

# Quiek! クヱック!

Produced by BREMEN Games

2  
Players

15  
Min

10+  
Ages



## Lead the Hungry Mouse to the Cheese!

The hungry mouse rushes recklessly.

It can't turn until it hits the wall.

Place walls effectively to lead the mouse to the cheese before your opponent.

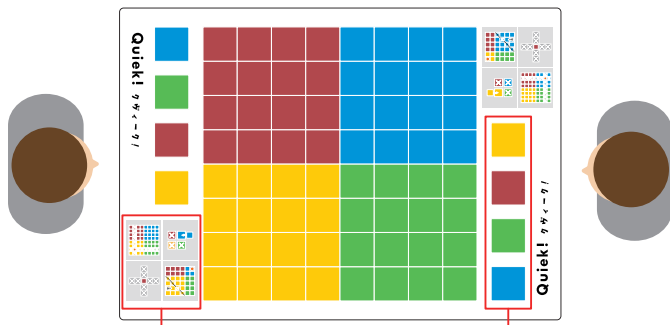
However, where you can place the walls is limited by the color chosen by your opponent.

Be careful not to fall into your opponent's trap!

## 1 Setup

### 1. Set up the game board

Place the game board between the players in the following orientation.

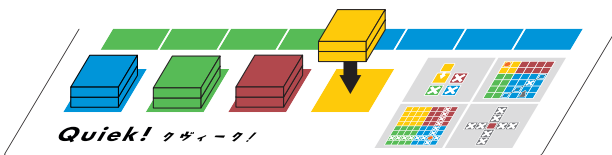


Tile placement rule summary

Stock area

### 2. Place the Wall tiles in the stock area

Stack 2 same-color tiles on each slot in the stock area.



### 3. Determine the start player

The player who has most recently eaten cheese is the start player.

Otherwise, determine the start player by rock-paper-scissors or in whatever way you like.

## Components

1 Game board



16 Wall tiles  
(4 colors x4)



2 Wooden pieces  
(2 types x1)



Mouse



Cheese

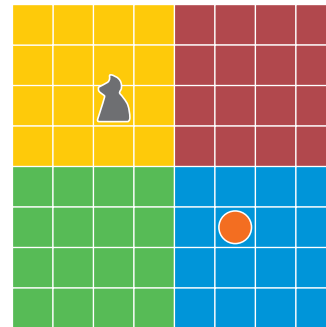
1 Rulebook



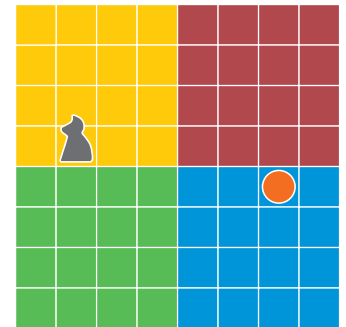
### 4. Place the Mouse and Cheese pieces on the game board

The start player shall place the Mouse and Cheese pieces any place on the game board. When playing this game for the first time, refer to the following examples.

Example 1



Example 2

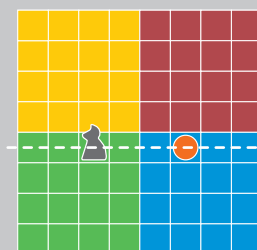


Caution!

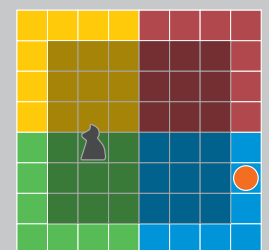
Do not place the pieces as follows.

Doing so will immediately end the game.

