

Quick! クウィーク!

Produced by BREMEN Games

2
Players

15
Min

10+
Ages



Lead the Hungry Mouse to the Cheese!

The hungry mouse rushes recklessly.

It can't turn until it hits the wall.

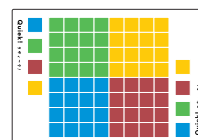
Place walls effectively to lead the mouse to the cheese before your opponent.

However, where you can place the walls is limited by the color chosen by your opponent.

Be careful not to fall into your opponent's trap!

Components

1 Game board



16 Wall tiles
(4 colors x4)



2 Wooden pieces
(2 types x1)

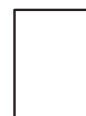


Mouse



Cheese

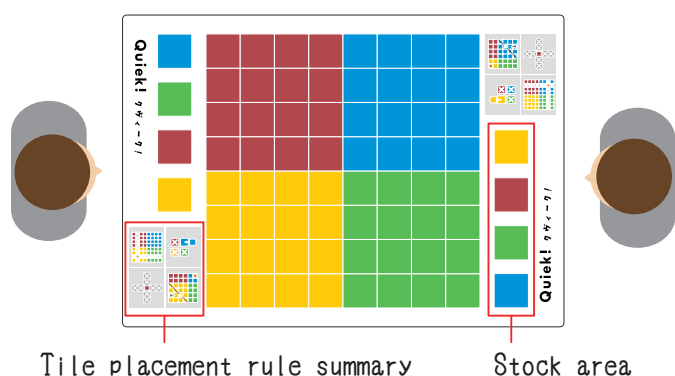
1 Rulebook



1 Setup

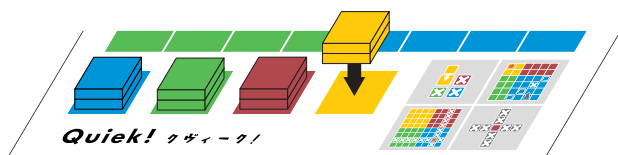
1. Set up the game board

Place the game board between the players in the following orientation.



2. Place the Wall tiles in the stock area

Stack 2 same-color tiles on each slot in the stock area.



3. Determine the start player

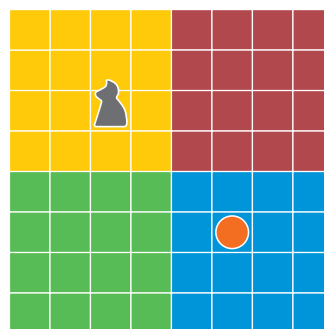
The player who has most recently eaten cheese is the start player.

Otherwise, determine the start player by rock-paper-scissors or in whatever way you like.

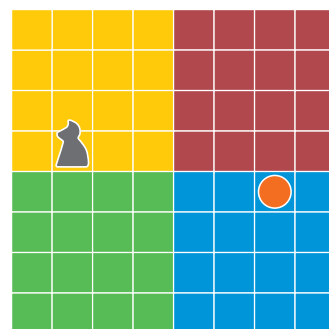
4. Place the Mouse and Cheese pieces on the game board

The start player shall place the Mouse and Cheese pieces any place on the game board. When playing this game for the first time, refer to the following examples.

Example 1



Example 2

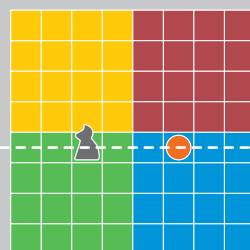


Caution!

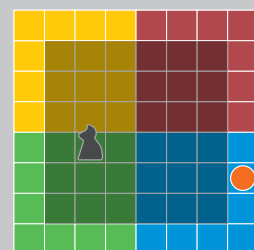
Do not place the pieces as follows.

Doing so will immediately end the game.

Placing the Mouse and cheese on a straight line



Placing the cheese in the outermost square



2 How to Play

- The start player chooses one of the Wall tiles in his stock area and gives it to the opponent
- The player who receives the Wall tile is the active player and begins the game

Turn Procedure

On your turn, perform [A] or [B]

[A] Place a Wall tile and give a Wall tile

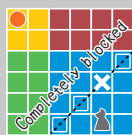
① Place a Wall tile

- Receive a Wall tile from your opponent and place it
- Place the tile with the following 4 constraints

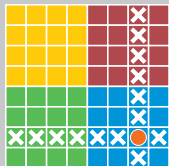
Place the Wall tile on the matching color square



Do not place it to completely block between the Cheese and Mouse pieces



Do not place it orthogonally in line with the Cheese piece



Do not place it on a square within orthogonally 2 squares away from tiles already placed



② Give a Wall tile

- Choose a Wall tile from your stock area and give it to the opponent
- Choose the tile with the following 2 constraints

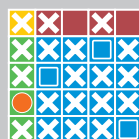
The tiles on the lower level cannot be given unless all the tiles on the upper levels are given



In this case, you can only give a red tile

You cannot give a tile which cannot be placed due to the constraints stated in "①"

In this case, you cannot give a blue tile.

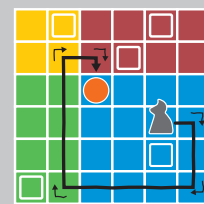


Then the turn of play moves to the other player.

[B] Challenge!

- Announce "Quiek!" and challenge your opponent if you can lead the Mouse piece to the Cheese piece.
- The Mouse piece moves to the Cheese, subject to the following constraints.

The Mouse piece goes straight until it hits the wall (outer square or Wall tile)



The active player wins if the challenge is successful!

Congratulations!



Be careful not to make a wrong challenge. If you do, you lose the game.

The active player immediately loses if they give or have no choice but to give a tile that cannot be placed.

Too bad...



Extra rule

Once you get used to the game, try the additional rules!

1. Time Limit Rules

Set the time limit for taking turns.

For example, set a timer for about 30 seconds.

The player who has exceeded the time limit immediately loses the game.

2. Reverse Challenge Rules

After a successful challenge, the winner counts for 10 seconds. Meanwhile, if the opponent finds a route with less tunings at walls to lead the Mouse piece to the Cheese, the opponent wins!

Quiek!

Website



Credit

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