



45 min - 3 hours



Solo Mode
Beta Test

Components: 45 Cards

Solo Campaign

Goal

Score your best as you try to overcome 3 linked solo-mode survival challenges.

STOP

These rules are all-inclusive, but familiarity with the Who Done It? & The Great Escape solo modes will make your early attempts even more fun.

The Solo Campaign mode requires a complete copy of MCCC plus both mini-expansions: **Special Guests & Portrait of the Mastermind**.

You should only need the Solo Campaign rules to reference and play.

Welcome to the Maze

This is the **ultimate challenge** for fans of Mouse Cheese Cat Cucumber. In it, you will discover the secrets of McChanicle Corners and (hopefully) escape from the archvillain, Kaiser Cucumber.

Do you have what it takes to be a Mastermind? Or will you get trapped in the maze and blown to bits?

The Solo Campaign Mode not only links multiple solo games, but adds two new features: Environment effects & scoring.

Your First Campaign

There's a lot here, and it's very difficult!

In your first Campaign, we recommend three things:

1. Use the Setups for each individual Cucumber, but ignore their Environment effects.
2. During Place, you may ignore the limitation on the number of Maze Cards stacked in one location.
3. Play both Who Done It? Challenges using Standard Difficulty.

After you feel like this no longer poses a challenge, play with the full rules as stated.

Good luck!

Three Challenges, One Score

Each campaign, players must survive back-to-back **Who Done It?** challenges followed by a **Great Escape** challenge in order to successfully win & score.

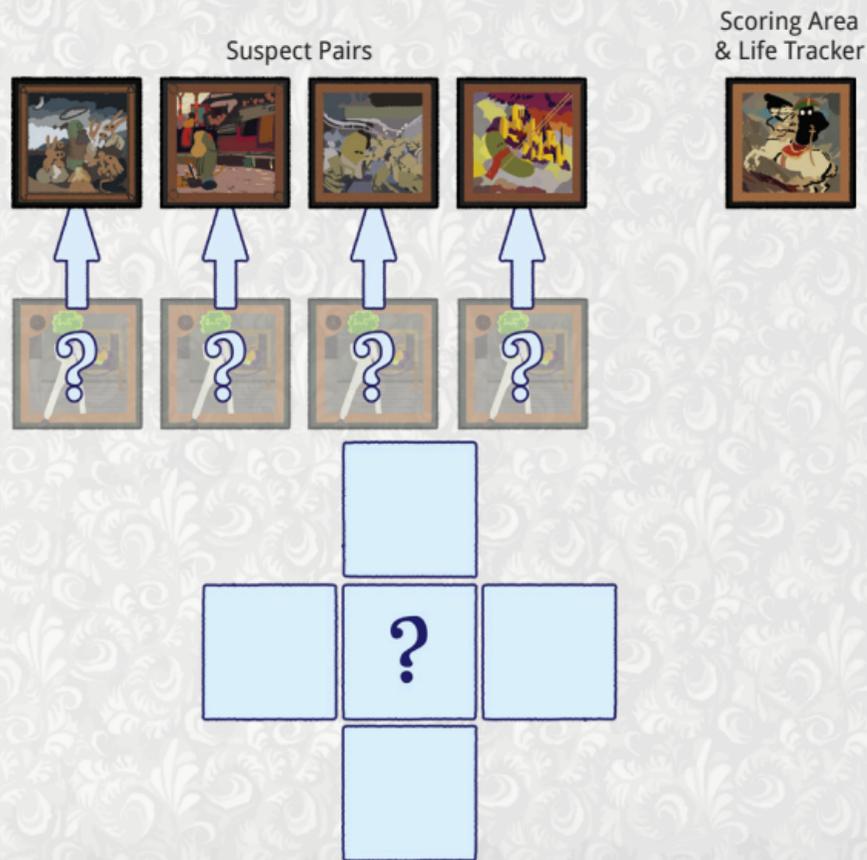
Gameplay is full of surprises. If you're a cool cucumber, we suggest you read through the entire rulebook to understand the final objective! If you're a maniac mouse and love the challenge, go ahead & learn as you play. You've been warned!

Campaign Setup

Players should have table space enough for the Maze, a Scoring Area & Life Tracker, a Conveyor Belt, and the Lineup.

1. Place 'The Mastermind' Card to one side - this is your Scoring Area & Life Tracker
2. Place the four Cucumber Portraits faceup in a row to start four piles. This is the beginning of your Lineup.
3. Shuffle the Special Guests and deal one, faceup with each Cucumber Portrait, forming Suspect Pairs. You should always be able to see both Cucumber & Special Guest.

Campaign Setup Example



Portraits - Environments & Special Effects

In **each** challenge of the Campaign Mode you must pick a **different** Suspect Pair from the Lineup to face off against.

Each Suspect Pair challenges you with different setups & restrictions, and earns you accompanying rewards. Choose carefully - each Suspect Pair has its own set of dangers dramatically altering the solo games (see page 52).



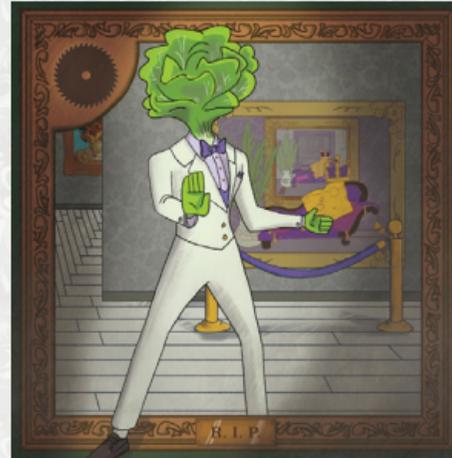
The Special Guests



The Minions



The Squirrel Maven



The Head of Lettuce
Security



The Move Criminal

Three Strikes and You're Out!

Don't worry if you fail a challenge. You can fail twice and it will only impact your score. But if you fail for a third time, Kaiser Cucumber has outsmarted you. Your campaign is over – go straight to scoring.

Challenges 1 & 2 - Who Done It?

Each attempt at the campaign is two **Who Done It?** challenges and one **Great Escape** challenge. Your goal is to survive all three with the highest score possible.

Standard or Heroic Difficulty

Before any **Who Done It?** in the campaign, players must choose between Standard or Heroic difficulty, adding the following rules:

Standard difficulty

The player may play Maze Cards next to either the Mouse or the Cat.

