

HOUSE MOUSE

INSTRUCTION MANUAL



2-8 PLAYERS



15-30 MIN



AGES 8+

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Illustrated by Natalie Hvozď

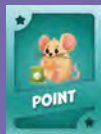
Graphic Design by Stobo Studio

House Mouse is a quick and chaotic card game. Each player is a mouse trying to build a magnificent nest. They do this by scavenging bits and bobs that the owner of the house, their host, has left laying about.

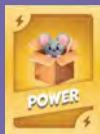
Players do this by collecting cards into their nest, either directly from the house or from other player's nests. These cards can be Points (positive or negative!), Powers (like trading, peeking, revealing, giving, and stealing cards!), or Boosts (bad for others, good for you, or both!).

The game ends immediately when any player's nest holds 12 cards. The player that builds the nest holding the most points is declared the winner.

COMPONENTS



64 Point
Cards



32 Power
Cards



12 Boost
Cards



8 Room
Cards



8 Wooden
Mice

SETUP

1. BUILD THE HOUSE

Shuffle the room cards and lay them out in one of the following patterns, based on the number of players. Place all unused room cards back in the box.



Lay out 3 room cards
face-up in a row.

Playing with 2 players?
Add Basil!
(see the last page)

2-3 PLAYERS



Lay out 5 room cards
face-up in a plus shape.

4-6 PLAYERS

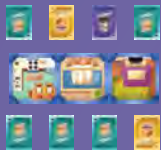


Lay out 7 room cards
face-up in an extended
plus shape.

7-8 PLAYERS

2. FILL THE HOUSE

Shuffle all of the Point, Power, and Boost cards together to form a single deck. Place one card face-down near each corner of the room cards.



Place 8 cards total.

2-3 PLAYERS



Place 12 cards total.

4-6 PLAYERS



Place 16 cards total.

7-8 PLAYERS

3. CHOOSE A MOUSE

All players choose a mouse. This will be your player piece for the game. Place unused mice back in the box.

GAMEPLAY

The player that most recently saw a real mouse starts the game, with play proceeding clockwise. Starting with the player that will go last and in reverse-turn order, each player places their mouse on any unoccupied room corner.

Your nest is the collection of revealed cards kept in front of you and is visible to all players.

ON YOUR TURN

You get 3 actions on your turn. You do not have to use all of your actions, but using all three is highly recommended.

You can choose from any of the following when using an action:

1. SCAVENGE

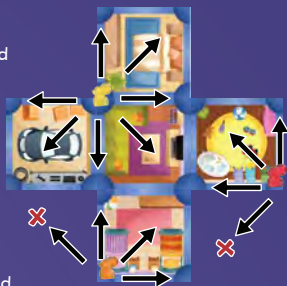
Add the face-down card next to your mouse into your nest or hand (do not refill the empty spot yet).

2. MOVE

Move your mouse from one room corner to an adjacent room corner. When room cards touch corners, they combine to form one room corner. You can move diagonally across a room.

3. ACTIVATE A POWER

Activate a Power card in your nest to resolve its effects. You can only activate each Power card once per turn, unless it has changed nests. If this has occurred, the Power card has been refreshed and can be used again that turn.



SCAVENGING

Collect the card in the house next to your mouse's current corner.

- After scavenging, you do not immediately refill the empty spot in the house.
- When you move (or are moved) onto a space with a face-up card, you must immediately scavenge it as a free action.
- When you scavenge a Point card, add it to your nest face-up. You will total your points at the end of the game to determine the winner.
- When you scavenge a Power card, add it to your nest face-up. You may activate it as a free action this turn.
 - Power cards stay in your nest after being activated, and can be activated once per turn for 1 action. If it has changed nests, it gets refreshed and can be activated again that turn.
- When you scavenge a Boost card, draw it into your hand. Boost cards are *not* part of your nest and don't count toward your 12 card limit.
 - Boost cards can be played at any time as a free action, even when it isn't your turn. Boost cards are discarded after use.

