

CHEESE

♣ M A S T E R ♣



RULES

INTRODUCTION



The kitchen is calm. Too calm.

All of a sudden, the chaos begins: as bits of cheese fall off the table, mice scurry in to snatch them up! The cat, who was patiently waiting for this moment, extends his claws and leaps onto the rodents. But he didn't notice the dog, who suddenly appears with his mouth wide open... This chaotic crowd chases and squabbles with each other all around the room until the infuriated innkeeper bangs on a pot to disperse the would-be thieves. After all that hubbub, can you remember how much cheese there actually was?



CONTENTS

40 double-sided Kitchen cards

- 32 Platter cards
- 8 Character cards

Platter cards each have a number in the middle (from 0 to 7+), which represents the number of cheese you've counted.



The little number on the yellow background simply reminds you which number is on the backside of the card.



Character cards show your remaining points, from 0 to 7.

6 dice

- 3 yellow dice
- 3 orange dice



Die faces either show cheese (in various quantities) or a character.

Yellow dice are used for your first games, while orange dice add extra rules.

7 wooden Cheese pawns

Cheese pawns lock in your guess.



OVERVIEW AND GOAL



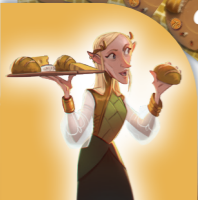
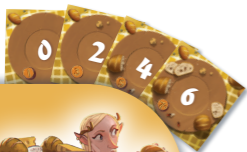
Roll the dice and figure out **how much cheese is left over** before the other players.

SETUP

- 1 Each player takes a set of cards of the same color made up of:
 - 1 Character card
 - 4 Platter cards (double-sided and numbered 0 to 7+)Put any unused sets back in the box.
- 2 Each player places their Character card in front of them (so the "7" points is at the top) and holds all their Platter cards in their hand.
- 3 Take Cheese pawns equal to the number of players minus 1 and place them in the middle of the table. Put any unused pawns back in the box.
- 4 Place the dice in the middle of the table, within reach of all players (you can look at them before beginning the game).

★ For your first game, we recommend only using the yellow dice. Leave the orange dice in the box: they have extra gameplay rules (see page 6).





Example setup for a 4-player game








GAMEPLAY OVERVIEW

A game of *Cheese Master* plays over several rounds. It ends when only one player is left in the game (see page 9).

This is a **speed** and **observation** game: Each round, the players must deduce how many cheese wedges are left after the die roll. The round has 2 steps:

- 1 One player rolls all the dice in the middle of the table (for the first round, the owner of the game does this).
- 2 All players try to **count** the number of wedges -according to the die roll- as fast as they can (everybody plays at the same time, there are no "turns").

To calculate the total cheese wedges, apply the dice as follows (from top to bottom):

    **+1/+2/+3**  1 wedge **adds** 1
(2 wedges add 2 ...)

  **-1**  The mouse king **removes** 1 wedge,
no matter the cost!

  **×**  The innkeeper **removes** all dogs, cats, and
mice (except the mouse king).



  **-1**  The dog **removes** 1 cat.

  **-1**  Each cat **removes** 1 mouse
(except the mouse king).

   **-1/-2**  Each mouse **removes** 1 wedge
(2 mice remove 2 wedges ...)

Do not apply the effects of removed dice!

3 As soon as a player thinks they have the right number of cheese wedges left, they must take the following actions in this exact order:

-  **Place** 1 of their Platter cards in front of them with the number they guessed face up (shown in the middle of the card).
-  **Cover** their Platter card with 1 of the available Cheese pawns, taken from the middle of the table, to lock in their choice.

Example

Adrien just rolled the 3 yellow dice in the middle of the table. He looks at them carefully and deduces that there are only 2 cheese wedges left. He places his Platter card with the “2” side face up. Then he covers it with one of the available Cheese pawns.



The round ends as soon as there are no more Cheese pawns in the middle of the table.

Since there is 1 less pawn than there are players, all but 1 player will have a Cheese pawn!





END OF THE ROUND

- 1 The player who did not take a Cheese pawn immediately loses **1 point**. They rotate (or flip over) their Character card to show 1 less point.
- 2 Any players who did not guess the right number of remaining cheese wedges immediately lose **2 points**. They rotate (or flip over) their Character card to show 2 less points.

Example

Charlie's guess was wrong. He played a "3" Platter card, but there were 2 cheese wedges left! He turns his card 180° to show he only has 5 points left.



If you go below 4 points, flip your Character card over to continue adjusting your points.

Example

Adrien has 4 points and loses 2 points this round. He flips his Character card over to show his new score of "2" facing him.



- 3 Now you can start a new round. Return the Cheese pawns to the center of the table. The player who did not get a Cheese pawn this round chooses a player to roll the dice.



ELIMINATION




When a player loses their last point, they turn their Character card to **0** and are **eliminated** from the game. Each time a player is eliminated, remember to remove 1 Cheese pawn from the game, so that there are always 1 fewer than the number of players.





PENALTIES

Mistakes can happen at any time during the game. If you do any of the following, you immediately lose **1 point**:

-  Roll the dice off the table;
-  Touch the dice after rolling them but before the end of the round;
-  Take a Cheese pawn before playing your Platter card.

END OF THE GAME



The last player still in play immediately wins the game. In case of a tie, the tied players replay the last round to determine the winner.

Example

During the last round, Adrien had 2 points but guessed incorrectly, so he lost both his points. Charlie had 1 point, but she didn't take a Cheese pawn, so she also lost her last point. Since both players were eliminated, they regain the points they had and play a new round.





ADDING ORANGE

Once all players are familiar with the 3 yellow dice, you can introduce **new effects** by using one or more orange dice. Start with the orange die that's lowest on the reference table on page 6 (dog, then innkeeper, then mouse king).



SLAM MASTER

For longer games, you can start the game with just **1 random yellow die**. When that game is over, start a new game with 1 additional yellow die, and so on for the following games. Then add **1 orange die** per game (still following the reference table on page 6). The winner is whoever won the majority of these 6 games. They are the true **Cheese Master!**

❧ CREDITS ❧

Designers:

Johan Benvenuto & Alexandre Droit

Illustrator:

Biboun

Project Manager:

Adrien Fenouillet

Graphic Designer:

Charlie Metz

Proofreader:

Maëva Debieu Rosa

Translator:

Danni Loe

English Proofreader:

William Niebling























❧ SPECIAL THANKS ❧

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IELLO - 9, avenue des Érables, lot 341
54180 Heillecourt, France



PLAYER AID

- 



+1/+2/+3

 1 wedge **adds** 1
(2 wedges add 2 ...)
- 

-1

 The mouse king **removes** 1 wedge,
no matter the cost!
- 



 The innkeeper **removes** all dogs, cats, and
mice (except the mouse king).
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- 

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- 


-1/-2

 Each mouse **removes** 1 wedge
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❧ COUNTING EXAMPLE ❧

- 1 There are 4 wedges (3+1).
- 2 The mouse king **removes** 1 wedge.
- 3 The dog **removes** the cat.
- 4 So the cat does **not** remove the mouse.
- 5 The mouse **removes** 1 wedge.
- 6 So there are 2 wedges left!

