

ABILITIES

Some abilities cost action. Mouse can use 1 ability per turn, even if free-action-ability.

ACHIEVEMENTS

Cat Tamer: First mouse to defeat Brodie. All large minions roll one fewer die when defending against Cat Tamer.

Cheesemaster: First mouse to roll 3 cheese in 1 attack or defense roll. *Move chapter end marker.* If Cheese Master rolls cheese on defense roll: 1 cheese for each active mouse.

Fireproof: First mouse to be captured on fire is now considered fire-proof (can no more be wounded by fire).

Marksman: First mouse to roll 3 or more bows during attack. Discard Marksman to automatically roll bows in attack.

Poisonmaster: First mouse to be captured with poison wound. Poisonmaster can no longer be poisoned.

Roachmaster: First mouse to defeat 4 roaches in a single encounter. *Move chapter end marker.* Roaches on same tile as Roachmaster cannot be greedy any more.

Scaper: First mouse to be captured twice. *Move chapter end marker.* If Scaper is captured again, immediately rescued and no loss of search cards.

Snake Charmer: First mouse to defeat Hester. All large minions roll one fewer die defending against Hester.

Note: Achievements are not retained across chapters.

ACTIONS

Turn Actions (choose 1)	Free Actions
Scurry	Share *
Battle	Equip *
Search	Level Up *
Recover	
Explore	* once per turn

ALLIES

Move and attack like minions controlled by mouse.

Note: Cheese rolled by allies is ignored.

Note: Not affected by conditions or abilities referring to mice.

Note: Allies do count as mice when leaving water or putting out fire.

Note: Allies leave play after Explore action.

Note: If ally is defeated, hourglass not moved.

AMBUSH

Place initiative cards normally. Roll action for each card. Result = number of spaces minion card moves up initiative track.

BATTLE

Against melee minion:

- Choose target on same space or adjacent.
- Roll dice equal to battle value + melee bonuses from equipped items.
- Melee: Sword = 1 hit / Ranged: Bow = 1 hit.
- Roll defense for minion, equal to its defense value (only if mouse scored hit!).
- Shield symbol = 1 block, unblocked hits are wounds, cheese goes to minion wheel.

Against ranged minion:

- Choose target: if minions on same or adjacent space, attack minion(s) on space with most. Else choose target in LOS on same tile.

Against mice:

- If more than one target, attack closest mouse that has not been attacked this turn. If multiple, attack highest on initiative track.

Note: Cheese results are added to mouse's stash.

Note: If a minion rolls one or more cheese during attack/defense, one cheese is added to minion wheel.

BOSS MINIONS

Cute Scoundrel, Pheasia and *Malodor* have 1 initiative card but are boss minions.

Molox has 3 initiative cards but is not boss minion.

BRODIE

Pounces: Choose space on Brodie's tile with **most** figures, minions included, and move Brodie *onto* that space. If more than one space has equal number of figures, Brodie pounces on highest on initiative track. Roll for attack. Each figure must defend against same attack separately.

Note: Brodie will pounce on space he is already on if it contains the most figures or if no other spaces have figures on them.

Note: Cheese rolled is not added to minion wheel!

Chases: Roll 2 dice and total numbers. Result is how far Brodie moves. Move Brodie along shortest path toward closest mouse not already on Brodie's space. If 2 or more mice are equal distance away, Brodie moves toward highest on initiative track. If multiple shortest paths: players decide. If all active mice are on the same space as Brodie, he doesn't move. If Brodie has movement points left after reaching closest mouse, continue moving toward next closest mouse. After movement, roll for attack. All figures on spaces that Brodie moved along (including start and end spaces) are affected by the attack and defend separately.

Note: Cheese rolled is not added to minion wheel!

CAPTURED

If wounds => life value: mouse is captured. Leave initiative card on initiative track, remove mouse from game board, discard cheese and all search cards currently equipped besides starting equipment and items in pack. Remove all wound and/or negative markers. Move hourglass 1 page closer to chapter end.

CHARMED

Treat mouse as minion, moving/attacking like melee minion. Mouse uses only information listed on initiative card and receives no bonuses equipment/abilities. Remove charmed marker after turn.

