

CHEESY HEIST™

RULEBOOK



1. THE GAME

THE GOAL

Cheesy Heist is a mischievous card game of cheese, cats, and mice where you sabotage and steal from each other to be the first to **collect 5* Cheese cards and get rid of all Cat cards from your hand.**

***In 5 player game,** it is recommended to lower the goal and collect **4 Cheese cards** instead of 5.



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2. BEFORE YOU START

SET-UP

The game includes 12 **Cat**, 16 **Cheese**, 21 **Mirage** cards, also 16 **Attack** and 10 **Defence** cards to make the game even more thrilling.

1. Shuffle the deck.
2. Deal 5 cards to each player.
3. Place the remaining deck face down to form a draw pile.
4. Leave space for a discard pile, where you'll be playing cards face up. That's it!

3. PLAYER'S TURN

REGULAR TURN

Players take turns clockwise, starting from the player on the dealer's left.

ON YOUR TURN

Play as many **Mirage** and **Attack** cards as you like – **or no cards at all.**



THEN

Finish your turn by taking **one card** from the top of the draw pile. Now, the next player can start their turn.

UNLESS

You decide to finish your turn by playing a **Cat** card instead!

4. THE CAT CARD

UNLEASH THE CAT!



If you finish your turn by playing a **Cat** card – everyone, including you, must instantly **drop their cards face down** in front of them.

Then players, starting from the one on your left, take clockwise turns **collecting everyone's dropped-down cards** – one card at a time, without peeking – until all of them are collected. Dropped-down cards are considered everyone's to collect, no matter to whom they belonged previously – you can take any card you want, including yours.

Note that until all of the dropped-down cards are collected, players don't get to take new cards from the draw pile nor play their cards.

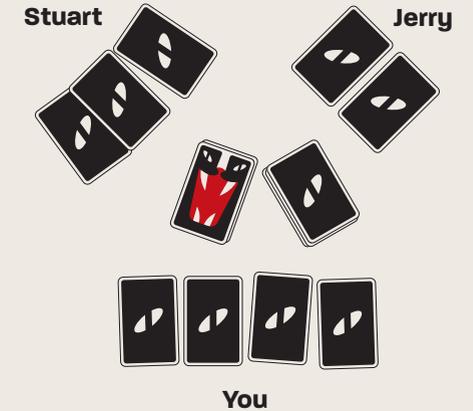
The last player, who didn't get a card, starts their regular turn.

- * Players are not allowed to skip their turns.
- * If you play a Cat card and don't have any cards left in your hand, you still participate in the collection of dropped-down cards.

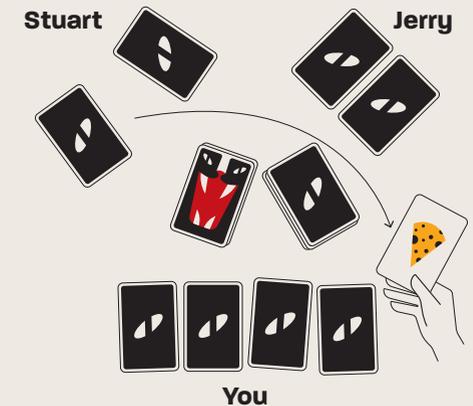
EXAMPLE

THE CAT CARD

Instead of finishing their turn by drawing a new card, **Jerry** plays a **Cat** card. Everyone drops their cards face down in front of them.



You sit on the left to **Jerry**, so you start collecting. **You** take one of **Stuart's** cards and put it in your hand. You just got lucky – it's **Cheese!**



Then it's **Stuart's** turn to take one card, then **Jerry's**, **Your's** again, and so on. The collection continues clockwise until all of the dropped-down cards are collected.

LET'S GO TO THE OTHER SIDE! ->

5. DEFENCE CARDS !

DEFEND YOURSELF FROM THE CAT

Defence cards are played on the **Cat** card. **Any player** can play **Defence** cards, no matter whose turn it is. Play them **quickly** before all of the other players drop down their cards. If you are too slow, your card gets wasted.



Cheese Vault card allows you to **keep three cards safely** in your hand away from the Cat while the rest of your cards go on the table as usual.

