Regardless of outcome you can now chart how well you have done in each regard:

If you have managed to gather all pieces of food your success can be measured by how many steps away from the pantry the cat still was the very moment you have won (the last move into the pantry counts as 1 move):

- **6 or more spaces:** Incredible! Prove this was not a fluke of luck! by achieving the same result again right now, and then you can surely call yourself „Mice of Legend”! Extraordinary! You are happy and not in a hurry to leave.
- **5 or 4 spaces:** Well done – you really helped out Charlie!
- **3 or 2 spaces:** Phew, that was close! But at least you are not going home empty-handed.
- **1 space:** The pantry is still brimming with food. Show that you can do better – off to another venture into the pantry!
- **1 piece of food left:** You almost finished, don’t worry.
- **2 or 3 pieces of food left:** Charlie did not get all he needed. But at least nobody went home hungry.
- **4 or 5 pieces of food left:** You really did not get much. This better be better next time.
- **6 or more pieces of food left:** The pantry is still brimming with food. Show that you can do better – off to another venture into the pantry!

If the cat has entered the pantry, not all was lost – you can now gauge how close you were to winning:

- **1 piece of food left:** You really did not get much. This better be better next time.
- **2 or 3 pieces of food left:** Charlie did not get all he needed. But at least nobody went home hungry.
- **4 or 5 pieces of food left:** The pantry is still brimming with food. Show that you can do better – off to another venture into the pantry!
- **6 or more pieces of food left:** You really did not get much. This better be better next time.

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**Flowchart of a Game Turn:**

- **Roll**
  - Place at least 1 die
  - No die can be placed
  - Re-Roll
- **Gathering food**
  - Do not gather any food, cat moves 1 space
  - Last piece of a whole food item gathered
  - Last piece of a whole food item has NOT been gathered
- **Cat does not move**
- **Cat moves 1 space**

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**What do you need?**

- 1 double-sided game board
- 3 wooden dice with 6 different faces:
  - Bread, Fish, Cucumber, Cheese, Carrot and the red X
- 56 mouse chips (incl. 7 spare chips)
- 1 wooden cat

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**Credits:**

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Translation: Benjamin Schönheiter · Reiner Knizia thanks Sebastian Bleasdale for his contributions to the development of Mmm!
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Thank you for helping me. Together, we now have to manage to gather all the pieces of food from the pantry into my home. How we do that, you ask? It’s simple:

The bravest of you, who has the dice in their hands, will now roll the dice on the table. You did that? Well done! Now:

What can you see on the dice?

On 5 sides of the dice you can see 1 type of food symbol - Bread, Fish, Cucumber, Cheese or Carrot. These are the same 5 types of food you can see on the game board. Each food item on the board consists of 2-4 bite-sized “pieces” – these are the square spaces on the game board. If a die shows a certain type of food, then this is very good: it allows us to prepare the transport of 1 piece of a food item into my home. To do that, you have to place a die with a matching food symbol onto an appropriate square food item space.

Let’s go!

A) Re-roll

After you have rolled and placed at least 1 die you can decide to re-roll the rest of the dice that have not yet been placed. And then you must again place at least 1 of those dice on 1 food item space. If you have re-rolled 2 dice, you can still just place 1 of them and decide to re-roll the last one once more. But beware - you cannot roll the dice that are already on food item spaces on the game board.

And here’s the twist again: It can happen (even on your very first roll) that you cannot place at least 1 of these dice on any piece of food. That means you are not allowed to gather any food this turn, and there is worse to come! You have to move the big mean family cat 1 space closer to the pantry – oh my! To do that just follow the paws from space to space starting from the white paw(s). Then, give the dice to the friend on your left, for them to try their luck.

B) Gathering the food

If you have managed to place all 3 dice on the game board, or have stopped rolling and pushing your luck, you can now start gathering the food: exchange each die on the game board with 1 of my mouse chips. The mouse chip tells you that you have already gathered that piece of the whole food item and that you can no longer place a die on that square.

Do you have to move the cat now? If you have covered the last square of a whole food item, meaning that every piece of food of that one food item is now covered with mouse chips, you do not have to move the cat. If you have not managed to put a mouse chip on the last piece of food of a whole food item this turn, then you have to move the mean black cat 1 space closer to the pantry.

Finally, give the 3 dice to your friend on the left, it is their turn to roll the dice!

You won … well almost!

Did you manage to gather all the food before the mean black cat reaches the pantry? Awesome, we have really done it! Thanks to your mouse-tastic help we have managed to secure enough food for my whole big family (and really given that mean cat a run for its money). Let’s try that again!

The mean black cat has reached the pantry? I am sure we can do better next time. But thanks to your heroic help we could at least secure some food from the pantry and my family will not have rumbling tummies.

You are mouse-heroes already and this is all so easy for you? Then just flip the game board to its other side (remember: this is the side with the 2 white paws next to the cat). Then put the wooden cat on the 2 white paws for the next game. Now you have to help me gather bigger food items consisting of 2-5 pieces! This is going to be much harder!

But together, I am sure, we will surmount all odds!