You may hold onto Secret Agendas when they are revealed. Secret Agendas may be used at the beginning of any turn during that **Who Done It?**

Heroic difficulty

The player must play Maze Cards next to the Active Character. At the start of the Who Dont It?, the Mouse begins as the Active Character. Once the Cat is revealed, the Cat becomes the new Active Character.

You must activate Secret Agenda abilities when they flip, and they cannot be held for later use. Heroic Difficulty scores you more points if you make it to the end, but the dangers of failing increase.

Who Done It? Setup

1. Choose a Suspect Pair, place them above the Maze area.
2. Set the Cat & Cucumber aside. In the center of the table, place the Cheese, the Mouse, and the unique setup for your Suspect Pair & Environment. (See page 52)
3. Shuffle the Maze Cards. Deal four Maze Cards off to the side, faceup in a row to start the Conveyor Belt.
4. 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.
5. In the second stack, shuffle the Cat Character Card.
6. In the third stack, shuffle the Special Guest Character Card.
7. Take three cards from the fourth stack. Shuffle the Cucumber Character Card into them. Place the remaining two cards on top.
8. Shuffle the Agenda Cards. Without looking, place one facedown at the bottom of each stack.

9. Combine the stacks sequentially with 1 on the top and 4 on the bottom. That completes the Maze Deck. Place the Maze Deck at the end of the Conveyor Belt.

Who Done It? Setup Example



Play

Play is similar to all forms of Mouse Cheese Cat Cucumber. Each player's turn has four parts: Place, Rotate, Move, End Turn.

Depending on your Suspect Pair, you will have Environment effects that happen during one of these four parts.

- 1. Place** - Pick a Maze Card from the Conveyor Belt and add it to the Maze next to the Active Character (see page 15).
- 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. Unless the Environment states otherwise (see page 54), 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 - Heroic Difficulty:

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.

Surviving

There are two conditions for victory that must be met:

1. Survive long enough for the Cucumber Character Card to show up on the Conveyor Belt.
2. The win condition of the Agenda Card at the bottom of the Maze Deck is satisfied (see page 21).

Failing

You fail a Who Done It? during Play if:

1. You are unable to Place a Maze Card next to the Cat or Mouse (or the Active Character in Heroic Difficulty).
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 fail a Who Done It? 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 Cat or Mouse (or the Active Character in Heroic Difficulty). 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 Cat, Mouse, or Active Character. Additionally in the solo modes, **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.

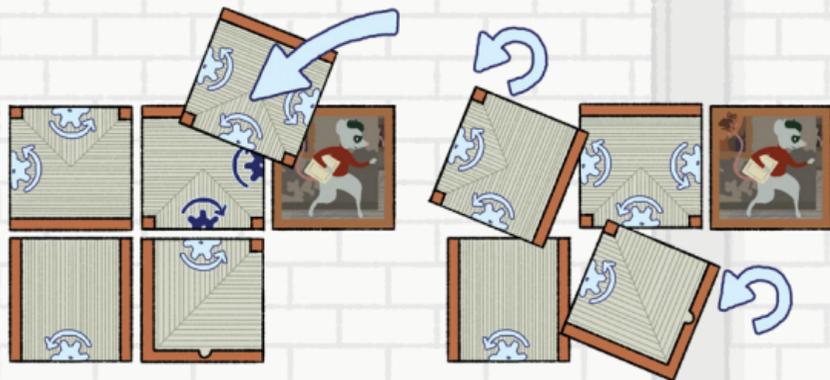


If there isn't a Cog on that side of the Maze Card you just played, do not rotate that corresponding neighbor.

Place & Rotate Example

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

2. Jim 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 Cat, Mouse, or Active Character must Move on every turn or you fail!

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 Failing, page 13).

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.

If you're Heroic, you must use that Secret Agenda's Special Ability at the start of the next turn. (See Special Abilities, page 22)

Special Guest:

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

You must use that Special Guest's Special Ability at the start of your next turn.

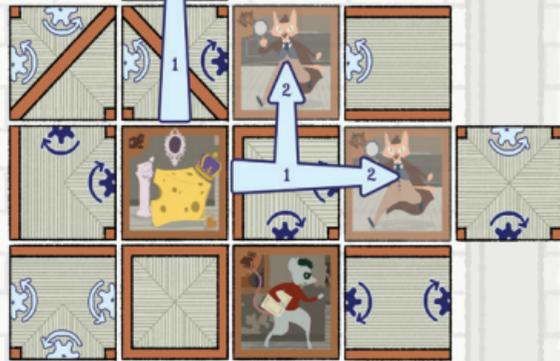
Cat Placement Example



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



Jim 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, Jim has his choice of where he would like to place the Cat.

[Artwork]

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.)



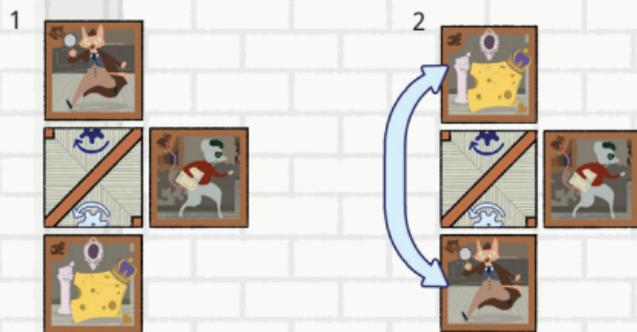
Be pure evil. Trap everyone together.

Special Abilities

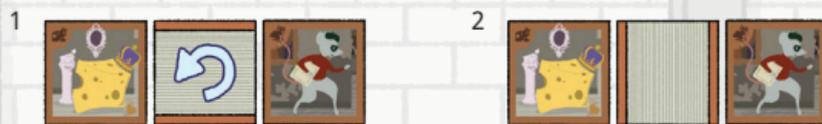
Mouse: This turn, the Mouse may pass through any or all walls touching a Mouse Hole on either side.



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 Cat, Mouse, or Active Character.

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



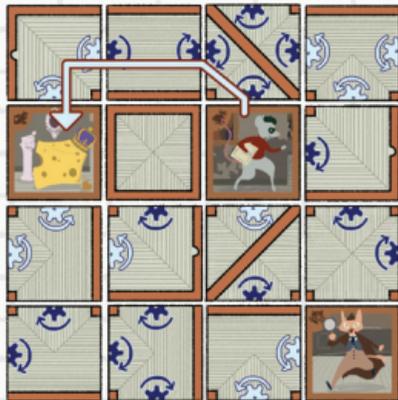
The Mouse did it!

You survive if both:

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



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 survive!



