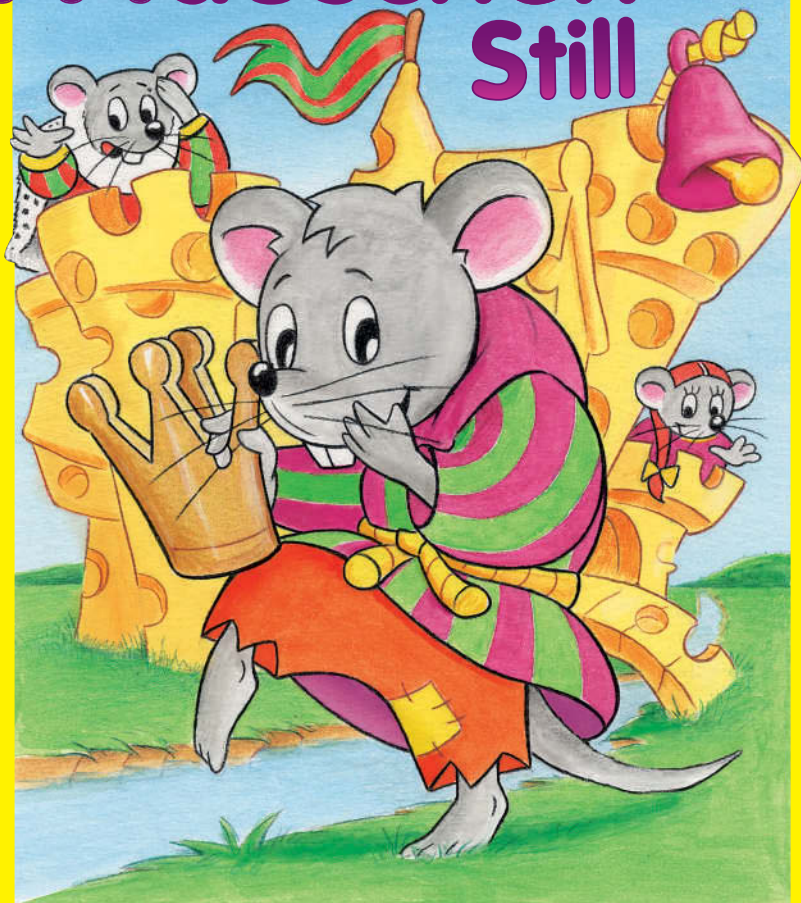




Spielanleitung • Instructions • Règle du jeu • Spelregels • Instrucciones • Istruzioni

# Mucks Mäuschen Still



Quiet as a Mouse • Chut ! • Muisstil  
A la chita callando • Zitto zitto, quatto quatto!

Copyright **HABA**® - Spiele Bad Rodach 2009

# Quiet as a Mouse

A silent game of skill for 2 - 4 players as quiet as mice, aged 5 - 99.

**Author:** Reinhard Staupe  
**Illustrations:** Andreas von Frajer  
**Length of the game:** approx. 15 minutes

Morris Mouse sneaks on tiptoes into the cheese castle to steal some royal cheese. He has to try his best to be as quiet as a mouse and under no circumstances wake up the sleeping guardians. The guardians however have installed a sophisticated alarm system. If Morris moves too daringly the bells ring and the guardians can stop the intruder. So watch out and be as quiet as a mouse!

## Contents

- 1 cheese castle (in four parts)
- 2 alarm bells
- 2 color dice
- 16 wooden sticks
- Set of game instructions



*insert most  
wooden sticks*

*assemble cheese castle,  
fix alarm bells*

*distribute wooden sticks,  
dice ready*

*roll both dice*

*slide wooden stick  
according to colors on  
the dice through holes*

## Game Idea

The players try to slide the wooden sticks carefully through the holes of the cheese castle. Meanwhile the other players have to be as quiet as mice and keep their ears alert. As soon as a player is too daring the alarm bells ring and their turn is over. Only the player who is able to slide a wooden stick into the cheese castle without causing any ringing may leave it there. The aim of the game is to have inserted the most wooden sticks at the end.

## Preparation of the Game

First assemble the cheese castle, as shown, inserting the four individual parts into each other. Then fix an alarm bell on both of the larger sides of the castle. Place the cheese castle in the center of the table.

This is what the cheese castle looks like when fully assembled:



Distribute the wooden sticks in equal parts between the players and place them in front of you. If there are three players one stick will be left over and should be returned to the game box. Get both color dice ready.

## How to Play

Play in a clockwise direction. Whoever is best at sneaking around may start. If you cannot agree the youngest player starts and rolls both dice.

Try to slide one of your sticks through the cheese castle without causing an alarm bell to ring. The colors on the dice indicate through which holes you have to slide the sticks.

**Example:**

Simon rolls red and yellow. He has to slide the stick through a red and a yellow hole in the cheese castle. He is free to choose through which hole of the two colors he first slides the stick.

**Does an alarm bell ring during your go?**• **No?**

Great mouse job! As your reward your stick is left in the castle.

