The Castle of Appenzell

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## MATERIALS

Before the first game, carefully remove the roofs, tower battlements, and the shoving and collecting tiles from the cardboard forms.

Isn't that a nice gameboard? Nothing but holes in it!

Attention!

The cardboard form from which you remove the COLLECTING TILES is your GAMEBOARD! (See below: ④) So please handle this cardboard form with care:
-> DON'T THROW AWAY!
-> DON'T FOLD OR BEND!
-> TREAT CAREFULLY WHILE BREAKING OUT THE TILES!
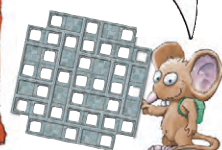
Building the Castle and Preparation
(starting with ①, below left)

Now you lay the **grid board** (with 33 holes) on the sliding tiles. If you use the other side of the gameboard, you can play *The Castle of Appenzell* with another room layout.

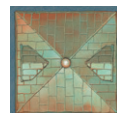**④**

34 shoving tiles

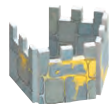21 x with cheese (3 of each kind)

10 x without cheese

3 x mousetraps with a hole

Distribute the sliding tiles in any way you like on the cellar dungeons so that one tile is placed on each cellar hole. Put the remaining sliding tile next to the castle.

③

4 foldable tower battlements

Fold the tower battlements and set them into the slots of the 4 corner towers.

②

Castle walls and dungeon

The bottom section of the box forms the castle walls, inside which are the black cellar dungeons of the castle.

①

18 roofs

⑤ Inside the castle you see separate rooms. The rooms consist of either 2, 3 or 4 fields. Lay all roofs properly onto the rooms.

11 tiled roofs

2 copper roofs

5 thatched roofs

⑥ Put the **28 collecting tiles** next to the castle as the stock. (Throw away the 5 "Attention" cards.)

There are 7 different kinds of cheese.

16 mice in 4 colors

⑦

Each player takes all mice of one color and places them in front of him.

OBJECT OF THE GAME

Be the first to use your mice to collect 4 different kinds of cheese!

COURSE OF THE GAME

Each player puts one of his mice in an unoccupied tower.

The player who was the last to visit a real castle goes first.

Play continues clockwise.

On your turn, you may execute up to 4 actions that you can choose from the following three possibilities: 'Uncovering', 'Running' and 'Sliding'.

You may execute the 'Sliding' action only once per turn. Other than that, you may combine, in any way, the number as well as the order of actions.

You are allowed to execute fewer than 4 actions.

We don't run over roofs! First you have to uncover rooms so we can run inside the castle.

'Uncovering' Action

Mice can uncover neighboring rooms. From each field (that means also from the tower) where one of your mice is sitting, you may **horizontally**, **vertically**, or **diagonally** remove adjacent roofs.

Put the removed roof near the castle.

Each uncovering counts as one action.

While uncovering, tasty cheese appears ... or nasty mousetraps or sometimes not a thing ...

✔ I may remove these three roofs.
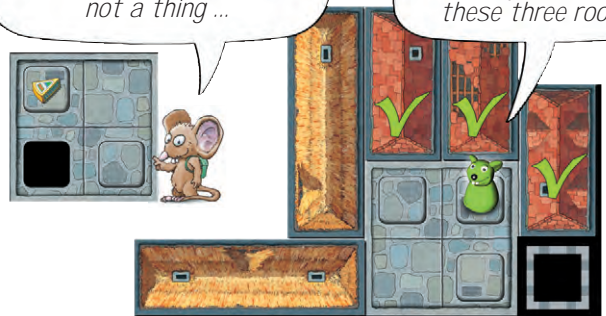
'Running' Action

The mice get into the castle only via the towers. In doing so, each player may use any tower.

You can run with your mice from one field (also from a tower) to a neighboring field in **horizontal** or **vertical** direction (green mice in the illustration at the right). Running diagonally is not allowed.

The mice may not run on or over roofs and mousetraps. Returning into a tower or leaving the castle is also not allowed (red mice in the illustration at the right).

