

CHATEAU ROQUEFORT

MATERIALS

By Jens-Peter Schliemann and Bernhard Weber

Before the first game, carefully remove the roofs, tower battlements, and the shoving and collecting tiles from the cardboard forms.

Attention! The cardboard form from which you remove the COLLECTING TILES is your GAMEBOARD! (See below: 4) So please handle this cardboard form with care: -> DONT THROW AWAY! -> DONT FOLD OR BEND! -> TREAT CAREFULLY WHILE BREAKING OUT THE TILES!

Building the Chateau and Preparation 1

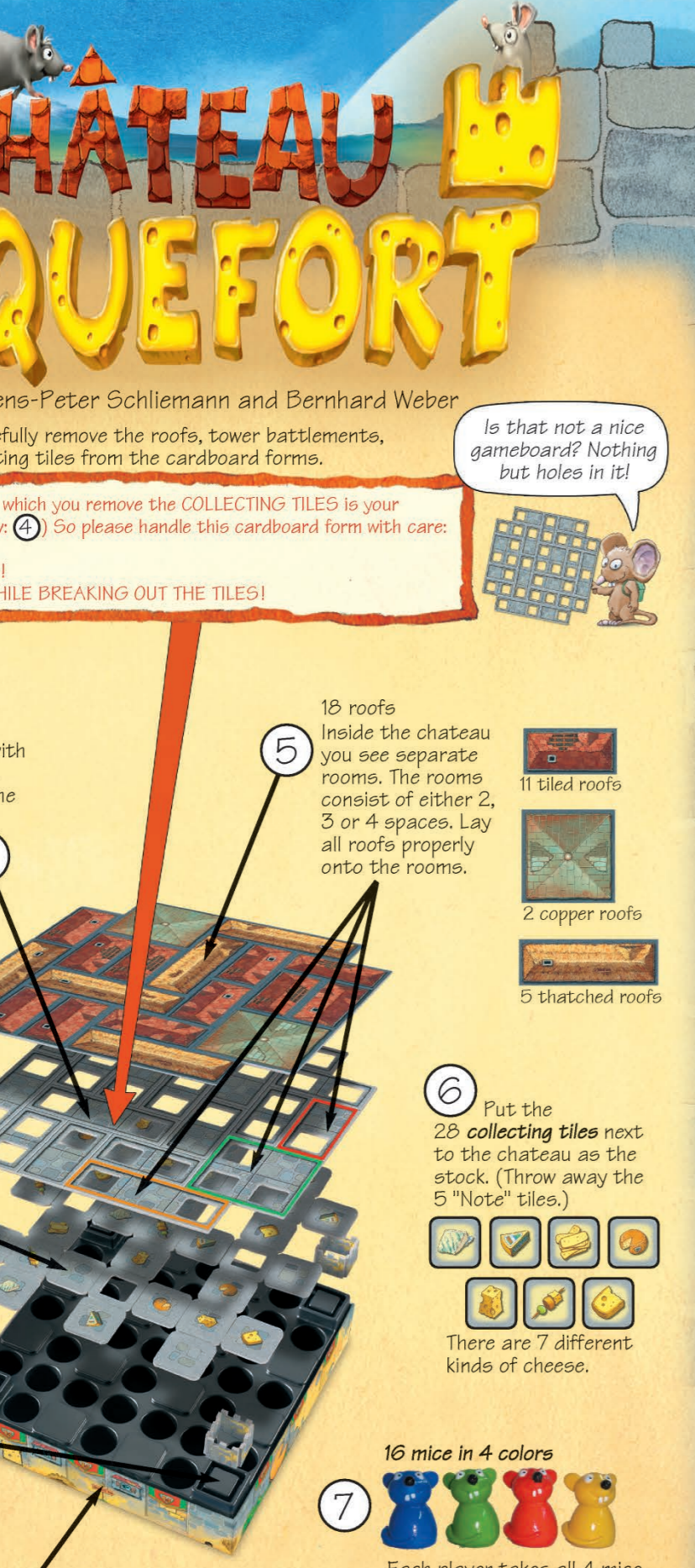
Now you lay the grid board (with 33 holes) on the sliding tiles. If you use the other side of the gameboard, you can play Chateau Roquefort with another room layout.

- 34 sliding tiles
 - 21 x with cheese (3 of each kind)
 - 10 x without cheese
 - 3 x mousetraps with a hole

Distribute the sliding tiles in any way you like on the cellar dungeons so that one tile is placed on each cellar hole. Put the remaining sliding tile next to the chateau.

4 foldable tower battlements
Fold the tower battlements and set them into the slots of the 4 corner towers.

Chateau walls and dungeon
The bottom section of the box forms the chateau walls, inside which are the black cellar dungeons of the chateau.



Is that not a nice gameboard? Nothing but holes in it!

18 roofs
Inside the chateau you see separate rooms. The rooms consist of either 2, 3 or 4 spaces. Lay all roofs properly onto the rooms.

