

CHOP! CHOP!



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años Jahre

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鼠貓大戰 益智桌遊說明



CHOP! CHOP!



鼠貓大戰

Contents • 內容



x1



x38



x4



x1



x1



x4

Game rules 遊戲規則

CHOP! CHOP!

鼠貓大戰



With 2 players: 1 cat player against 1 mouse player.

With 3 to 5 players: in semi-cooperative mode (1 cat player against 2, 3 or 4 mice players)

Contents: 1 kitchen board, 1 table, 38 tile slabs, 4 mouse hole slabs, 4 mice, 1 cat, 2 dice.

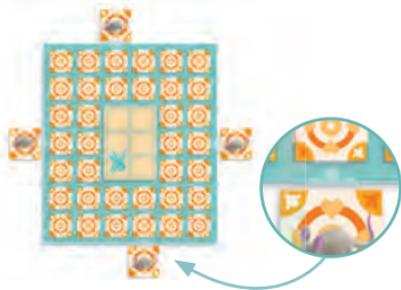
Object:

- **For the mice:** collect the 10 pieces of cheese.
- **For the cat:** catch the 4 mice before they collect all of the pieces of cheese.

Preparing to play:

Decide which player will be the cat and which player(s) will be the mice. The mice play together against the cat. The mice players can play any mouse on their turn.

Place the kitchen board in the middle of the table. Shuffle the tile slabs and place them on the board, tile face up, taking care not to peek at the underside of the slabs. Place the table on the board on the marked space. Place the mouse hole slabs (tile face up) as in the diagram below, and place the mice on top. Place the cat on one of the 6 squares on the table.



作 2人遊戲：1 x 貓玩家 vs 1 x 鼠玩家。

作 3至 5人遊戲：半合作模式（1 x 貓玩家 vs 2, 3或4鼠玩家）。

此遊戲包含：1個遊戲底板、1個桌子、38個瓦片卡、4張老鼠洞卡、4隻老鼠、1隻貓、2個骰子。

目標:

- 老鼠：收集10塊芝士。
- 貓：在老鼠收集所有芝士前抓住4隻老鼠。

遊戲設定:

決定哪位玩家成為貓，其他玩家將成為老鼠。

老鼠要一起對抗貓。老鼠玩家可以輪流玩任何老鼠的棋子。

將遊戲底板放在桌子中間。將瓦片卡洗勻並將它們放在板上，瓦片卡面朝上，注意不要窺視瓦片卡的內容。

將桌子放在遊戲底板標記上。

如左邊附圖將4張老鼠洞卡（瓦片卡面朝上）好，然後將老鼠棋子放在上面。將貓放在桌子上的6個方格中的其中一個上。

How to play:

The mice and the cat move around the board by throwing the dice and they **each have their own dice**: the mice play with the grey dice, the cat with the blue dice.

1 / Movements:

- You move horizontally and vertically (never diagonally),
- You move the exact number of squares shown on the dice,
- It is forbidden to jump over another player, you have to move around the playing piece,
- When moving the number of squares shown on the dice, you may not return to the square you just left.

The cat: The cat can move over the top of the table, but never underneath it.

The table comprises 6 squares which the cat can move over as on the kitchen floor.

The mice:

- You can only move one mouse on each turn,
- The mice can hide under the table but can never move over the top of it,
- A mouse can return to hide in a mouse hole but there can never be more than one mouse in each hole.

The youngest mouse player starts and rolls the dice. On your turn, choose the mouse you want to move and move it forward the number of spaces shown on the dice. Then turn over the slab you just left, so that the mouse hole side is face up.

At the end of your move, turn over the tile slab on which you land. Then carry out the action indicated on the slab.

玩法:

老鼠和貓透過投擲骰子而決定在棋盤上的移動速度，老鼠和貓各有自己的骰子：老鼠玩灰色骰子，貓用藍色骰子。

1 / 移動規則:

- 可以任意向前後左右移動(斜的不行)
- 要根據擲到的點數移動步數
- 禁止跳過其他玩家，你必須繞著遊戲塊移動
- 根據擲到的點數移動步數後，不能返回剛剛離開的方格。

貓：貓可以在桌子上方以及地板移動，但是不得進入桌子底下。桌子上有6個正方形，貓可以在廚房裡移動。

老鼠:

- 每回合只能移動一隻老鼠
- 老鼠可以躲在桌子底下，不得到桌子上方
- 老鼠可以返回並隱藏在老鼠洞，但每個老鼠洞中只能提供一隻老鼠躲避。

由年紀最小的老鼠玩家先開始擲骰子。

到下一位老鼠玩家時，玩家可選擇想要移動的老鼠，擲骰子，從自己的老鼠洞板出發，移動骰子上顯示的步數，並將板子翻面（老鼠洞面朝上）。

在移動結束時，翻過你著陸的瓷磚板。然後執行板上指示的動作。

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Then it is the cat's turn to play. Roll the dice and move forward the number of spaces shown on the dice. If you land on a square where a mouse is sitting: congratulations! You catch it and eliminate it from the game.