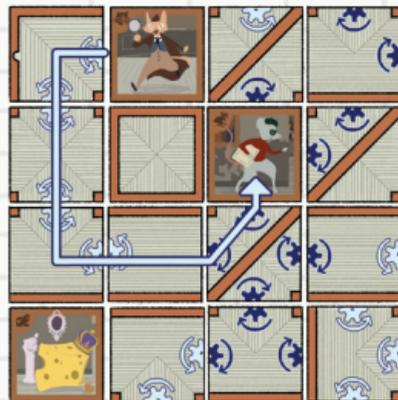
The Cat did it!

You survive if both:

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



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 survive!



The Cheese did it!

You survive if **both**:

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



The Cucumber did it!

You survive if **both**:

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



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 survive!



Surviving a Who Done It? Challenge

After you survive a game of Who Done It?, pick either the Cucumber or the Special Guest from your Suspect Pair. This character is your Partner in Crime. Place them off to the side to be used in the next Stage. Place the other character in your Score Area faceup if you played the game with Heroic Difficulty or facedown if you played the game with Standard.

If this was your first Stage of the Campaign Mode, congratulations! Select a new Suspect Pair and set up another Who Done It? (page 10) for your second Stage.

If this was the second Stage of the Campaign Mode, DoOoOom! Select your third and final Suspect Pair and set up The Great Escape (page 32) for your final Stage.

Failing to Survive

If you fail a game during the campaign, return the Suspect Pair you attempted back to the Lineup.

When you fail your first game during a campaign, flip The Mastermind facedown to denote a loss. If you have any Partners In Crime with you, flip all of them faceup. You may then choose any remaining Suspect Pair for the current Stage.

When a player fails a second Challenge, remove The Mastermind from your Score Area.

When a player fails a third time, that's a game over – you lose & go immediately to scoring!

Partners in Crime

Your Partners in Crime can be used at the start of the Play phase. After using a Partner's ability, flip it facedown, noting it cannot be used again unless flipped faceup.

If you fail a Solo Mode Challenge, and you have any facedown Partners In Crime, flip all of them faceup.

Faceup Partners in Crime are worth more points at the end of the game.

The Great Escape - Challenge 3

Escape the clock tower before it explodes. Move the Cat around the Maze collecting Secret Agenda cards. You will gain more points for more Secret Agendas! You do not have to collect them all, but the Royal Cheese's Agenda is required (they have the combination to the vault door).

Great Escape Setup

1. Flip the Mouse to the Mechanical Mouse. Flip the Cheese to the Exit. Set the Cucumber aside. Place the Cat, Mechanical Mouse, Exit and four Maze Cards oriented as shown for the Cucumber in your selected Suspect Pair (see page 60).

2. Shuffle the Secret Agendas and deal them facedown in the farthest Corners of the Maze as shown.

3. Shuffle the Maze Cards. Deal four Maze Cards off to the side, faceup in a row to start the Conveyor Belt.

4. Take the Special Guest Card that was paired with the Cucumber Portrait and shuffle it with the remaining Maze Cards.

5. Take the Cucumber and three Maze Cards. Shuffle them together and place them facedown at the end of the Conveyor Belt to start the Maze Deck.

6. Place the remaining Maze Cards facedown on top of the Maze Deck.

Great Escape Setup Example

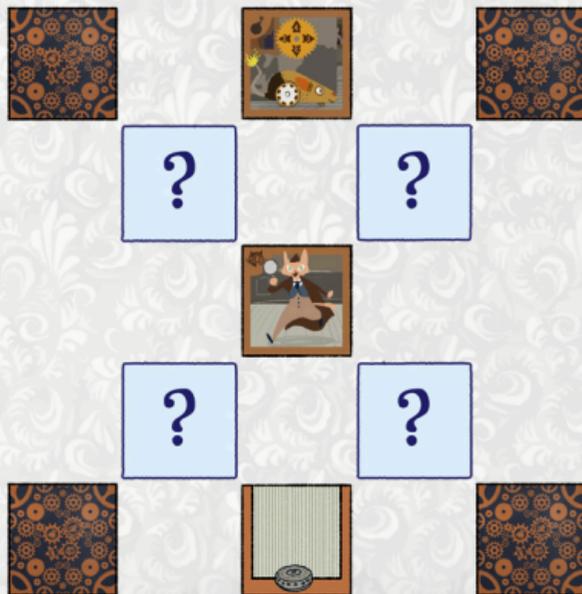
Remaining
Suspect Pairs



Scoring Area
& Life Tracker



Conveyor Belt
& Maze Deck



Play

Each player's turn has five parts: Place, Rotate, Move, Bomb & End Turn.

Depending on your Suspect Pair, you will have Environment effects that happen during one of these five parts.

1. Place - Pick a Maze Card from the Conveyor Belt and add it to the Maze.

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

3. Move - If you Placed your card next to the Cat, move it through your placed card. **You collect Secret Agendas by ending Move on top of them.**

4. Bomb - Move the Mechanical Mouse based on the number of Cogs on the Maze Card you just played.

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

Escaping

The two conditions for victory must be met in order:

1. First, you must find and collect the Cheese's Secret Agenda Card by having the Cat Character Card stop on top of it.

2. Second, you must Move the Cat Character Card on top of the Exit Card.

Failing - The Mechanical Mouse Explodes!

You fail if:

1. The Mechanical Mouse starts and ends in the same location during Bomb. BoOoOom!

2. The Cat and Mechanical Mouse collide (pass over each other or end in the same space) during Move or Bomb. Kapow!

3. The Cucumber Character Card is added to the Conveyor Belt and you have not exited the Maze. Kablam-O!

1. Place

Pick a Maze Card from the Conveyor Belt and place it orthogonally adjacent to any card. 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.

Additionally in the solo modes, **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.

The Mechanical Mouse and the Exit must be rotated like a Maze Card.