6 Put the 28 collecting tiles next to the chateau as the stock. (Throw away the 5 "Note" tiles.)
There are 7 different kinds of cheese.

7 16 mice in 4 colors
Each player takes all 4 mice of one color and places them in front of them.

GOAL OF THE GAME

Be the first to use your mice to collect 4 different kinds of cheese!

PLAYING THE GAME

Each player puts one of their mice in an unoccupied tower.
Players choose a starting player using any method they prefer.
Play continues in clockwise order.
On your turn, you may take up to 4 actions from the following three possible actions: 'Uncover', 'Run' and 'Slide'.

We do not run over roofs! First you have to uncover rooms so we can run inside the chateau.

'Uncover' Action

Mice can uncover neighboring rooms. From each space (that means also from the tower) where one of your mice is sitting, you may horizontally, vertically, or diagonally remove adjacent roofs.
Put the removed roof near the chateau.
Each uncovered room, regardless of size, counts as one action.

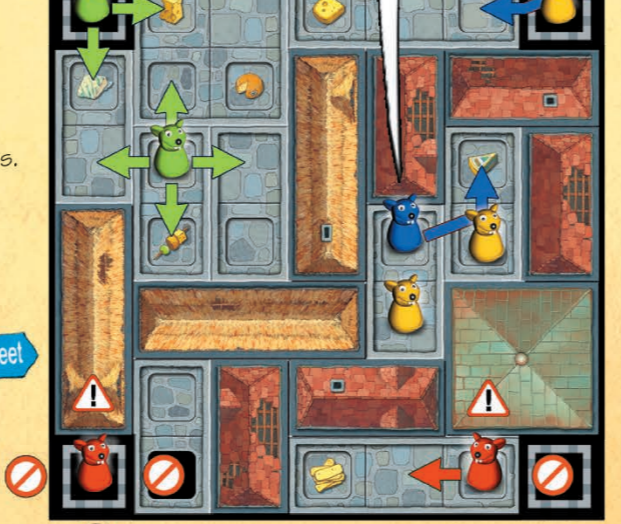
While uncovering, tasty cheese appears ... or nasty mousetraps or sometimes nothing ...
I may remove these three roofs.



'Run' Action

The mice get into the chateau only via the towers. In doing so, each player may use any tower.
A player can run with your mice from one space (also from a tower) to a neighboring space in horizontal or vertical direction. Running diagonally is not allowed (e.g., green mice in the illustration at the right).
The mice may not run on or over roofs and mousetraps. Returning into a tower or leaving the chateau is also not allowed (e.g., red mice in the illustration at the right).
Only one mouse may stand in each space (including in a tower).
Mice may jump over mice. Each space passed through counts as a 'Run' action (e.g., possible jump moves for blue mice in the illustration at the right).

That costs me 2 actions!
Me too!



Each of the following counts as one action:
- each step from outside into a tower,
- each step from one space (also from a tower) into a neighboring space,
- each step per space while running over occupied spaces.

← = allowed ↘ = forbidden
⚠ = forbidden, as long as a roof is lying here

'Slide' Action

On each side of the chateau above the red banners, there are three slots into which you can slide the sliding tiles.
If you want to execute the 'Slide' action, you take the remaining sliding tile and slide it into one of the 12 slots. As a result, a tile drops out on the other side of the row.

'Slide' is the only action that may be taken only once per turn per player.

