

Little Mouse

ADVENTURE GAME

Will you be
home before
dark?

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RULEBOOK

GOAL OF THE GAME

Little Mouse leaves his hole and goes on an adventure. He meets all kinds of other animals in the big forest and is amazed by all that he sees. But then it starts getting dark already... Are you able to bring Little Mouse home in time? Then you'll win this adventurous game!

CONTENTS

1 gameboard



4 pawns



4 player cards



1 sun

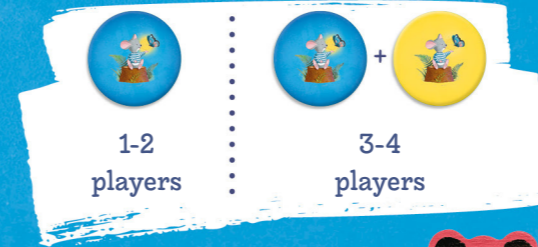


90 tokens



SETUP

Place the box with the gameboard inside of it in the middle of the table. For 1-2 players, use only the blue tokens, for 3-4 players, use both the blue and the yellow tokens. Shuffle the tokens and spread them out on the table, face down. Make sure all players can easily reach the tokens. Each player receives a pawn and a matching player card. This player card indicates the colour of your pawn. Place your pawn on the starting position at the bottom of the gameboard. Place the sun on its starting position as well, in the upper right corner of the board.



THE GAME

It's time to go on an adventure! Whoever was the last to get up today, begins. On every turn, you flip a token. Place your pawn on the first tile you encounter with the same image on it as the token. Is someone else standing there already? Then you can go straight to the next tile with that image. The flipped token is not used again during the rest of the game. Play in a clockwise direction.

Playing by Yourself?

After walking, flip another token straight away and so forth.

Example:

The player with the green pawn flips a ladybug token and proceeds from the starting position to the first tile with the same image that is not occupied by anyone else.



Do you encounter the other animals **1** **2** **3** **4** in the woods? How nice, pay them a visit! Take no more steps on that turn; stay where you are instead. Now you can peek at 2 of the tokens that are face down. You can use this knowledge when taking your next steps. If you saw a moon, you may choose to share this with your fellow player(s).

THE MOON

When you flip a token with the moon on it, the sun has to be moved one space down **5**.



END OF THE GAME

Whoever reaches Little Mouse's hole **6** first, wins the game!

If the sun has reached the final position **7** before anyone is back in the hole, it is already dark and everyone loses.

VARIANT

Do you want to play together and make sure everyone gets home before dark? Then play this variant.

Decide together on the amount of pawns you want to play with. Place all pawns on the starting position and choose which pawn you want to move whenever you flip a token.

If all pawns are in the hole before dark, you have won!

Want to work together?
Play the variant!

Example:

The yellow mouse flips a ladybug token and is now forced to stop on the mole **2**. He can peek at 2 face-down tokens.





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3-99



1-4



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WARNING! Choking hazard.
Not suitable for children under
3 years. Contains small parts.
The items in this game may vary
from the images in the rulebook.