Place & Rotate Example

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



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



3. Move

If the Cat is adjacent to the Maze Card you just played, **they must Move through that Maze Card if possible.**

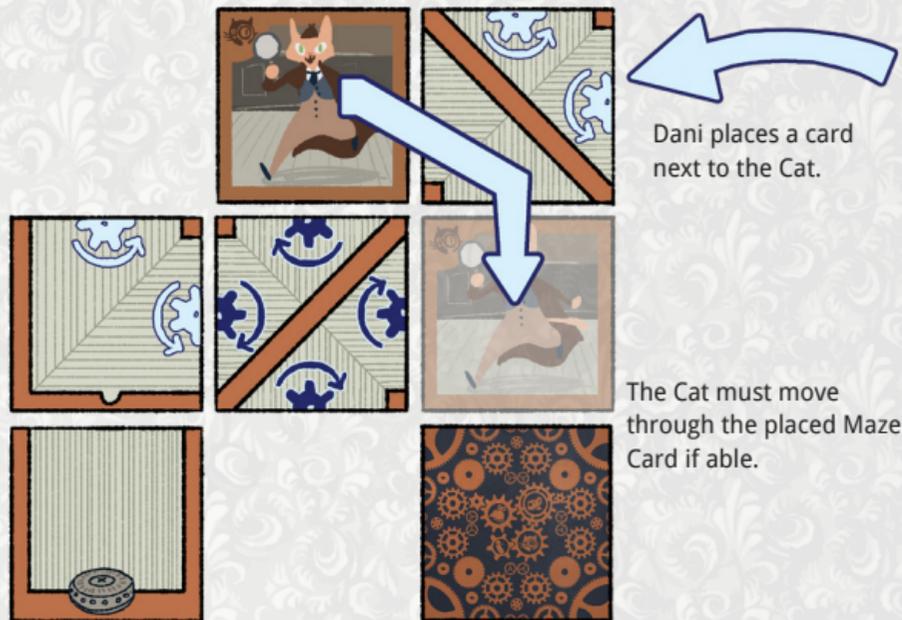
When moving through the Maze, the Cat may move as far as you like along any number of contiguous corridors, as long as they start moving through the card you just placed, and as long as there is a legal destination.

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

If the Cat and Mechanical Mouse ever collide (pass over each other or end in the same space) during move, the game ends immediately (see Failing, page 37).

Note: Unlike the Who Done It?, you do not have to place Maze Cards next to the Cat and the Cat does not have to Move every turn.

Move Example



4. Bomb

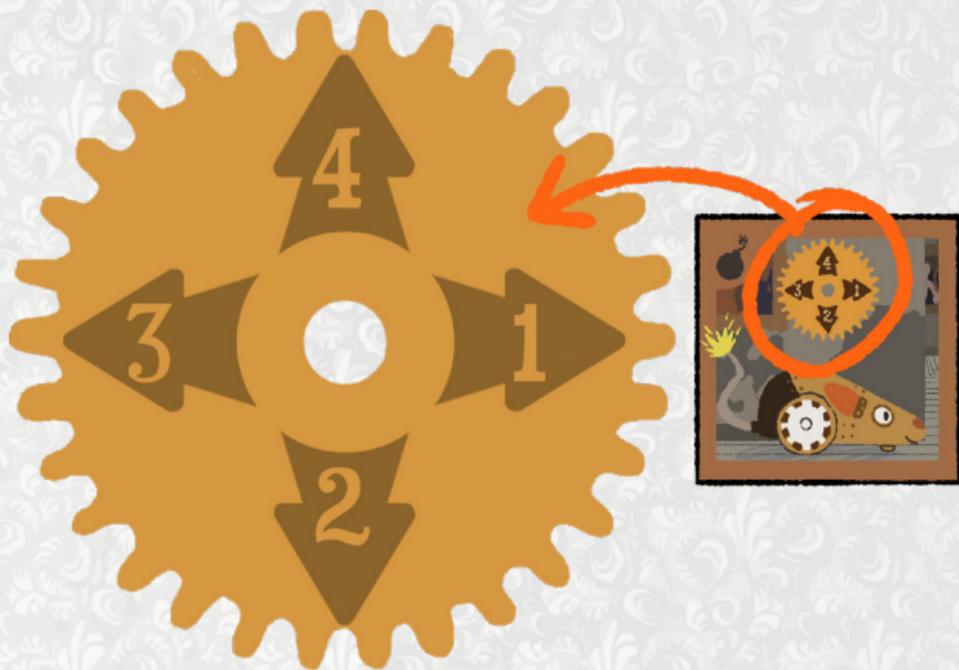
Count the number of Cogs on the Maze Card you just played. Move the Mechanical Mouse one space orthogonally in the direction printed on the Mouse's Gear equal to that number.

If the Mechanical Mouse moves onto a Maze Card, they may move as far as you like along any number of contiguous corridors, as long as there is a legal destination (see page 40). If there is no legal destination, the Mechanical Mouse does not move and it explodes!

The Mechanical Mouse is able to move and stop on top of a Secret Agenda. It may not move outside of the 5 x 5 grid or stop on top of the Exit.

Reminder: When building a better mouse trap, remember if the Mechanical Mouse begins and ends in the same space, it explodes! The Mechanical Mouse must change locations during Bomb to not explode.

The Mechanical Mouse's Gear



Example Turn

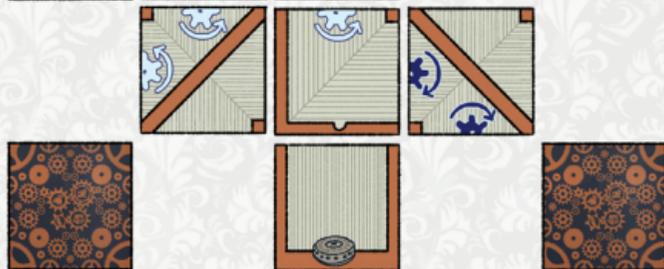
1. Place



Dani plays a Maze Card that has two Cogs on it.

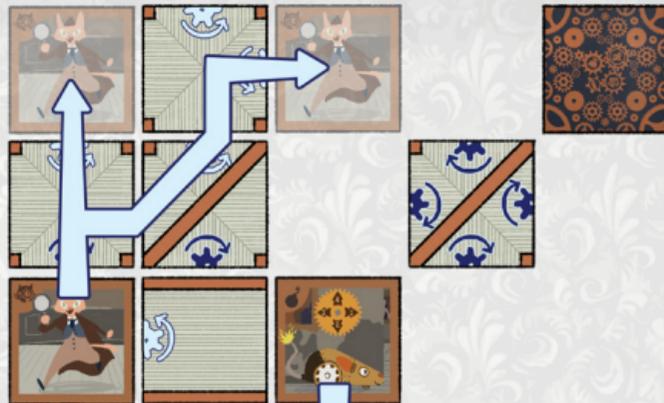
2. Rotate

Since the two Cogs do not line up with anything that must be Rotated, Dani can skip Rotate.



3. Move

First, Dani moves the Cat. Following the paths through connecting halls, Dani has two places where the Cat can go.



