

SUPER CAT AND MOUSE

An OdysseyNow game with multiple scenarios.

Game Elements

Card #4

A scenario overlay (see below)

Introduction

Super Cat and Mouse is an update to Cat and Mouse, one of the originally bundled console games. The “Super” version utilizes the basic mechanics of the original game, while expanding the rules, changing the scoring system, and implementing several different scenarios, each played out on a different overlay. When playing Super Cat and Mouse, it is recommended (but not required) that the P1 spot be adjusted to be slightly smaller than the P2 spot. This will allow you to visually differentiate Mouse and make it slightly more difficult to catch, and reduce accidental “contact” between walls.

Play

The object of the game, if you are the cat (Player 1), is to catch the mouse (Player 2). Touching the mouse with your player spot will cause it to disappear (be caught). The object of the game, if you are the mouse (Player 2), is to collect all of the cheese and escape to the Mousehole.

Player 1 (Cat) starts on the cat icon, Player 2 (Mouse) starts on the mouse icon.

Once you count down and yell “go!” gameplay begins and both players may move freely, except for the following limitations:

Water (**blue**): The mouse player can pass through blue areas, but the cat cannot. However, the mouse cannot remain in a body of water for more than six seconds, and may not reenter the same body of water for ten seconds after emerging.

Wooden objects (**brown**): The cat can pass over these, but the mouse cannot make contact with them.

Solid objects (**black**): Neither player may overlay their player spot with black objects/walls.

The penalty for moving your player spot into an object in which you are not allowed to occupy is to (1) return to the point of contact if you have moved farther through or away, and then (2) freeze all movement for three seconds (counting them out loud).

If the cat comes into contact with the mouse, the mouse will disappear. It is considered caught, and the round is over.

Time Limit

A round is played for a certain time limit. Each scenario has a different suggested time (printed on its overlay). When the time is up, the round ends and points are allotted (usually only to the mouse) for any goals met.

Scoring

Mouse: The mouse gets one point for each piece of cheese that it collects. It also gets a certain number of points if the time runs out and it remains uncaptured. Escaping to its Mousehole is worth a certain number of points (and some scenarios have more than one Mousehole, which may be worth a different number of points). Because these values vary by scenario, each overlay prints the point values on the overlay as a quick reminder. They are also found below.

Cat: Usually the cat receives points only if it catches the mouse. The point value is printed at the bottom of each overlay.

A full game can consist of any number of rounds—choose at the beginning of a game. Half of the rounds are played in one role, and then players switch roles to play the other half of the rounds. A game of six rounds is a good starting place. Record score after each round and add them up in the end to determine who won.

Scenarios

OdysseyNow has developed three Super Cat and Mouse scenarios, as follows:

Cheesy Castle: A medieval adventure designed by Brendan Valley. Mouse may only escape to the Mousehole once all cheese has been collected. Scoring:

Mouse: Each cheese collected = 1pt. Escaping to the Mousehole = 2pts.

Cat: 6pts for catching the mouse.

Prison Break: Mouse is in prison, guarded by Cat, and must escape! Designed by Christian Brill. Mouse starts in upper left prison cell. Cat starts in upper right guard station. The mouse may only enter the locked “Escape” area once it has collected all three keys. Play this with a recommended 1 minute time limit. Scoring:

Mouse: Each key collected = 1pt. Cheese = 1pt. Escaping to the mousehole = 2pts.

Cat: 5pts for catching the mouse. 4 pts if the time runs out.

Stonehenge: Here the cat and mouse frolic around the real Stonehenge (only standing stones are shown). Designed by Zach Horton and Brendan Valley. The mouse may only escape to the mousehole once all cheese has been collected. Scoring is as follows:

Mouse: Each cheese collected = 1pt. Escaping to the mousehole (after all cheese) = 2pts.

Cat: 2pts for catching the mouse.

DIY Kit: With the Erasable Overlay and the tapeable Cat, Mouse, and cheese icons, you can draw your own creative scenarios with dry erase markers. For a two player creation challenge, adhere the starting icons to the overlay and then give your opponent 1 minute to draw the scenario (using black, blue, and brown markers). You will then take turns playing that scenario before you get to create one.