Mousetrap

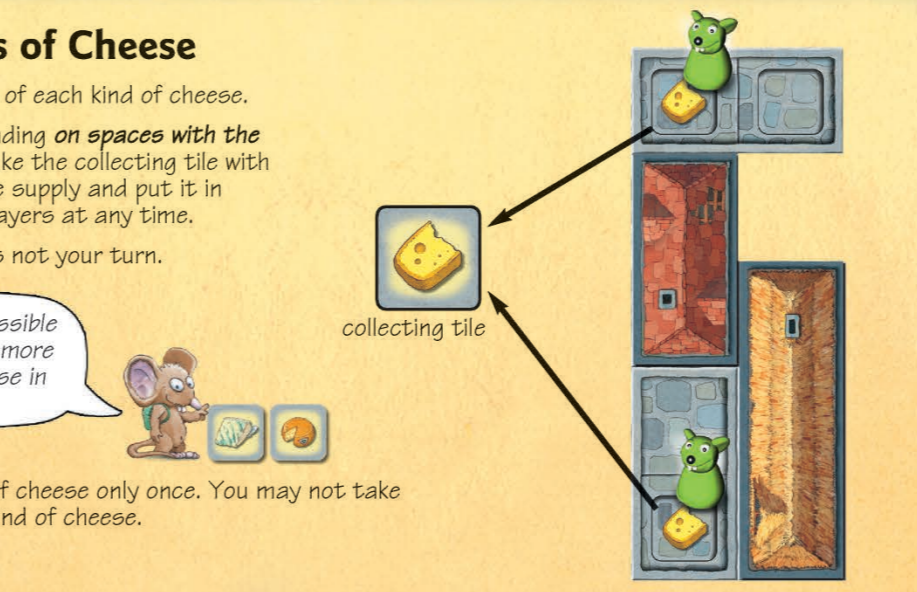
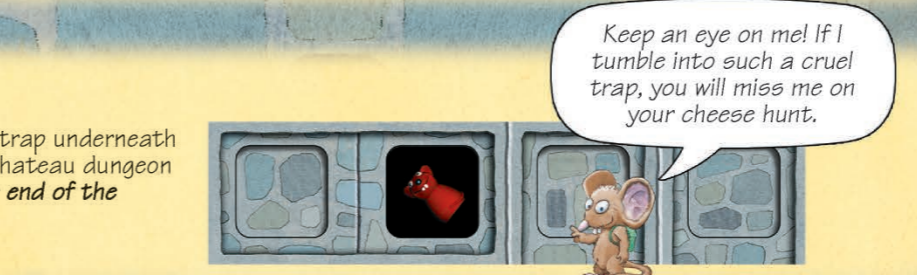
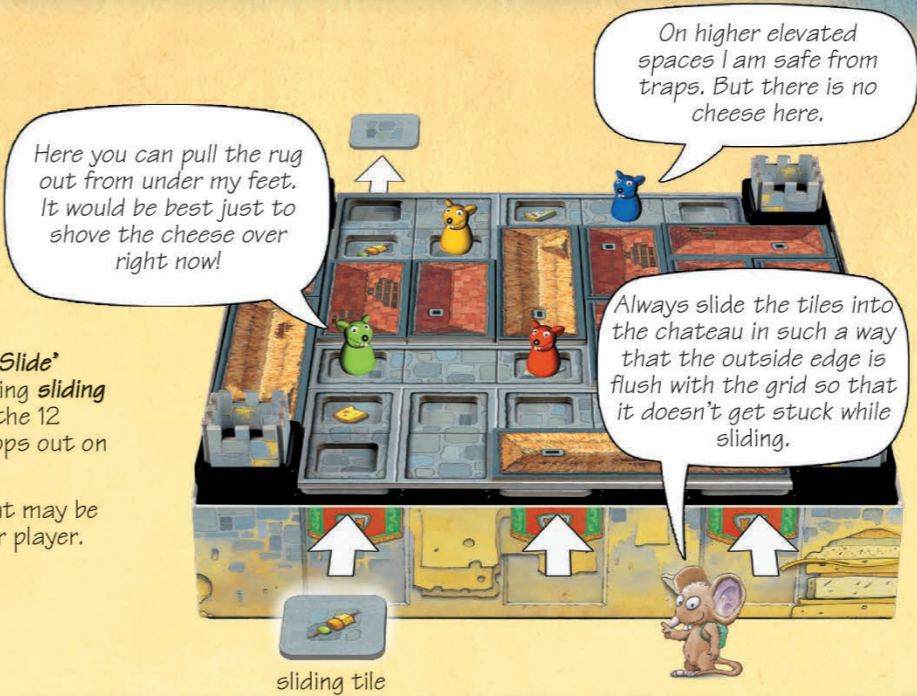
If somebody slides a mousetrap underneath a mouse, it plops into the chateau dungeon and remains there until the end of the game.

Collecting Pieces of Cheese

There are three sliding tiles of each kind of cheese.
If two of your mice are standing on spaces with the same kind of cheese, you take the collecting tile with this kind of cheese from the supply and put it in front of you, visible to all players at any time.
This may also happen if it is not your turn.

Sometimes it's even possible to sink your teeth into more than one piece of cheese in the same turn.

You may collect each kind of cheese only once. You may not take a second tile of the same kind of cheese.



End of the Turn (Covering Up Rooms)

At the end of your turn, you re-cover all empty rooms (that means, without a mouse) with the appropriate roof.
This does not count as an action.



END OF THE GAME

The game ends as soon as a player has collected 4 different kinds of cheese. This player has won the game.

The game also ends when a player's third (next to last) mouse plops into the cellar dungeon.

In this case, the winner among the other players is the one who owns the most kinds of cheese.

If several players have the same number of cheese kinds, the player among the best cheese collectors who has been waiting longest since his last turn, wins (excluding a player who has only one mouse left).

If you want to play longer, you can determine, before you start, to play until someone collects 5 or even 6 kinds of cheese. Ah, yes, delicious! I recommend this for the two or three player games.

A Little Help Putting the Game Away:

When you finished playing, pack away the mice and collecting tiles in the holes of the cellar dungeon. Place the sliding tiles, grid board and roofs in the same way as in the beginning of the game. Flatten the four battlement towers and place them on top along with the rules. Close the box, and you are done!



This game is dedicated to Jens-Peter Schliemann's godfather, Peter.
The company thanks all play testers and all others who contributed to the successful realization of the game.
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