4. Bomb

Since Dani played a Maze Card with two Cogs on it, the Mechanical Mouse moves along the path in the direction of the 2 Arrow.



4. End Turn

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

If you add the Cucumber:

If you add the Cucumber Character Card to the Conveyor Belt, the game ends immediately (See Failing, page 37).

Special Guest:

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

You must use that Special Guest's Special Ability immediately.

Secret Agendas:

If the Cat ended on a Secret Agenda during this turn, reveal it, do the following, and place it in your Scoring Area.

Secret Agendas: Great Escape



Immediately move the Mechanical Mouse one space orthogonally in any direction you choose.



Peek at one Secret Agenda in the Maze. Do not activate its ability.



Immediately move the Mechanical Mouse one space orthogonally towards the number of Cogs on the Maze Card you Placed this turn. If the Mechanical Mouse cannot move, it explodes! Bang!



You've found the Cheese! Get the Cat to the Exit to win!

Escaping Kaiser Cucumber

After you escape the final Challenge, pick either the Cucumber or the Special Guest from your Suspect Pair. This character is your final Partner in Crime and is just for scoring.

Congratulations. Move on to scoring immediately!

Blown to Smithereens!?

Just as before, if you fail a game during the campaign, return the Suspect Pair you attempted back to the Lineup.

If this is your first failure of the Campaign, flip The Mastermind facedown to denote a loss. If you have any Partners In Crime with you, flip all of them faceup. You may then choose any remaining Suspect Pair for the current Stage.

When a player fails a second Challenge, remove The Mastermind from your Score Area.

When a player fails a third time, that's a game over – you lose & go immediately to scoring!

Campaign Scoring

Surviving is just the beginning... you're also rated on style!

At the end of the game, look at all of the cards in the Score Area and your Partners in Crime. Gain Points depending on which cards you have collected throughout the Campaign.

+ 8 Points for each faceup Cucumber Portrait or Special Guest in your Score Area

+ 5 Points for each facedown Cucumber Portrait or Special Guest in your Score Area

+ 3 Points for having a faceup 'The Mastermind' Portrait in your Score Area

+ 1 Point for having a facedown 'The Mastermind' Portrait in your Score Area

+ 1 Point for 1 Secret Agenda in your Score Area

+ 3 Points for 2 Secret Agendas in your Score Area

+ 6 Points for 3 Secret Agendas in your Score Area

+ 10 Points for 4 Secret Agendas in your Score Area

Scoring Exapmle

Wendy survived all three Campaign Challenges, but failed twice along the way.

Wendy ended her Campaign with:

- 8 points for 1 faceup Cucumber
- 10 points for 2 facedown Special Guests
- 3 points for 2 Secret Agendas

For a total of 21 points!

Wendy is a Calculating Cucumber!

Final Scores

The higher your score - the more ingenious your detective! Do you have what it takes to be The Mastermind?

31+ Points:	The Mastermind
28 - 30 Points:	The Inventor
26 - 27 Points:	The Cultist
24 - 25 Points:	The Lover
22 - 23 Points:	The Fighter
20 - 21 Points:	Calculating Cucumber
16 - 19 Points:	Clever Cat
11 - 15 Points:	Common Cheese (it's Cheddar)
0 - 10 Points:	Incognito Mouse

Abilities

After you survive a game of Who Done It?, you will pick either the Cucumber or the Special Guest from the Suspect Pair. They become a Partner in Crime. Partners in Crime have Abilities that can be used during the Campaign.

Special Guests

The Special Guests have the same abilities as in the normal version with the exception of the Squirrel Maven.

The Squirrel Maven

Who Done It? - Without looking, you must swap the first revealed Secret Agenda with the one at the bottom of the Maze Deck.

The Great Escape - Without looking, swap the first revealed Secret Agenda with any of the Secret Agendas in the Maze.

Portrait of a Mastermind

During the Solo Campaign Mode, the portraits have different Genius Abilities that you may use after you collect them.

Lover

Select a revealed Secret Agenda and activate its effect for the current game mode. During the Great Escape, you may also use Secret Agendas in the Score Area.

Cultist

Swap the Cat and Mouse or Mechanical Mouse if both are in play.

Inventor

When a Secret Agenda or Special Guest is revealed, you may flip this card facedown to ignore its effect.

Fighter

Move the Cat, Mouse, The Mechanical Mouse, or the Head of Lettuce Security through the Maze to another empty space. Do not rotate. Do not exceed the 5x5 of the Maze.

Setups - Who Done It?

The Lover - Who Moved My Cheese?

Environment: After you Move the Mouse or Cat, move the Cheese one space towards the first direction that you moved the Mouse or Cat.

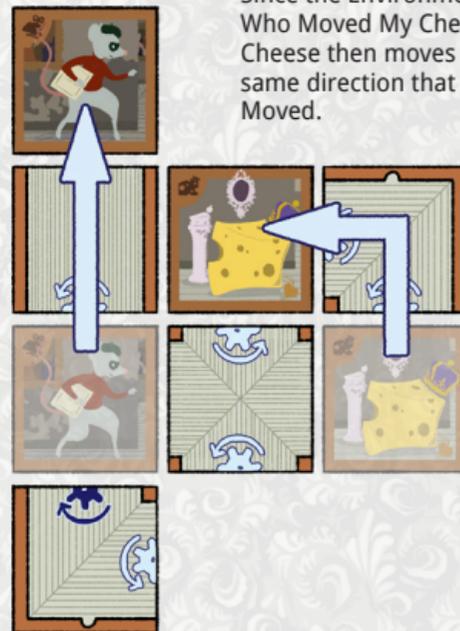
The Cheese moves through corridors like any other character (see page 16). If they pass through or end on the Mouse, you Fail.



Who Done It? - Who Moved My Cheese Example

David Places a Maze Card and Moves the Mouse up.

Since the Environment is Who Moved My Cheese?, the Cheese then moves in the same direction that the Mouse Moved.