MOVING

Navigate through the house to scavenge cards.

- You can move from one adjacent corner to another, including diagonally.
- Adjacent corners on different room cards count as a single corner.
- When you move away from a corner that has been scavenged, place a new card from the deck face-down in the empty spot.
- You cannot occupy the same corner as another mouse, but you may move through an occupied space using two movement actions.

ACTIVATING A POWER

Perform abilities that give you an advantage.

- Always resolve all of the effects of a Power when you activate it.
- When a Power card is scavenged, it can be activated within that turn for free (without using an action). On future turns, it can be activated using 1 action.
- Powers are not discarded after use. They stay in your nest unless otherwise specified.
- If you acquired the Power card without scavenging (for example, stealing or trading) you can not activate it for free on that same turn (but feel free to spend 1 action to activate it).
- You may only activate each Power card once per turn *unless* the Power card has changed nests. If this has occurred, the Power card has been refreshed and can be used again that turn. All Power cards in every nest refresh at the start of each turn.
- Powers are very carefully worded and are meant to build on each other. Get creative!

PLAYING A BOOST

Boosts are extra special one-time-use abilities that help you and hinder others.

- Boosts do NOT go into your nest, nor do they count toward the 12 card limit.
- You may play a Boost at any time, even if it isn't your turn.
- You must discard Boosts after you play them.



END OF GAME

The game ends immediately when a 12th card is added to any player's nest. If the 12th card is a scavenged Power card, you may still activate the Power card as a free action. The game ends even if an effect reduces the number of cards in that player's nest to below 12 cards.

Each player now totals their points from Point cards, and the player with the most points wins the game. If there is a tie, the player with the most cards in their nest wins. If there is still a tie, all tied players are winners.

SCORING

To score your nest, simply add up your points according to the descriptions below. Point cards that have been flipped face-down by a Power still count toward your total.

BASIC



Basic Cards are worth the number of points listed on the card. Don't forget that they can be negative!

COLLECTION



Collection Cards are scored as a group. The number of cards in your collection correlate to a point value. For example, "Fiberglass Insulation" will score 8 points for one card, 0 points for two cards, and -8 points for three cards!

If you have more than three cards in your collection, you start a new collection. You cannot have two partial collections of the same card.

COMBOS



Combo Cards are worth some points by themselves, but worth more points if you have the other card shown in the combo. For example, the "Part of an Envelope" and "An Old Stamp" cards are each worth 2 points individually, but if you have both cards you will receive 12 points total (6 points for each card).



**PLAYING WITH
2 PLAYERS?
WANT MORE
CHAOS?**



**ADD
BASIL!**

BASIL IS A PERMANENT RESIDENT OF THE HOUSE WHO IS ALWAYS UP FOR A CHALLENGE. ADDING HIM TO THE GAME MEANS YOU'LL HAVE AN EXTRA MOUSE RUNNING ABOUT TRYING TO SCAVENGE YOUR TREASURES.

During setup, the first player to place their mouse also adds Basil to any other corner in the house. The other players then place their mice as usual.

During the game, Basil always goes last in the turn order. Basil will always move towards the nearest face-down Point card. If two Point cards are the same distance away, the last player chooses which direction Basil goes. When Basil arrives at a Point card he will always scavenge it, if possible.

Basil will not scavenge Power or Boost cards. If he must collect a face-up Boost card, simply discard it. If he collects a face-up Power card, it will stay in his nest and he will never choose to activate it. If Basil is forced to do something by a human player using a Power card, Basil will do what is most beneficial for him (as agreed upon by all players).

The game still ends if Basil is the one that collects the 12th nest card, and Basil can win if he has the most points.

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Chris Backe, Benjamin Judd, Hamza Halai**

**Thank you to all of our playtesters who made this game possible.
You can find a complete list of playtesters on our website.
www.sodalitegames.com/playtest**