CLOCKWORK MORTAR

First minion that begins its turn on space with mortar, doesn't move. It attacks with the mortar, using 3 dice (ranged attack).

Note: Mortar can be used once per round.

Note: Additional minions that start their turn on space with mortar, move and attack as usual.

Note: Mortar cannot be operated by roaches/large minions.

Note: Mortar cannot be used if mouse in same space.

CREATURES

Creatures represented by tokens do not count toward space limits.

CURSED

All cheese rolled by cursed mouse during attacking or defending is added to minion wheel.

Recover: on toadstool or four leaved clover: remove effect.

DINNER FORK

Mouse can place Dinner Fork on own (non-water) space at any time (no action). Mouse with Dinner Fork can use action to catapult any other mouse on same space to any target space on same tile. Catapulted mouse must be able to see target space. If on same space, mouse can use action to place Dinner Fork in party stash.



ENCOUNTER

Non-explored area = encounter. Draw card from encounter deck unless instructed otherwise. Use encounter corresponding with hourglass. Place new minions, then determine initiative order. Once minions placed, place encounter card face-up on deck. If encounter card face-up from previous encounter, discard. New face-up card determines next non-chapter-specific surge.

EQUIP

Move cards from slot to pack or from pack to slot.

Note: Once per turn.

EXPLORE

Prerequisite: No minions on mice's tile

Exit area: If colors match, move all mice to new tile. Remove allies from board. If colors do not match, examine flipside of target tile.

Flip space: Flip tile, place all mice on flip space.

Gear: Can only be explored by Tinker or Scamp.

Gecko print: Can only be explored by Wild character.

Fishhook: Can only be explored using Fishhook & Thread.

Tree climb marker: Place tree branch on tile matching position of symbol (symbol can also be used to explore Downwood) and place mice on symbol.

Exit tree branch: Explore a leaf. All mice must be on leaf. If minion(s) present, roll die: * = success. Roll die. Result is number of spaces leaf with mice moves toward any minion entry space.

Note: When exploring to location with 2 flip spaces, choose 1 flip space for whole party.

FISHHOOK & THREAD

Mouse can place Fishhook & Thread at any time (no action). Place with one end on own space and other end on non-water space. If on one end, mouse can use action to place Fishhook & Thread in party stash.

FLYING

Flying creatures have butterfly on initiative card.

- Can move across empty areas between branches (each empty area=single space).
- Ignore yellow/red lines and chasms.
- Can cross lava, chasms or empty spaces but cannot end movement on them.

GRAPE

Roachbait: Mouse can place grape on any empty adjacent space at any time (no action). While grape is on board, during roach turn, any roaches move toward grape, stopping only if encountering mouse. If grape is reached, roach will not attack. Discard grape and any roaches in same space.

Weapon: If mouse is on space with Dinner Fork, it can use battle action to remove grape from party stash and launch it at minions. Choose minion to attack (LOS not necessary). All figures on same space as chosen minion will be affected by attack.

Flip grape token:

- **splat side-up:** figures with grape receive automatic hit and defend separately. Discard grape.
- **grape side-up:** affected figures become knocked down. Place grape under knocked down figures. This will make grape instant roach bait or weapon for rats. Large figures are not affected by the grape. If rat starts in space with grape, it will make ranged attack at space with most mice. If more than 1 space with equal number of mice, choose highest on initiative track. Rats cannot use grape as weapon if sharing space with mouse.

GREEDY ROACHES

Cheese stolen by greedy roach is placed on minion wheel.

HESSTER

- When determining initiative order, *Strikes* is always higher than *Coils*.
- Place tail on minion entry space closest to mice. Shuffle body, stack on tail, head on top.

Strikes: Point arrow on tail to closest mouse. Draw body randomly and place tokens, disregarding any terrain features, aiming for closest mouse. Place head, centered in space with most mice if possible. Roll once to attack. All creatures touched by Hesster are attacked and defend separately. Any wounds are poisonous.

Coils: Target mouse highest on initiative track from all adjacent to or on Hesster-space. If no target, place Hesster on head-space, coiled up. Roll once to attack. All creatures adjacent to Hesster are attacked and defend separately. Any wound are normal.