The Cultist - Mansion of Madness

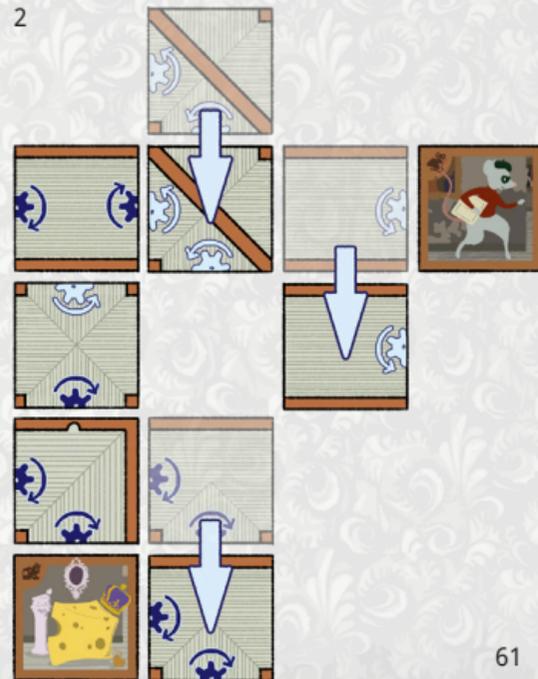
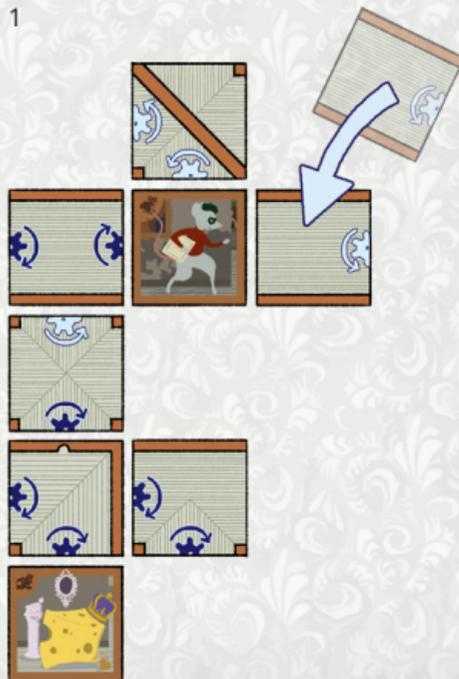
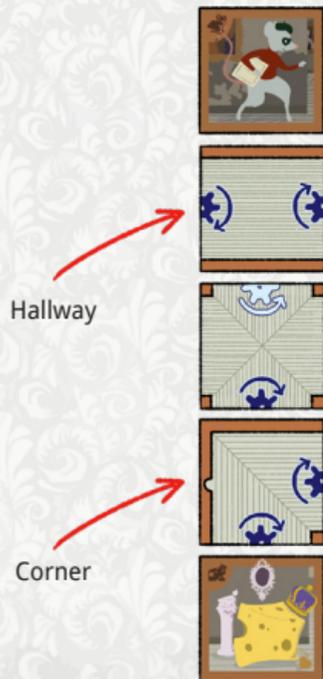
Environment: At the end of the turn if you played a Hallway or Corner Maze Card, move all Maze Cards one space down (towards you, the player). Start by moving the cards that are closest to the bottom.



Who Done It? - Mansion of Madness Example

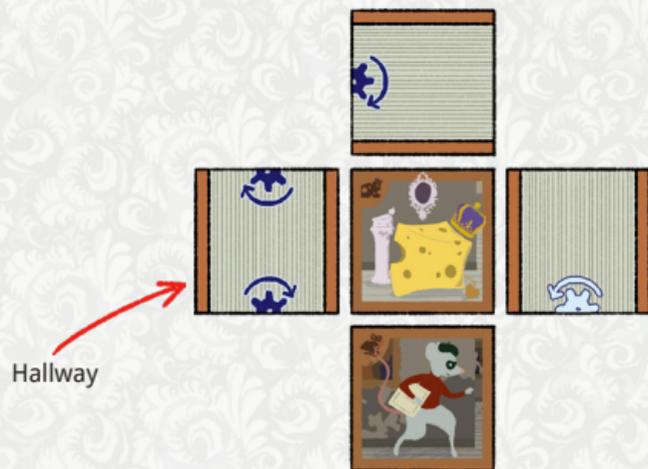
David Places a card into the Maze and Moves the Mouse through it.

Since David played a Hallway card and the Environment is Mansion of Madness, all Maze Cards move one space down.

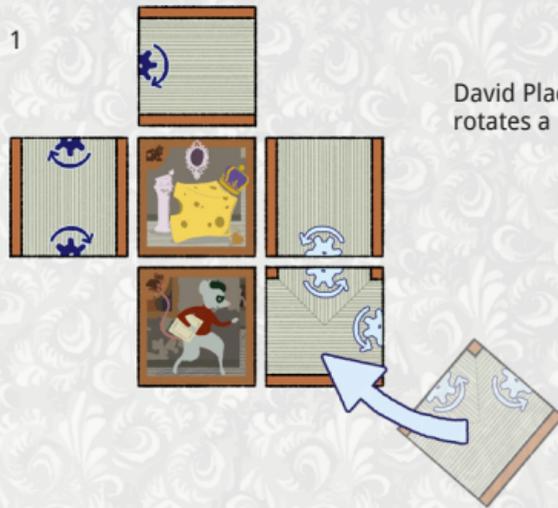


The Inventor - Batteries Not Included

Environment: After you rotate a Hallway card, rotate all Hallway cards clockwise once.



Who Done It? - Batteries Not Included Example



David Places a card, which rotates a Hallway card.

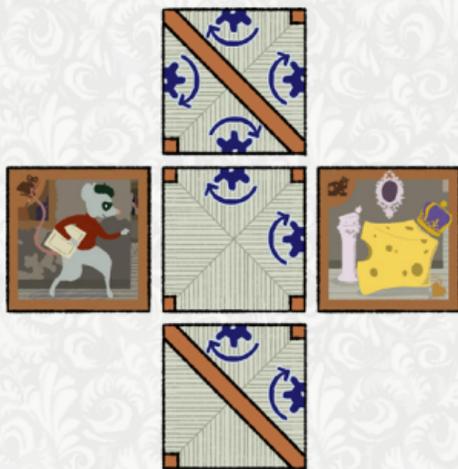
2

Since the Environment is Batteries Not Included, all Hallway cards rotate clockwise once.



The Fighter - Wheel of Pain

Environment: Whenever you Place a card on top of another Maze Card, push the row with the Cheese one space to the right. If any cards move outside the 5x5 grid, they move to the other side of that same row.



