

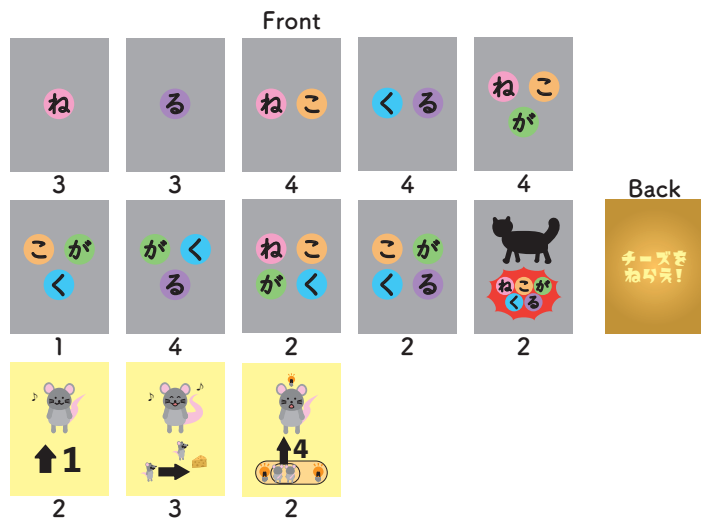
Aim for Cheese!

Instruction Manual



★ Contents

- 1 Play Sheet
- 36 Cards (29 Word Cards & 7 Chance Cards)



- 5 Mouse Pieces
- Instruction Manual



① Story

One day, the mice heard there was a delicious piece of cheese nearby. “We have to eat it!” they cried. But to reach it, they had to cross a path where a cat often prowled. Could they get to the cheese without being seen?

② Objective

Players move their mouse pieces toward the Goal. On each turn, a player moves one or two squares or stays put, then draw cards. If the player collects all five letters—“ne,” “ko,” “ga,” “ku,” and “ru”—while moving, that player must return to Start. The first player to reach the Goal wins.

③ Setting Up the Game

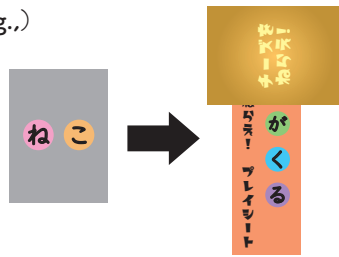
- (1) Place the play sheet in the center of the table.
- (2) Each player chooses one mouse piece and places it on the square marked “Start” on the play sheet.
- (3) Place all cards face down in a draw pile next to the play sheet.
- (4) Decide who plays first by rock-paper-scissors or some other way.

④ Game Play

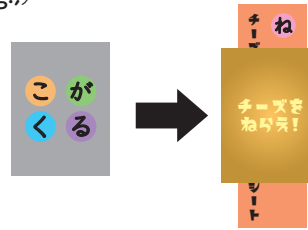
- (1) On your turn, choose one of these three options and do it.
 - ① Move one square → Move the mouse piece one square forward. Then, draw one card from the draw pile and reveal it.
 - ② Move two squares → Move the mouse piece two squares forward. Then, draw and reveal two cards, one at a time.
 - ③ Stay in place → Leave the mouse piece where it is. Then, draw and reveal one card, but ignore the effect of the chance card. If you complete the “ne,” “ko,” “ga,” “ku,” and “ru” set, do not return to “Start” ; take another turn instead.
- (2) Follow the instructions below according to the type of card drawn.

▷ For word cards (“ne,” **ね** “ko,” **こ** “ga,” **が** “ku,” **く** and “ru” **る** cards)
Place the card face down over the “ne,” **ね** “ko,” **こ** “ga,” **が** “ku,” **く** and “ru” **る** labels on the play sheet, covering the letters written on the card. (This area is hereafter called the “Neko-ga-kuru Area.”)

e.g.,)



e.g.,)



※ If the card drawn by the previous player is already in the “Neko-ga-kuru Area” , place the new card on top of it.

★ Place the card in the “Neko-ga-kuru Area” . If all five letters—“ne,” “ko,” “ga,” “ku,” and “ru”—are hidden, the cat will come.

• If a cat appears when the current player moves their mouse piece (If you performed either ❶ or ❷ in (1))

→ Return the current player’s mouse piece to “Start.” Place all cards from the “Neko-ga-kuru Area” next to the draw pile (hereafter the “discard pile”), then end the turn.

※When drawing two cards, if the cat appears on the first, return the second unrevealed to the top of the draw pile and continue play.

• If a cat appears when the current player stay the mouse piece (If you performed ❸ in (1))

→ Without returning the mouse piece to “Start,” place all cards from the “Neko-ga-kuru Area” in the discard pile. Then, the current player takes another turn (the current player chooses one action again from ❶, ❷, or ❸ in step (1) and performs it).



※If you draw the “Neko-ga-kuru” card, a cat will appear immediately, regardless of the “Neko-ga-kuru Area” state. Continue the game as if a cat appeared with any card with the letters “ne,” “ko,” “ga,” “ku,” or “ru.”

▷For chance cards



<「Move one square」 card >

Move the player who drew this card's mouse piece one more square forward. Place this card in the discard pile.

※If you play this card during a “Stay in Place” turn, its effect doesn't activate. Just discard it.



<「Catch up to the leader」 card >

Move the player who drew this card's mouse piece to the same square as the mouse piece on the square closest to the cheese. Place this card in the discard pile.

※If you play this card during a “Stay in Place” turn, its effect doesn't activate. Just discard it.



<「Come up with a shortcut」 card >

move the mouse pieces of all players (including the player who drew the card) currently on an inspiration square (the space marked with 🌟) forward 4 squares.

※If you play this card during a “Stay in Place” turn, its effect doesn't activate. Just discard it.

- (3) Your turn ends. The turn passes clockwise to the player to your left.
- (4) Players take turns. When the draw pile runs out, shuffle the discard pile, place it face down, and use it as a new draw pile.

⑤ Ending the Game

The game ends when any player’s mouse piece reaches “Goal” and no cat appears at that moment. The player who reaches “Goal” first wins. After that, players are ranked in order of proximity to “Goal.”



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Contact: panineegames@gmail.com

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△Warnings△(Please Read)

- Do not give this product to children under 3 years of age. There is a risk of choking.
- Keep away from fire. This may cause deformation or a fire.