Non-flying figures cannot enter Hesster-space. Figures that begin turn on Hesster-space must move.

Note: Initiative cards are removed only after both are defeated!

Note: Cheese rolled by Hesster is not added to the minion wheel!

KNOCKED DOWN

Place figure on its side. Knocked down figure must spend entire move to get back up. Knocked down figures can attack and defend normally.

Note: Large figures cannot be knocked down.

LAVA

Cannot be entered voluntarily. If entered by effect, non-flying creature is captured/defeated. Flying creatures are not effected but cannot land on lava.

LEAF

Leaving tree: See Explore.

In water: With or without mice, at end of round, leaf moves 1 space with current (2 if raining).

Note: Mice can use leafs as boat.

LEVEL UP

Free action. Exchange 6 cheese for 1 ability, matching mouse's class.

Note: Once per turn.

LINE-OF-SIGHT

LOS is tracked from center to center and is blocked by black spaces, stalagmites and walls.

MOLOX

When determining initiative order, stack initiative cards in following order: Molox (top) - Angry Molox - Enraged Molox.

MOUSETRAPS

Pause movement - roll dice equal to mouse's move (or to its lore if tinkerer). If at least 1 * is rolled: no effect. If no * is rolled, mouse takes a wound, collects 1 cheese and is knocked down, after which mousetrap is removed and turn ends.

Note: Minions are not affected by mousetraps.

MOVE

Adjacent space: Any space that can be bridged by mouse's base.

Full space: Any space with 4 small or 1 large figure. Cannot be entered or crossed.

Special space (like table): No sharing limit.

Black space/wall/stalagmite: Cannot be entered or crossed.

Chasm: Can be crossed by flying figure.

Melee Minion: If not in space with mouse: roll die. Result = movement to closest mouse. If multiple, move to highest initiative.

Ranged Minion: Only move if out of LOS. Same procedure as Melee Minion but movement stops once LOS is established.

Note: minions are not hindered by yellow or red lines.

Note: Cheese rolled during movement is not added to minion wheel or stash.

NIGHTFALL

Place moon token on minion wheel, under cheese. Moon token remains until surge.

OLGA

If mouse rolls 1 when moving, move Olga up to 3 spaces to mouse. Small figures on spaces Olga touches receive 1 wound.

Note: Olga cannot be attacked.

Note: Olga does not count toward space limits.

Note: Olga does not prevent Explore action.

ON FIRE

If mouse ends turn with fire marker: receive 1 wound.

Recover: roll die (+1 die per mouse/ally on same space): * = success.

Note: If in water or on outdoor tile while raining, no roll necessary.

OUTDOOR TILES

Downwood: green orientation arrow.

Underwood: blue orientation arrow.

Upwood: tree/tree branch overlays.

PACK

Pack limit is 3 items, trick cards and party items excepted. If limit is reached, player must choose and discard 1 non-trick card from pack.

PESKY BEES

On tiles with green arrow: bees follow when mouse ends turn within two spaces of its flower/clover. Bee follows attacker after host is attacked (except for boss). Each bee reduces creature's attack and defense by 1. Bees leave after successful explore action.

PETS

Move and attack like minions controlled by mouse. Minions do not stop/attack when encountering pets unless no mouse available.

Note: Cheese rolled by pets is ignored.

Note: When searching in space with pet(s), roll 2 dice instead of 1.

Note: Pets leave play after Explore action.

PLACING MINIONS

- 1. Ranged** minions. Place on special area with minion entry symbol if present. If not, fill farthest minion entry space (players choice if multiple), then next farthest minion.
- 2. Large** minions. Place on closest minion entry space (players choice if multiple).
- 3. Small Melee** minions. Place one at a time on remaining (not full) minion entry spaces, spreading as much as possible.
- 4. Add Initiative cards** to initiative track. If no minions on the board, shuffle all initiative cards. Else, shuffle new cards and add to bottom. If **Boss** has multiple cards and minions are already on board, add cards to bottom and follow Ambush rules for first card.

POISONED

Place wound marker green side up. Poison wounds cannot be healed by normal healing spells and scrolls.