• **Yes?**

If a player hears the bell ringing he immediately shouts "Alarm!". The guardian has woken up and the player has to pull his stick out of the castle and place it in front of him again.

Then it's the turn of the next player to try his luck.

**Important Quiet Mice Rules:**

- When it's the turn of a player there must be **absolute silence** in the room as the alarm bells sometimes ring only very softly.
- The player may use both hands. However, he may only hold the stick and not the castle nor an alarm bell.
- No player may touch the table thereby causing a bell to ring.
- If there is no combination of holes as the colors on the dice left, the player is unlucky and cannot slide any stick into the castle in this round.
- If during a player's turn another stick slides off the castle, that stick is taken out of the game and the player's turn is then immediately over.

**End of the Game**

The game ends when the twelfth stick is placed in the cheese castle. Each player counts the sticks he still has in front of him. The player with the fewest sticks wins the game. In case of a draw there are various winners.

Also, if a player inserts his last stick into the castle, the game then ends and this player is the winner.

*no alarm =  
wooden stick stays put*

*alarm =  
player shouts,  
player takes back stick*

*next player*

*end of game = 12 wooden  
sticks in the castle,  
winner = player with  
fewest sticks*

## The Author



**Reinhard Staube** was born in 1968 in Kassel. In 1995 he changed from studying pedagogy to becoming a professional game inventor. Since then, nearly 100 of his games have been published.

Reinhard Staube lives and works both in Lüneburger Heath and his native town Kassel. *Quiet as a Mouse* is his first game for HABA.

## The Illustrator



**Andreas von Frajer** was born in 1971 in Duderstadt. He finished his studies in communication design & illustration at the Media and Design College in Hannover. Andreas von Frajer is the creator, author and illustrator of many adorable characters, stories and pictures which he has brought to life for children books, game publishers and business companies.

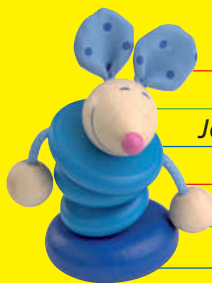
He lives with his wife Nina and their sons Moritz and Henry in Isernhagen.

# Erfinder für Kinder

*Inventive Playthings for Inquisitive Minds*

*Créateur pour enfants joueurs · Uitvinders voor kinderen*

*Inventa juguetes para mentes curiosas · Inventori per bambini*



Baby & Kleinkind

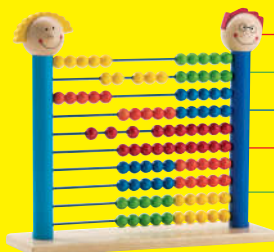
Infant Toys

Jouets premier âge

Baby & kleuter

Bebé y niño pequeño

Bebè & bambino piccolo



Geschenke

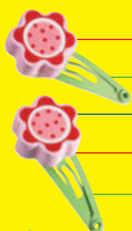
Gifts

Cadeaux

Geschenken

Regalos

Regali



Kinderschmuck

Children's jewelry

Bijoux d'enfants

Kindersieraden

Joyería infantil

Bigiotteria per bambini



Kinderzimmer


Children's room


Chambre d'enfant


Kinderkamers


Decoración habitación


Camera dei bambini


 Kinder begreifen spielend die Welt. HABA begleitet sie dabei mit Spielen und Spielzeug, das ihre Neugier weckt, mit fantasievollen Möbeln, Accessoires zum Wohlfühlen, Schmuck, Geschenken und vielem mehr. Denn kleine Entdecker brauchen große Ideen.

 Children learn about the world through play. HABA makes it easy for them with games and toys which arouse curiosity, with imaginative furniture, delightful accessories, jewelry, gifts and much more. HABA encourages big ideas for our diminutive explorers.

 Les enfants apprennent à comprendre le monde en jouant. HABA les accompagne sur ce chemin en leur offrant des jeux et des jouets qui éveillent leur curiosité, des meubles pleins d'imagination, des accessoires pour se sentir à l'aise, des bijoux, des cadeaux et bien plus encore. Car les petits explorateurs ont besoin de grandes idées !

 Kinderen begrijpen de wereld spelenderwijs. HABA begeleidt hen hierbij met spellen en speelgoed dat nieuwsgierig maakt, fantasievolle meubels, knusse accessoires, sieraden, geschenken en nog veel meer. Want kleine ontdekkers hebben grote ideeën nodig.

 Los niños comprenden el mundo jugando. HABA les acompaña con juegos y juguetes, que despiertan su interés, con muebles llenos de fantasía, accesorios para encontrarse bien, joyas, regalos y muchas cosas más, pues, los pequeños aventureros necesitan grandes ideas.

 I bambini scoprono il mondo giocando. La HABA li aiuta con giochi e giocattoli che destano la loro curiosità, con mobili fantasiosi, accessori che danno un senso di benessere, bigiotteria, regali e altro ancora. Poiché i piccoli scopritori hanno bisogno di grandi idee.



Habermas GmbH • August-Grosch-Straße 28 - 38  
96476 Bad Rodach, Germany • [www.haba.de](http://www.haba.de)