



A micro game of renegade cheesemakers and bold inspectors.



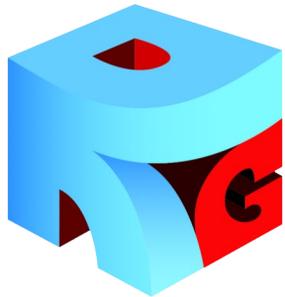
2-4 Players



20-30 Min.



Ages 10+
WARNING:
Choking hazard.



Credits:

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Thanks: Chris Mancini, "soulfinger," "tuscan sun," Michael Foght, Kelsey "Keshie" King

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The Mysterious Cheese Plague

In 1807, a mysterious plague arose in Napoleonic France, cutting down young and old alike. Some blamed the epidemic on an imported Danish cheese. Britain had recently invaded France's ally to the North, and the rumor-mill suspected British interference was to blame. Napoleon banned the cheese, and for a few years, it was only available by means of a few brave cheesemongers, who cultured it in secret and sustained a viable black market. This game tells their story.

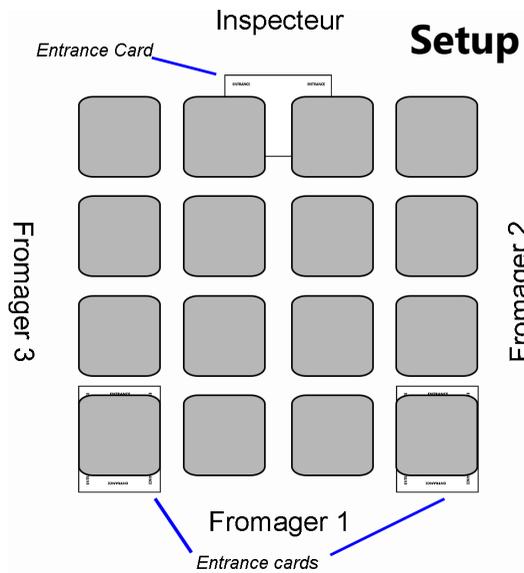
Overview:

In Hide the Havarti, players are **Fromagers** (French cheesemakers), working to hide cheese from snooping **Inspecteurs**. Each round, the inspecteur tries to find the pieces of cheese hidden in the house.

But the fromagers are rushing about, moving the cheese from place to place, trying to keep ahead of the inspecteur. Each player acts as inspecteur twice in this fast-paced game of memory, deduction, and illicit cheese.

Components:

- 24 Square cards: 12 common rooms, 8 special rooms, 4 cheese rooms.
- 8 Bridge-size cards (with ENTRANCE on the back): 4 Inspecteur cards, 4 Fromager reference cards.
- 1 Inspecteur die



HINT: Make sure all fromagers know where the four cheeses are. Remembering where the cheeses are is the key to hiding them!

Setup:

1. DETERMINE FIRST PLAYER: The player who most convincingly points at another and proclaims "J'accuse!" is the first inspecteur, all others are fromagers. The inspecteur chooses two inspecteur cards to keep and sets the others aside.
2. FROMAGERS MAKE THE HOUSE DECK: The fromagers now assemble the 16-card house deck by randomly selecting four special room cards, then adding eight common room cards and four cheese room cards. Set aside unused room cards in two face-down piles, divided into common and special room stacks.
3. INSPECTEUR LEAVES THE ROOM: The inspecteur leaves the play area for 60 seconds, standing where it's difficult or impossible to hear the fromagers or see the table.
4. FROMAGERS LAY OUT HOUSE TILES: The fromagers then arrange the 16 cards from the house deck face-down in a four-by-four grid, as

shown. The inspecteur announces loudly when 50 seconds have elapsed, then returns after 10 more, for a total of 60 seconds outside the room.

5. ADD THREE ENTRANCE CARDS: Last, the fromagers add three entrance cards (the backs of unused inspecteur and player reference cards), placing one beneath the two middle cards at the "front" of the house and two at the corners of the opposite side (see diagram). The Inspecteur starts the game by choosing, checking, then occupying one of these spaces.

Slow setup penalty: If the house is not set up when the inspecteur returns, the fromagers were surprised by the inspection and didn't have time to properly hide their contraband. They must finish setup with the inspecteur sitting at the table, and start the game with one cheese room of their choice already revealed (though not collected).

Gameplay:

As Inspecteur, you start by shouting "I have a warrant to search this house for CHEESE." Corny French accents are encouraged. You then select a room on an entrance cards and check for cheese (this is not one of your four "checks"). Place your die on the space you checked with the number 1 showing to indicate which check you are on.

Each fromager then takes a turn, proceeding clockwise. As a fromager, you **must** do one of the following:

- Swap two adjacent rooms that are face down.
- Turn one card that is not in the Inspecteur's line of sight (see diagram below) face down.

(over)

Next it's the inspector's turn. As inspector, you **must** do one of the following:

- Move zero or one rooms, orthogonally (side-to-side or up-and-down, NOT diagonally), and check for cheese.
- Move one or two rooms, orthogonally, but DO NOT check for cheese.
- Play one of your inspector cards, which should be discarded after you play it.

