



The Big Cheese of Appenzell

Cheesy Gonzola

Fruitful fresh fodder for 2-5 Appenzell castle mice from 8 years and up

MATERIALS



I am the big cheese of Appenzell

1 mouse "Cheesy Gonzola"



5 hatbands for Cheesy Gonzola's cheese hat



1 three-cheese-block tower to be folded and glued.

3 special shoving tiles



"Cheesy Gonzola"



"Secret door to the pantry"



"Chunky cheese shover"



4 grey mice

The game for 5 players:

With this expansion, you now can play "Burg Appenzell" also with five players. This requires the 4 grey mice and the three-cheese-block tower. Note: if four players have already collected the same kind of cheese, this kind is not available any more to the fifth player.

With the materials of this expansion and the game of "Burg Appenzell,"

you can play the following variants and combinations in any way you want:

- "Cheesy Gonzola"
- "3-cheese-block tower"
- "Chunky cheese shover"
- "Pantry"

The rules of "Burg Appenzell" apply. Check additional rules on the next pages.

By the way: You have enough space in this box to put the game materials of "Burg Appenzell" and "Cheesy Gonzola."



CHEESY GONZOLA

- is the big cheese who can change his owner
- can take big steps and run over roofs
- doesn't fall into mousetraps

You need:



SET-UP

Put the "Cheesy Gonzola" tile in the middle of the castle and place "Cheesy Gonzola" on top of it. Cover all other rooms with roofs.

For the 'Shoving' action, you can always choose between two shoving tiles. In the beginning of the game, these tiles should be neutral (without cheese/hole) if possible.

Give each player a hatband of his colour.

COURSE OF THE GAME

Cheesy with a hatband

If your mouse gets to the "Cheesy Gonzola" tile, put your hatband on Cheesy. In case Cheesy already has another hatband, give it back to its owner. If Cheesy wears your hatband, you may carry out actions with him - as with your own mice.

Here I am! And you get onto this tile only if you shove it out from under me.



Now I'm there for the red player.



Action "Uncovering with Cheesy"

Cheesy may also uncover roofs that are not only adjacent to the field but to the entire room in which he is standing.

Each uncovering counts as 1 action.

I may uncover these roofs.



Action "Running with Cheesy"

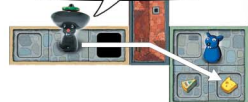
Cheesy can:

- run over roofs (but not stop on them)
- run over holes (and even stop "on" them)
- jump over fields for free while running

1 action is:

- each step on any unoccupied field in the same room
- each step on any unoccupied field in the neighbouring room
- entering a roof

In only 2 steps, I reach the cheese.



Cheesy and the mousetrap

Cheesy is protected from traps - his cheese hat catches him.

If you want to shove this row, you lift Cheesy for a moment.

Cheesy collects cheese for you

If Cheesy wears your hatband, you can use him - like each of your mice - for collecting cheese.



THREE-CHEESE-BLOCK TOWER

- is a movable tower
- can be used (like any other tower) as an entrance to the castle
- is required for the five-player game, in any case

You need:



SET-UP

As in the basic game, each player puts a mouse in a tower - except for the last player; he sticks the three-cheese-block tower with his mouse to any one field of the castle wall, but not to one of the 4 corner towers.

COURSE OF THE GAME

Players may use the three-cheese-block tower (like any other tower) as an entrance to the castle. If the three-cheese-block tower blocks a shoving row, you can't shove it.

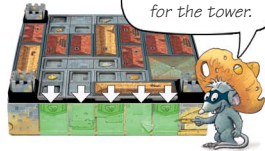
Action "Moving the tower"

You may switch the three-cheese-block tower (with or without your own or another's mouse) to another field of the castle wall, but not to one of the 4 corner towers.

Each switching of the three-cheese-block tower counts as 1 action.

During your 4 actions per turn, you can choose the action "Moving the tower" as often as you want.

On each side, there are 5 fields for the tower.



CHUNKY CHEESE SHOVER

- allows you additional shoving for free

You need:



SET-UP

Lay down the chunky-cheese-shover tile in the castle. For the 'Shoving' action, you can always choose between two shoving tiles during the course of the game. In the beginning of the game, these tiles should be neutral (without cheese/hole) if possible.

COURSE OF THE GAME

If one of your mice is standing on the chunky-cheese-shover tile during your turn, you may shove one additional time.

This does not cost any action.

If during your turn you get to this field with different mice, you may, accordingly, shove several additional times.

PANTRY

- is a place outside the castle
- has only one entrance/exit: the "secret door to the pantry"
- consists of the 4 "remaining" shoving tiles that are not in the castle at present
- often stocks cheese, thereby making it easier to collect

You need:



SET-UP

You need all shoving tiles of the basic game and expansion game. Put the 4 (if possible, neutral) tiles that have been left over from the set-up in a row next to the castle. These 4 tiles are the "Pantry."



COURSE OF THE GAME

Action "Running" (Pantry)

A mouse may run:

- from the secret door to any unoccupied field of the pantry
- inside the pantry from one field to any other unoccupied field
- from the pantry back to the unoccupied secret door into the castle

This costs 1 action each.

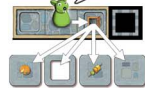
A maximum of 3 mice may be in the pantry.

As long as the secret door is occupied, no other mouse gets into or out of the pantry. In the pantry, "holes" can be entered like neutral fields.

Action "Shoving" (Pantry)

Choose any one shoving tile from the pantry and replace it with the tile that drops during the shoving. If there is a mouse on the tile chosen, move him onto any unoccupied tile of the pantry.

I reach the pantry in two steps.



END OF THE GAME

The game ends like "Burg Appenzell." I recommend, however, that to win the game you collect 5 different pieces of cheese in a 2-, 3-, or 4-player game.



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