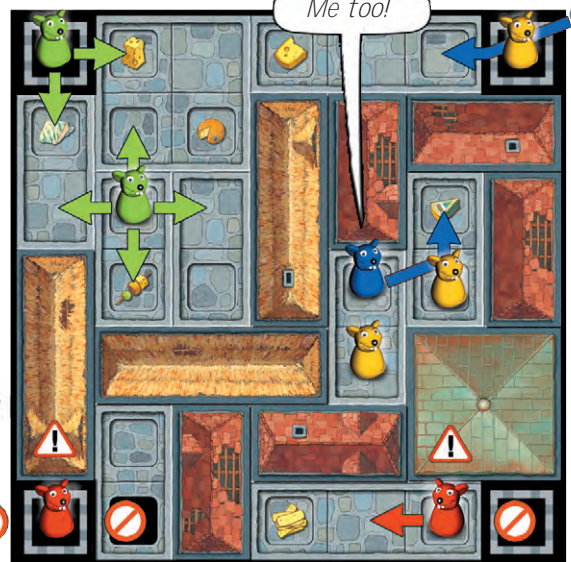There may be only one mouse in each field (including in a tower).

Mice may jump over mice. Each field passed through counts as a 'Running' action (blue mice in the illustration at the right).

The towers are entrances but not exits.

One-way street

Each of the following counts as one **action**:
- each step from outside into a tower,
- each step from one field (also from a tower) into a neighboring field,
- each step per field while running over occupied fields.

That costs me 2 actions!
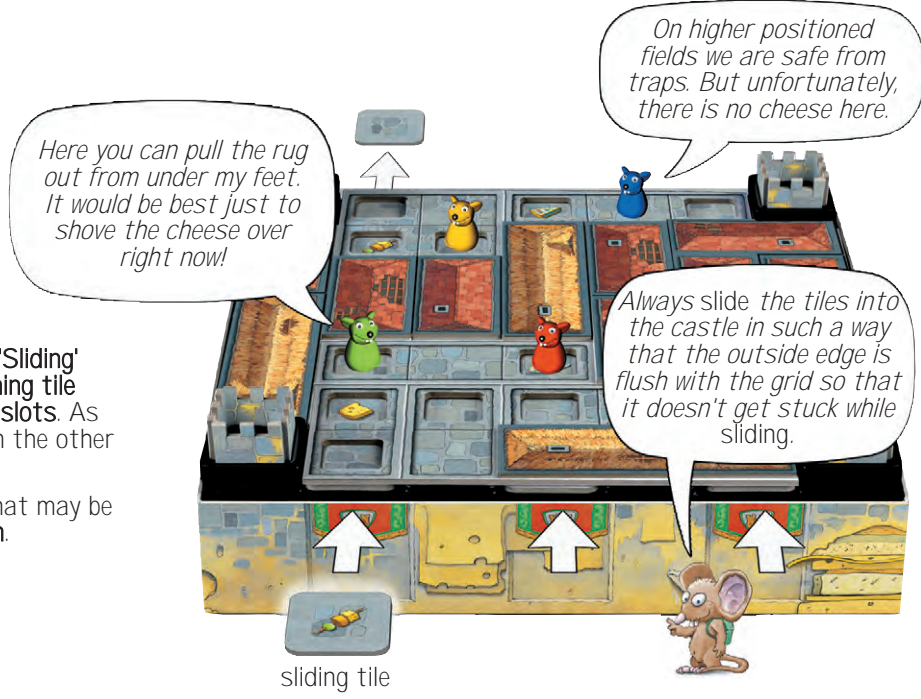
Me too!

= allowed ⊘ = forbidden

⚠ = forbidden, as long as a roof is lying here

'Sliding' Action

On each side of the castle above the red banners, there are three slots into which you can slide the sliding tiles.

If you want to execute the **'Sliding'** action, you take the **remaining tile** and slide it into one of the **slots**. As a result, a tile drops out on the other side of the row.

Sliding is the only **action** that may be executed **only once per turn**.

Here you can pull the rug out from under my feet. It would be best just to shove the cheese over right now!

On higher positioned fields we are safe from traps. But unfortunately, there is no cheese here.

Always slide the tiles into the castle in such a way that the outside edge is flush with the grid so that it doesn't get stuck while sliding.

sliding tile

Mousetrap

If somebody slides a mousetrap underneath a mouse, it plops into the castle dungeon and remains there **until the end of the game**.