Check for cheese by turning over the room card where your die rests:

- If the room has a special effect and you have not already checked this room, resolve the effect.
- If the room is a cheese room, collect it and put a face-up common room in its place.

Three Key Concepts:

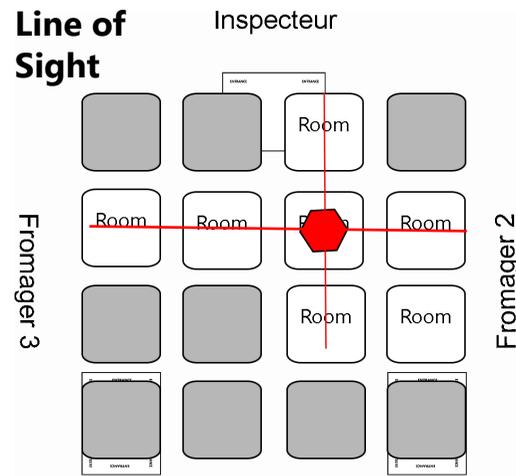
- **Chaos at the Cheesemonger's!** - Fromagers may not examine face down cards during the round (unless room cards say otherwise).

- **Line of Sight** - Inspecteurs can see from the room they occupy into any face-up room contiguously connected by a straight line of face-up rooms. In the example, the inspector can see six rooms. The seventh face-up room could be turned over by the fromager.

- **Hidden Cheese** - Inspecteurs cannot "see" rooms they haven't checked. Thus, a face-down room with an inspector in it can be swapped with another room, moving both the room card and the inspector.

End of the round - the round ends if:

- The inspector finds all the cheeses.
- The inspector checks for cheese four times in a row without finding a cheese room. When the inspector finds a cheese, this count starts over and the inspector's die returns to one.



Scoring

- The inspector scores one point for each cheese room that was found.
- The fromagers each get one point for each cheese room that was kept hidden.

End of the Game

After each round, the next player becomes the inspector. Play until each player has been the inspector twice (three times for a two-player game). The player who scored the most points over the whole game wins.

Advanced rules / Variants

- Fromagers may not communicate with one another once the inspector has returned.
- Raise or lower the number of searches the inspector gets to suit your group's taste.
- Fromagers get two points if their own cheese room was not discovered, zero points if their cheese room was found by the inspector. The cheese rooms are numbered to facilitate using this rule.

Card Details

Inspector Cards (four possible) - inspector selects two of these to use each round.

- **Cheese sniffing mice** - One fromager must indicate a Row or Column that contains a cheese. (The fromager should double check to be sure that they are correct by privately looking at all four rooms in the row or column. If the row they check does not contain a cheese, they must check another.)
- **Voila, mon partenaire!** - Check one entrance room for cheese without moving the inspector.
- **What's going on in THAT room?** - Move to a room that has been switched since your last turn and check for cheese.
- **Ahhh HA!** - Check for cheese as normal, then move again and check another room for cheese. If the first check for cheese this turn was your fourth failed check in a row, you may still do both your fifth check.

Special Rooms (eight possible) - the fromagers randomly select four of these to use each round.

- **Vegetable Cellar** - Extinguished candles: fromagers may immediately hide two rooms. Fromagers may turn two face-up rooms face down, ignoring line of sight rules.
- **Library** - This house is bigger than it seems. Last fromager swaps one room twice, immediately. The player to the inspector's right immediately swaps one room with an adjacent room, then swaps the first room another time, with a different room.
- **Nursery** - Swarm of children. Inspector loses one search. Increase the check count on the inspector's die by one. If this brings the inspector's check count to the limit, the round ends.
- **Bathroom** - Excuse me for a moment. The next fromager may peek at one face-down room. The fromager to the inspector's left immediately peeks at one face-down room card without showing anyone else.

- **Dairy** - Where did that cheese go? The inspector loses one discovered cheese. If the inspector has not yet found any cheese, there is no penalty. The inspector's cheese check count resets. Turn the inspector's die to 1.
- **Sitting Room** - A brief rest: fromagers may immediately swap any room with any other room. Fromagers discuss and select two rooms to swap. This can include the inspector's room.
- **Parlor** - Why is this door locked!? Fromagers hide and randomize the four central rooms. Turn the four rooms at the center of the house face down, then shuffle these and deal them out. Return the inspector to the same space in the board, if necessary.
- **Cheese Cellar** - Extra attention here: The next fromager picks another fromager to peek at one face-down room. The fromager to the inspector's left chooses another fromager to privately peek at one face-down card.

FAQ

- **If the Inspector is on a card but hasn't checked it yet, can that card be moved?** Yes, though the inspector moves with it. This simulates the inspector getting turned around about where he is in the house.
- **Does the first "check" at the beginning of the game count as one of the four checks the inspector must fail to end the round?** No.
- **Does the game end when the check count reaches '4' on the die, or '5'?** When it reaches 5. Remember that the die displays the check the inspector is on, so it displays 1 when the inspector is about to do the first check. When the die displays 5, the inspector has lost.
- **Do checks for cheese caused by inspector cards 'count' against the four-check total?** Yes.