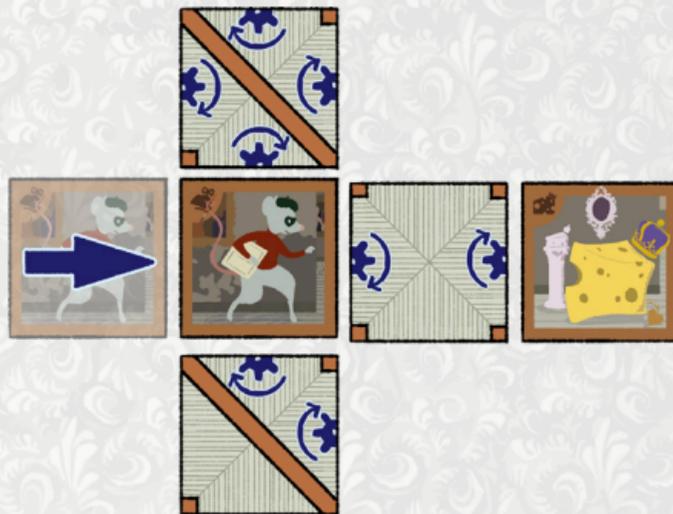
Who Done It? - Wheel of Pain Example 1

1



David Places a card into the Maze on top of of another Maze Card.

2



Since the Environment is Wheel of Pain & David Placed a card on top of another card, he moves the row containing the Cheese one space to the right.

Who Done It? - Wheel of Pain Example 2

1

David is well into his game and the Cat is the Active Character.



David Places a card into the Maze on top of of another Maze Card.

2

Since the Environment is Wheel of Pain & David Placed a card on top of another card, he moves the row containing the Cheese one space to the right.



Since the Cheese is on the right edge of the Maze, it wraps around to the other side, putting it dangerously close to the Mouse.

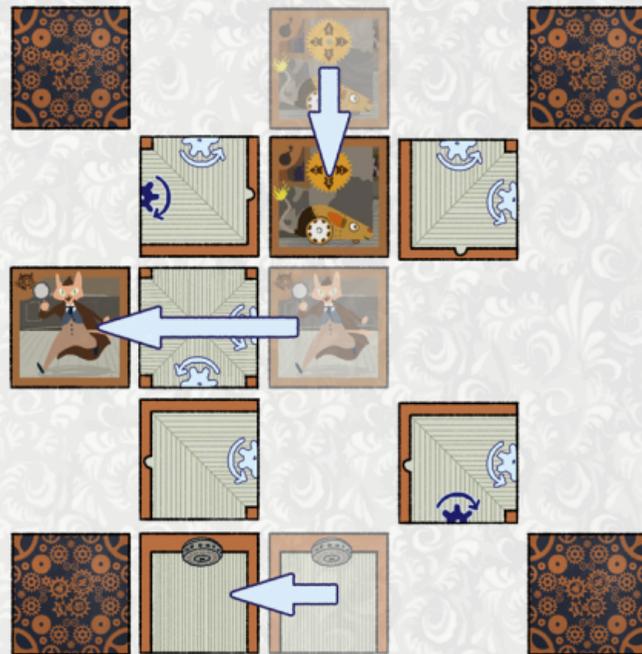
Setups - The Great Escape

The Lover - Who Moved My Cheese?

Environment: After you move the Cat, move the Exit one space in the first direction that you moved the Cat. The Exit can not move through another Maze Card.



The Great Escape - Who Moved My Cheese Example



Seppy Places a card and Moves the Cat and Mechanical Mouse appropriately.

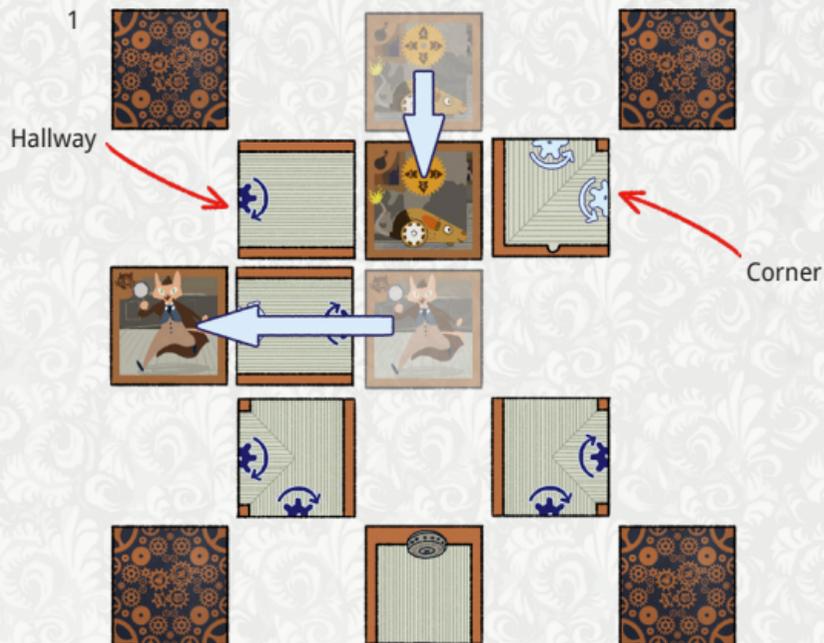
Since the Environment is Who Moved My Cheese? and the Cat Moved to the left, the Exit moves one space to the left.

The Cultist - Mansion of Madness

Environment: At the end of the turn if you played a Hallway or Corner Maze Card, move all Maze Cards one space down (towards you, the player). Start by moving the cards that are closest to the bottom.



The Great Escape - Mansion of Madness Example



Seppy Places a Hallway, moving the Cat and Mechanical Mouse appropriately.

2

Since the Environment is Mansion of Madness and Seppy Placed a Hallway, all Maze Cards move one space down during End Turn.

The Inventor - Batteries not included

Environment: After you rotate a Hallway card, rotate all Hallway cards clockwise once.



The Great Escape - Batteries Not Included Example

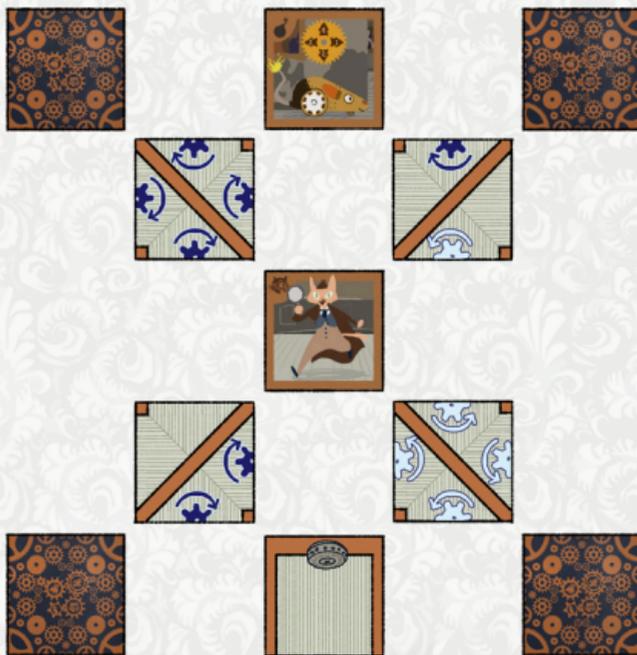
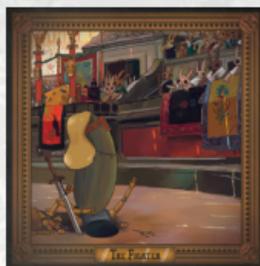


Seppy Places a card, which Rotates an adjacent Hallway card.