Placing the Mouse and cheese on a straight line

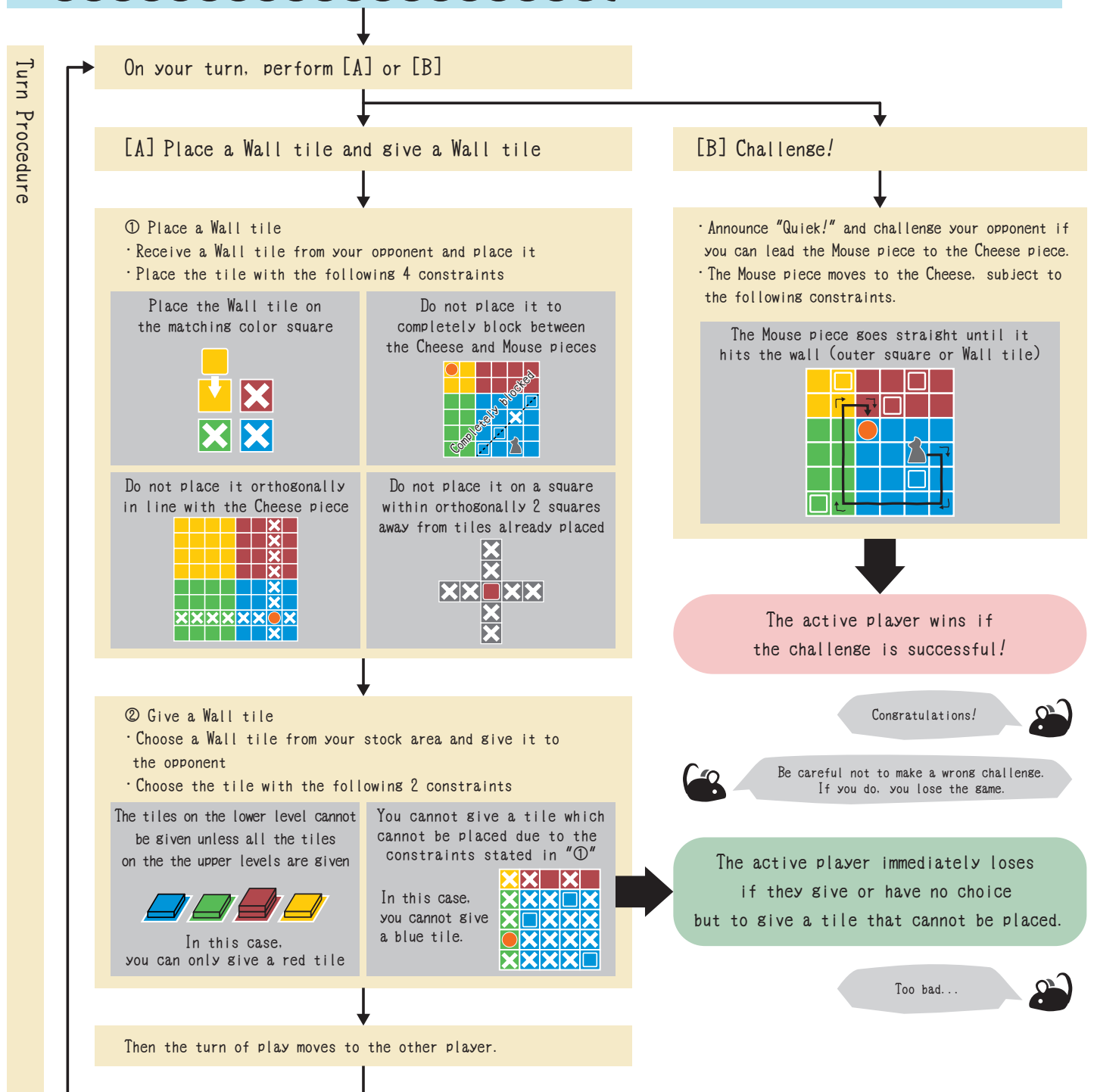


Placing the cheese in the outermost square



# 2 How to Play

- The start player chooses one of the Wall tiles in his stock area and gives it to the opponent
- The player who receives the Wall tile is the active player and begins the game



## Extra rule

Once you get used to the game, try the additional rules!

### 1. Time Limit Rules

Set the time limit for taking turns.  
 For example, set a timer for about 30 seconds.  
 The player who has exceeded the time limit immediately loses the game.

### 2. Reverse Challenge Rules

After a successful challenge, the winner counts for 10 seconds. Meanwhile, if the opponent finds a route with less tunings at walls to lead the Mouse piece to the Cheese, the opponent wins!

## Quiek!

Website



### Credit

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