest) player should play the cat for your first game. The cat player places their token in the middle room. They then secretly put out all of the cheese pieces face down in the 9 rooms ensuring that each room has at least 2 cheese. Set the blind between the cat player and the board so they can't see the bottom board.
4. Mice players around the table to where they can see the bottom board. They take turns placing their mice player tokens on any room. Multiple mice may start in the same room. No player may start in the same room as the cat.



Here, the game is set-up for 5 players.

Playing:

Phase 1: Cat takes actions

The cat takes up to 4 actions. The cat may do the same action multiple times and in any order.

Move: the cat moves their player piece one space orthogonally on the top board. *Note: in the center of the board is the hallway with two walls. The cat player may not move through the wall (but the mice can) and must instead go around these walls.*

Listen: a cat listens for mice around them. The mice players must squeak and point out their location if they are one orthogonally adjacent room away from to the cat. *Terrified:* if a mouse is on the same space as the cat, they are terrified and don't make any sound (or point out their location).

Pounce: the cat player may pounce in a space they're currently in. Any mice that are currently in that space are caught. They now place their player piece on the top board. They are **stunned** and will re-enter the game in phase 2 of the next turn. When this happens, the cat player takes a stun token from the supply.

Phase 2: Mice Take Cheese or Revive your Mouse

Take Cheese: Each mouse *may* remove a cheese in the room they're currently in. Though this is a winning condition for the mice, sometimes it pays to not reveal your location to be sneaky.

Terrified: if a mouse is on the same space as the cat (but hasn't been caught) they do not take a cheese.

Traps: 3 of the cheeses set out by the cat show a mouse trap when flipped over. When this happens, the mouse who flipped over the trap discards the trap, places their mouse on the top board, and is stunned. This does not count as a capture for the cat to win.

Revive your mouse: if you were stunned in the previous turn, you now move your mouse token back to the bottom board into any room you choose (but don't take cheese).

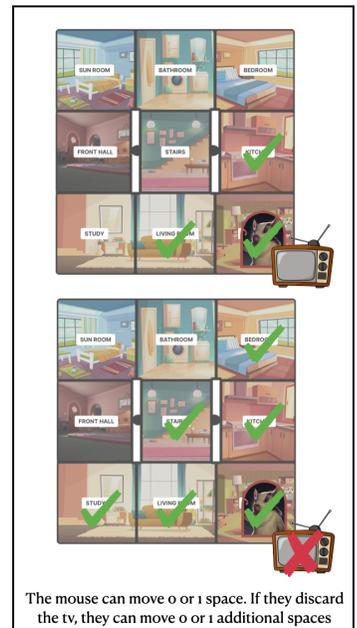
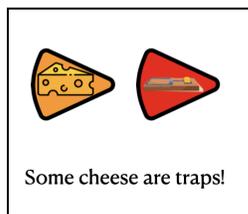
Phase 3: Mice Move

On the lower board, each mouse moves their mouse 0 or 1 orthogonally (up/down, left/right) adjacent spaces. Place their mouse player piece in the newly selected space. During this phase, the mice are encouraged to communicate nonverbally (often through pointing behind the screen) to discuss who should move where.

Bonus Movement: each piece of furniture in a room with a mouse can be knocked over (flipped) once per game in order to gain +0 or 1 space bonus movement.

Game End:

- A. The cat makes captures equal to the number of mice players (tracked with stun tokens)
- B. The mice take 3 or more cheese per mouse player



In this example, the cat takes the follow actions

- 1) Listen (two mice squeak)
- 2) Move
- 3) Pounce (they catch one mouse)
- 4) Move (again)