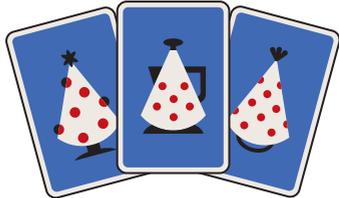


Decoy card saves everyone from the **Cat**. The card collection is skipped, and the next player starts their turn.

- * If someone has placed Cheese Vault before Decoy, the Cheese Vault gets wasted – it can't be taken back.
- * If you've played a Cheese vault, you can take your time choosing the cards to keep, but until you drop down the rest of your cards, others still can play their defence cards!

6. MIRAGES

IS IT CHEESE?! NO, IT'S JUST A MIRAGE.



Collect a set of **three identical** or **three distinct Mirage** cards. Play this **set** on your turn to demand one chosen player to openly **show their cards** so everyone could get a good look at them.

7. ATTACK CARDS ⚡

ATTACK OTHER PLAYERS

Play them **on your turn** to attack chosen players.



Thief card allows you to blindly steal one card from any chosen player's hand.



Grater card allows you to blindly pick two cards from any player's hand, take a look, and shuffle them back to the draw pile.



Gift card allows you to give one Cat card from your hand to any chosen player.

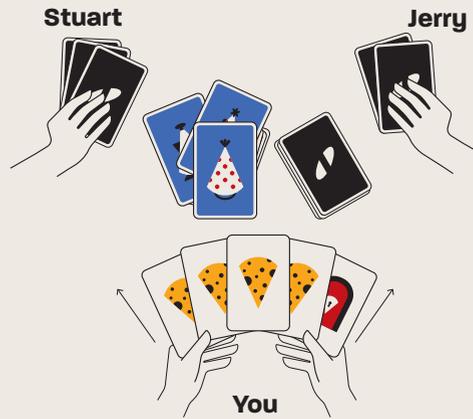
EXAMPLE

ATTACK, MIRAGE AND DEFENCE CARDS

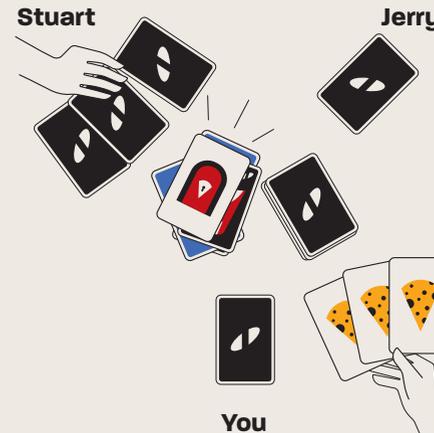


Jerry plays a **Thief** card and blindly steals one card from **Stuart's** hand. It's a **Mirage** card.

Jerry now has a set of three distinct **Mirage** cards and decides to play them instantly to make **You** show everyone **Your** cards!



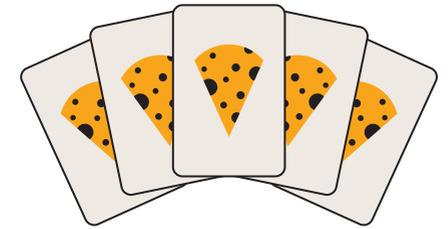
You openly show your cards, and everyone sees that **You** have four **Cheese** cards! **Jerry** decides to use this opportunity and plays the **Cat** card.



Jerry was too excited and didn't notice that **You** have a **Cheese Vault** card. **You** play it **quickly** before everyone has dropped down their cards. **Stuart** was too slow. Therefore **You** get to keep **three cards** safely in your hand. It's **Your** turn to take a card, so **You** take **Your** card from the table. All of **Your** Cheese cards are saved. At least for now!

8. END OF THE GAME

FINALLY!



Before declaring yourself a winner, you must have at least **5 Cheese** cards, **no Cat** cards in your hand, and wait for the **current turn** to be finished. Congratulations - you won!

- * If you want to draw a card on your turn, but the **draw pile is depleted**, players must drop down their cards for the last time, **as if a Cat card was played**. You start the collecting. The player with the most **Cheese** and no **Cat** cards in their hand win. If two or more players have the same amount of **Cheese** – they all win. If everyone still has **Cats** – everyone loses.

If you still have questions or need more info, please visit our website or write us an email:

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CHEESY HEIST™

3-5 PLAYERS | 7+ AGES | 15 MIN PLAY TIME

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