RAIN

Water with current becomes *strong* current (mice move 2 spaces instead of 1).

RECOVER

Cursed: On toadstool or four leaved clover: remove effect

On Fire: Roll die (+1 die per mouse/ally on same space): * = success.

Note: If in water or on outdoor tile while raining, no roll necessary.

Stunned: remove effect

Webbed: roll die: * = success

RED LINE

Mice cannot cross Red Lines. **Minions** can!

Note: Spaced divided by red lines are not adjacent.

RESCUED

If no more minions: captured mice are automatically rescued. Place on the same space as another mouse or adjacent. End turn (rescue takes full turn).

SCURRY

Move again.

SEARCH

Roll die. * = success.

Event: Follow directions on card.

other: Put in pack or discard for 1 cheese.

Note: Cheese rolled during search is not added to stash.

Note: One search per tile per figure.

SEARCH CARDS

Maximum of 3 cards per pack, except tricks (unlimited).

Events: Resolve immediately.

Tricks: Do not count against pack limit.

Party items: Do not count against pack limit (shared by all mice).

Scrolls: Using scroll does not count as an action. Discard after use.

Weapons, armor and accessories: must be used by correct class.

SHARD BLAST

When knocked down mindless rats roll for 'reanimate' and fail, they explode. Roll 2 dice for melee attack. Figures on same or adjacent space all defend separately. Remove exploded rat.

SHARE

Free action: exchange search cards and/or cheese with character on same space or adjacent.

Note: Once per turn.

STUNNED

Stunned mice can move normally, but only action allowed is *Recover*.

SURGE

Every time minions rolls 1 or more cheese during attack or defense, add **one (1!)** cheese to minion wheel. If last mouse ends turn and no minions left: add 1 cheese to minion wheel. **If minion wheel full, surge triggers:**

1. Move hourglass to chapter end.
2. Check chapter instructions for special rules.
3. Follow instructions on encounter card.
4. Discard encounter card.
5. Remove all cheese from minion wheel.

Note: If no chapter-specific rules and no encounter card, no minions are placed but hourglass is still moved.

TEASPOON PADDLE

Mouse on leaf in water can use action to steer leaf to unoccupied adjacent water space, even against current.

TURTLE WHISTLE/TURTLES

Call turtles when crossing Trickle. Mouse adjacent to water can use action to blow Whistle. Shuffle turtles and place on table, shell side up. Place 3 turtles in straight line on unoccupied water spaces.

If mouse enters turtle by current, move turtle 1 space downstream. If turtle cannot be moved to unoccupied space, remove it. Else, flip turtle:

- *Shell:* Mouse can continue movement.
- *Bubbles:* Mouse falls into water and turn ends. Reset turtle.
- *Snapping turtle:* Mouse falls into water, turn ends and 1 wound. Reset turtle.
- *Reset turtle:* Shuffle turtle, shell side up, with unused turtles and place 1 back.

WATER

Entering water space: end move. Climbing out of water takes entire move: roll die for mouse and every mouse on destination space. If at least 1 *: mouse has climbed out of the water and is placed on destination space.

Current: Mice cannot move against direction of current. At the end of a mouse's turn, move mouse 1 space in direction of current (2 if raining). Mice leaving the board are captured.

Shallow water: does not hinder movement but effects fire.

Note: Free actions not possible on water spaces.

Note: Minions are not affected by water spaces.

WEBBED

Webbed mice are allowed all actions but cannot move.

Recover: roll *.

WOUNDS

Non-boss: If initiative card shows no or 1 life, figure is defeated. If more lives, place 1 wound marker on card. If wounds => life, figure is defeated. If last figure of initiative card is defeated, remove card.

Boss: When hit, mouse places 1 wound marker on initiative card of its choice. If wounds => life, remove card. If all cards of boss removed, figure is defeated.

YELLOW LINE

Minions are *not* hindered, mice are. Crossing Yellow Line *against* arrow cost 3. Crossing *with* arrow cost 1.

Note: Spaces divided by yellow lines are considered adjacent.

Note: Yellow lines with gecko print only accessible if Wild in party.