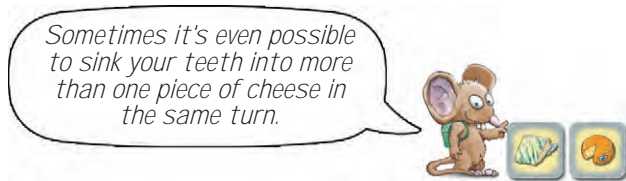*Keep an eye on me! If I tumble into such a cruel trap, you'll miss me on your cheese hunt.*
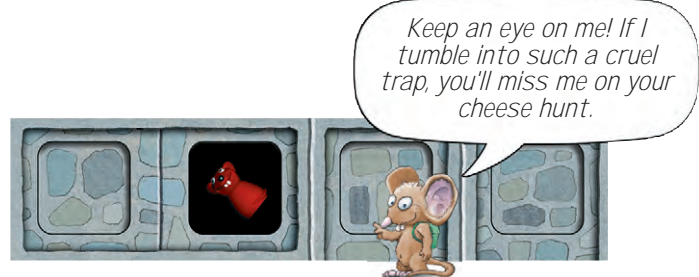
Collecting Pieces of Cheese

There are three sliding tiles of each kind of cheese.

If **two of your mice** are **on fields with the same kind of cheese**, you get the collecting tile with this kind of cheese from the stock and put it in front of you, visible to all players at any time.

This may also happen if it is not your turn.

Sometimes it's even possible to sink your teeth into more than one piece of cheese in the same turn.

collecting tile

You can collect each **kind** of cheese only once. You may not take a second tile of the same kind of cheese.
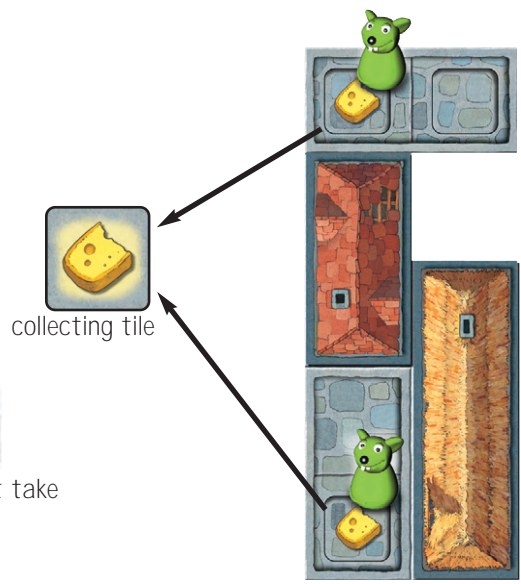
End of the Turn (Covering Up Rooms)

At the end of your turn you re-cover all empty rooms (that means, without a mouse) with the appropriate roof.

This does not count as an action.

Rooms with a mouse in the cellar dungeon are also empty and are covered.
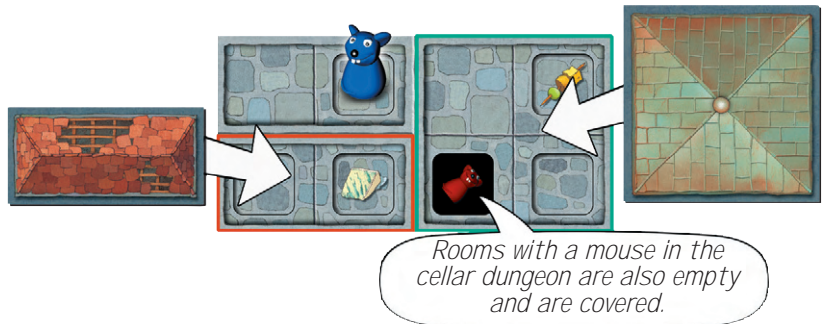
END OF THE GAME

The game ends as soon as a player has collected 4 different pieces of cheese. This player has won the game.

The game also ends if a player's third (next to last) mouse plops into the cellar dungeon.

In this case, the winner among the **other players** is the one who owns the most pieces of cheese.

If several players have the same number of cheese pieces, the player among the best cheese collectors who has been waiting longest since his last turn, wins (excluding a player who has only one mouse left).

Consider carefully whether you want a player's next to last mouse to plop into the trap, since in doing so you might end the game without winning it.

If you want to play longer, you can determine before you start that 5 or even 6 pieces of cheese have to be collected. Ah, yes, delicious! In particular, I recommend this for the two- or three-player game.

A Little Help Putting the Game Away:

Are you finished playing? Then pack away the mice and collecting tiles in the holes of the cellar dungeon. Place sliding tiles, grid board and roofs in the same way as in the beginning of the game. Put the four tower battlements flatly on top. Rules inside, close the box, done!

Zoch zum Spielen