Since the Environment is Batteries Not Included, all Hallway cards rotate clockwise once.

The Fighter - Wheel of Pain

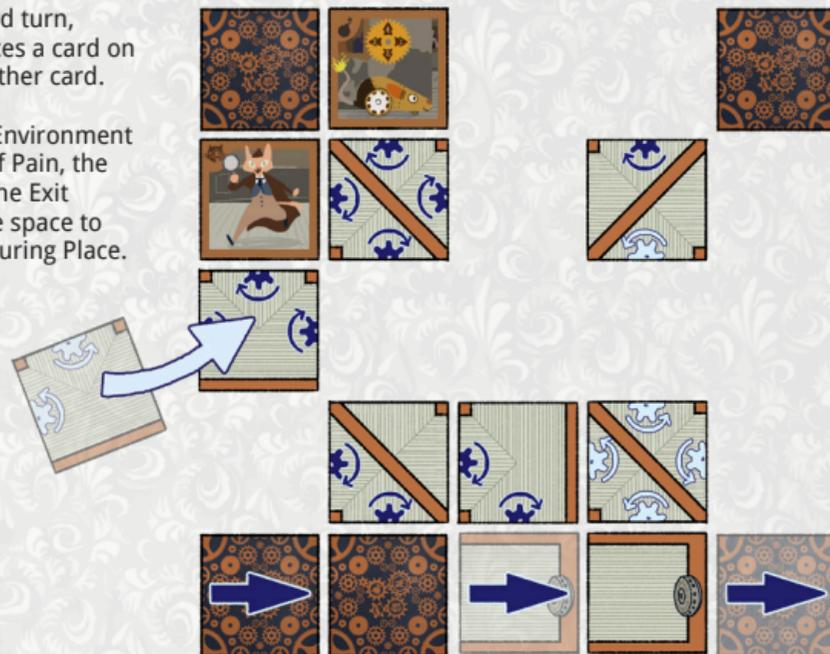
Environment: Whenever you play a card on top of another Maze Card, push the row with the Exit one space to the right. If any cards move outside the 5x5 grid, they move to the other side of that same row.

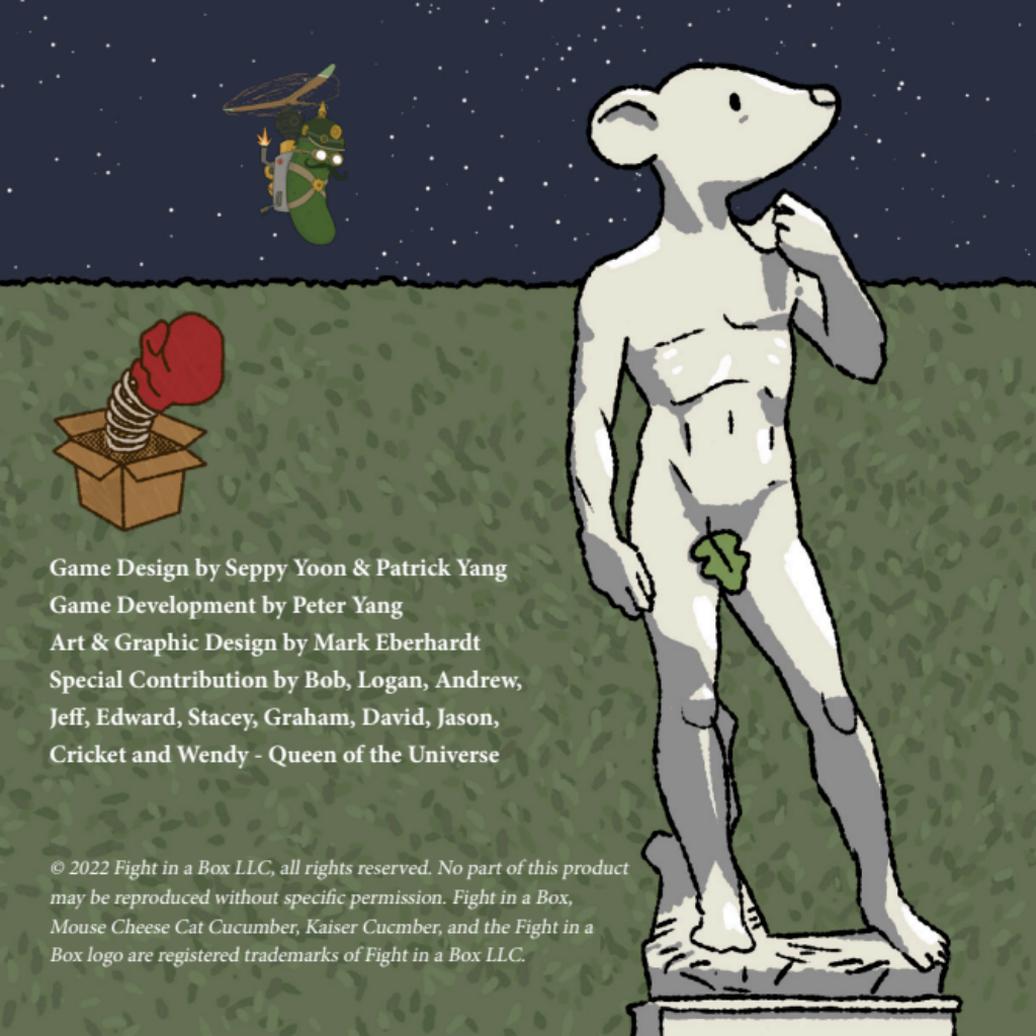


The Great Escape - Wheel of Pain Example

On his third turn, Seppy Places a card on top of another card.

Since the Environment is Wheel of Pain, the row with the Exit moves one space to the right during Place.





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

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