Viva Topo!

4+

2–4

20–30 min



Pegasus Spiele

Manfred Ludwig



Manfred Ludwig was born in 1936 in Munich. He studied at the University of Munich and has been teaching French and physical education at a high school in Regensburg, Germany, since 1964.

He discovered his talent for inventing games primarily through his children. Today he is retired and a proud grandfather of six grandchildren. He enjoys travelling and continues to invent games. For him, a good children's game is a game that offers several different tactical ways to win.

Components

- 1 game board
- 1 cat
- 20 mice in 4 colors
- 20 pieces of cheese (4 of each size: 1-piece, 2-piece, 3-piece, 4-piece cheeses and whole cheese wheel)
- 1 die



Story

The little mice are all excited whenever they think of Cockaigne, a land filled with all sorts of delicious cheeses. The mice can hardly wait to get there as they start out on their journey. But there is just one problem: The hungry cat has caught wind of their plan and is also on his way!

Will the mice be able to escape the cat and make it to Cockaigne?



Game setup



1. Put the game board and die in the middle of the table.
2. Everyone chooses a mouse family in a color of his choice and places the mice on the mouse home in the middle of the game board. For a two-player game, each player receives 5 mice. In a three- or four-player game, each player receives 4 mice.
3. Distribute all 1-piece, 2-piece, 3-piece and 4-piece cheeses according to size in the mice friends' homes in the corners of the game board. Lay the whole cheese wheels onto Cockaigne.
4. Put the cat on the cat symbol with the "2" for a two-player game. For a three- or four-player game, the cat begins on the cat symbol with the "3" or "4".

The aim of the game is to get as many delicious pieces of cheese as possible.

How to play

Take turns in a clockwise direction. Whoever likes to eat cheese the most begins by rolling the die.

Did you roll a number?

Then one of your mice gets to leave its home. Move any one of your mice in the direction of the red arrow according to the number showing on the die. You may move only one mouse per turn.

Hint: Try to bring as many mice as possible out of their home and into the game. All mice that are still at home when the cat reaches the mouse home entrance after he has made his way around the board are out of the game.

No more than 4 mice may occupy **the same space** at any one time. If your mouse happens to land on a space that is already occupied by 4 other mice, put it on the preceding space, as long as there is enough room on this space. The dot which is not used up in this move is lost.

Did you roll a cat?



First, move one of your mice 1 space forward, then move the cat 1 space forward, too. Now it's the next player's turn.

The mice continue their way around the board **one time** until they reach Cockaigne. The cat begins further ahead, but goes around the board **two times**. In its first time around, it always moves 1 space forward on the inner track, whenever the cat is rolled. On its second time around the board, it moves to the outside track (marked with an arrow) and always moves 2 spaces forward.





Help! The cat is coming!

If the cat gets close to one of your mice, quickly move this mouse further ahead. As soon as the hungry cat overtakes a mouse or lands on its space, the mouse is out of the game. And that also goes for all the mice on this space.

Hint: At the beginning, your mice should stay behind the cat and never overtake her.

Flee to your mice friends

Of course, you can also bring your mice to safety before the cat reaches them. You just have to reach one of your mice friends' homes in time. The mice friends' homes are in the corners of the game board and can only be entered by landing on one of the two **spaces with the cheese arrow**. The mice friends' home also counts as one space. That means you have to roll a number high enough to at least safely reach this space (remaining dots are lost). If your mouse safely makes it to one of these homes, the game is over for him. To calm his nerves after escaping the cat, he is rewarded with **a piece of cheese** from his mice friends.





The closer the mice friends' homes are to Cockaigne, **the bigger** are the pieces of cheese. If all the pieces of cheese have already been given to the first mice to arrive, your mouse is out of luck. There is no limit to the number of mice of any color that can gather at any of the mice friends' homes. Mice can enter the homes only in a clockwise direction. As soon as you have passed the entrances to a mice friends' home, you can never turn back.

A player has no mice left

If you've lost all your mice, or they've already made it to Cockaigne or to the home of mice friends, you still get to take your turn rolling the die until there are no more mice on the track. If you roll the cat symbol, move the cat forward. If you roll a number, nothing happens and your turn is over.



Cockaigne

The mice that make it to Cockaigne receive a **whole cheese wheel** as a reward.

Game end

Have all players' mice made it safely to Cockaigne or to a friend's home? Then the game is over and you can count all your pieces of cheese.

The player who was able to collect the most pieces of cheese wins the game. Now count how many individual little pieces of cheese you collected. An entire cheese wheel is worth 6 pieces. The pieces of cheese from the mice friends' homes are worth 1, 2, 3, or 4 pieces each depending on their size.





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