If you land on a square with a tile slab, turn it over and carry out the action indicated.

And so on, alternating a mouse and the cat.

NB: If you land on a square where there is no tile slab, nothing happens.

2 / The tile slabs:

Every time you turn over a slab, remove it from the board.

- Broken crockery: nothing happens. The cat or mouse can land on the square where this slab was.

- Cheese:

For the mice: it's perfect! You win the piece of cheese, and keep the slab in front of you.

For the cat: you leave the slab on the board, cheese face up and wait on top of it. Afterwards, you will no longer be able to walk over or stop on the visible pieces of cheese.

NB: whilst the cat is waiting on top of a piece of cheese, the mice cannot collect it.

- +1 and +2: a bonus move. After landing on this slab, the cat or mouse moves forward again one or two extra squares. But beware, it cannot return to the square it just left. However, it can return to the square it was on before rolling the dice.

接著換貓玩家擲骰子。依照骰子所顯示的點數移動之後，如果正好停留在有老鼠的瓦片卡上，恭喜你！即捕獲一隻老鼠；

如果停留的格子只有瓦片卡，即翻開瓦片卡執行圖示動作，接著再換老鼠玩家擲骰子。

2 / 瓦片卡:

每次翻轉瓦片卡後要把卡拿開並執行圖案上相應行動：

1. 破碎的陶器：沒有任何反應。貓或老鼠可以停留在這格上，動作後將瓦片移離廚房地板。

2. 芝士：

- 對於老鼠：太棒了！你得到了一塊芝士，你可以將這張卡片置於自己前方。

- 對於貓：把卡片翻至芝士面，放在同一格子上，貓則待在上方。但是之後貓不可再走這個格子。

(如貓在芝士卡上時，老鼠不能收集該張卡片)

3. +1和+2：獎勵。

如翻到+1或+2卡片時，貓或老鼠可以多走一步(+1)或兩步(+2)，但是不可返回剛離開的位置上，卻可以回到擲骰子前的位置上。

• **Arrow:** a free move. The cat or mouse can move anywhere on the board, with exceptions:

For the mice: they cannot go onto the table or onto a visible piece of cheese, or into a hole.

For the cat: it cannot go under the table, onto a visible piece of cheese, onto a mouse or into a mouse hole.

• **Fork:**

For the mice: if a piece of cheese is visible on the board, the fork allows the mice to spear the cheese and win the cheese slab without moving. If there is no cheese visible or if the cat is waiting on top of it, nothing happens.

For the cat: nothing happens, the cat simply lands on this square.

• **Knife:** Ouch! The cat or mice injure themselves on the knife and miss a turn. The next player rolls the dice twice. (Beware, if it is a mouse player who rolls twice, the same mouse has to move twice).

Once the action has been carried out, the tile slab is removed from the board.

Winning:

The first clan to achieve its goal wins the game.

Beware, to win, the mice must all have left their hole at least once (the 4 slabs the mice start from should all be mouse hole face up) and at least one of them must return to a hole (to drop off the 10 pieces of cheese...)

NB: if there is only one mouse left and it is hidden in a hole, the cat player cannot land on the square in front of that hole to block it. The mouse must be allowed to leave its hole.

A game by Alexandre Droit

4. **箭頭:** 自由行動。

貓或老鼠可以移動到棋盤上的任何位置，除了：

- 老鼠不可到桌上、翻開的芝士卡以及回洞；
- 貓咪不可移至桌底、翻開的芝士卡、老鼠的位置以及老鼠洞。

5. **叉子:**

- 對於老鼠：如果遊戲底板上有被翻開的芝士則可以用叉子卡獲得一張被翻開的芝士卡。如果遊戲底板上沒有被翻開的芝士卡，或是貓站在翻開的芝士卡上時，該張叉子卡則沒有任何作用。

- 對於貓：不需做任何動作，將卡移除，換下一位玩家。

6. **刀:**

哎呀！貓或老鼠會傷害自己，所以該玩家下一回合暫停擲骰子，下一位玩家則可以擲兩次骰子，動作結束後移除該卡片。

(注意：若是老鼠玩家擲兩次骰子，只能移動同一隻老鼠。)

其他注意事項：

1. 如果停留的格子上沒有任何東西，即停留在上方不需做任何動作。
2. 最後停留的位置不能是出發的位置。
3. 每一隻老鼠都必須至少離開一次老鼠洞板（即洞板之老鼠洞面皆須朝上）。
4. 如果遊戲只剩下隻老鼠時，貓則不能追進老鼠洞中。

你贏囉！

老鼠（合作）收集到10張芝士卡，並且至少一隻老鼠返回老鼠洞，即是老鼠獲勝。

貓在老鼠收集到10張芝士卡前，抓到所有的老鼠即是貓獲勝。