

# Gouda Gangster

„Gouda Gangster“  
for 3-6 players, 30 min

## Game Materials



55 playing cards

40 weapons

4 traps

2 cheese cards



3x3 action cards

24 room cards

6x children's room

6x bathroom

6x bedroom

6x basement



25 rats

5 pieces of cheese

1 house

1 game instructions

1 king (starting player)



## Objectives

Buckle on 40 different weapons, set traps, spy on enemies and use annoying action cards - all resources should be used to snag a precious piece of cheese. Beat your rat-rivals and become the new king of Gouda Gangsters.

## Set-up

The house gets placed in the middle of the table. Every player receives 4 room cards (bathroom, bedroom, basement, children's room). Additionally the pieces of gouda get placed next to the house. Always use 1 piece less than active players (e.g. only 3 pieces with 4 players). The remaining cheese as well as room cards can return to the box. Put the pile of rats somewhere close by. Shuffle the playing cards thoroughly and place the pile face down next to the house. The youngest player gets the starting button (king).

## How to play

You play several rounds until there is a winner. Every round has 7 phases, which are all initiated by the player with the starting button and run clockwise.

### Phase 1: Raining cheese.

Since this game is all about getting cheese, it is now introduced. The starting player grabs all pieces of cheese and drops them centrally onto the house. Depending on where those pieces settle, they get placed clearly into the rooms involved. This way, some rooms may hold no cheese at all, whereas some rooms may be filled with several pieces of cheese. This is the food all rats will be fighting for.

### Phase 2: Draw equipment.

Now every player draws 3 cards from the pile. Hence, every player now holds 7 cards in his hands (4 room cards and 3 playing cards), out of sight of any other player.

**Caution:** In the following rounds, every player only draws 2 cards.

### Phase 3: Sneak into the house (secretly).

Now every player should consider 2 things:

1. Which room should I go into?
2. Do I already equip my rat?

Every player may equip his rat with as many cards as he or she likes, depending on whether you hold relevant **equipment** cards.

#### Equipment cards are:

a) **Weapons.** There is a total of 40 different weapons. They all display a number from 1 to 20. The number stands for its strength. Each rat may carry several weapons. This way, the overall strength can be above 20.

In the end, these weapons decide upon cheese or no-cheese.

b) **Traps.** There are 4 traps in this game. Traps can injure rivals and reduce their strength by 10.

Traps can only be used in this phase. How traps actually work will be explained in the next phase.

c) **Cheese cards.** This card gives additional cheese. If a player uses a cheese card, **his room** has 1 more cheese in it.

Now every player puts his room card as well as potential equipment cards **face down** side by side on the table in front of him.

Thus, in every round there is either only 1 card (=room card) or several cards (=room card + equipment cards) lying in front of each player.

Hint: Don't reveal to your opponents where you put your room card.

**Caution:** Action cards can only be used in Phase 5.

### Phase 4: Spying.

Beginning with the starting player, everyone has to turn over **one** of the opponents' cards. The selected cards remain face-up for everyone to see. Different players may spy upon the same target.



Ouch! This is where traps come into play. If a player happens to turn over a trap, he gets injured immediately. His imaginary strength gets reduced by 10 and the trap will be placed face up next to his own cards. Traps that remain face down have no impact at all.

### Phase 5: Reinforcement (openly).

If a player is unhappy with the current situation and is still holding cards in his hands, he or she has 1 last chance to interact with the game. Beginning with the starting player, everyone can now decide whether he wants to use **one** more card. This time the card will be placed **face up** next to your other cards. This can either be a **weapon**, a **cheese card** or one of the following **action cards**:



**Nailed down.** This card ends the round. No player after you can play another card, even if he wanted to.



**Gouda gangster.** This fellow enables you to move one piece of cheese from one room into another (you cannot apply this on cheese **cards**).



**Hole-in-the-wall.** Move your rat and its equipment into another room. To show the room you want to move into, place another room card face up in front of you. The previous room card becomes invalid.

### Phase 6: Fighting for cheese.

Now the players' influence is over. Who gets cheese and who doesn't is now being revealed! Beginning with the starting player, all remaining cards will be turned face up to show the final constellation.

(Traps, that get turned up now, have no impact!).

#### Now there are 2 options for each room:

##### a) Too many rats!

Now this is interesting. If too many rats fight for a few pieces, their **strength** is what really matters now.

##### Example 1:

In the bathroom there are 3 rats, but only 2x gouda.

Rat A has a weapon with a strength of 15. = 15

Rat B has a 17, but he walked right into a trap (-10). = 7

Rat C has a 1, an 8, and a 19. = 28

➤ Rat A and rat C win. Rat B loses.

##### Example 2:

In the basement there are 2 rats. Unfortunately there is no cheese, but one of the rats played a cheese card.

Rat A has a 10 and a cheese card. = 10

Rat B has a 15. = 15

➤ Rat B wins. Rat A loses, even though he brought an extra piece of cheese. Rat B robbed rat A because of his greater strength.

**Special case:** If the fighting rats have the same strength, the rat with the greater weapon wins. Example: **16** and 5 (=21) is stronger than **15** and 6 (=21).

If the weapons happen to be exactly the same (10 against 10), the cheese will be shared and both rats win.

### b) There is enough food.

In the room in question there are as many pieces of cheese as rats, or even more. Every rat gets his gouda. It does not matter how strong the rats are.

#### Example 3:

In the children's room there are 2 rats, and 1 piece of cheese.

➤ Since one of the rats played a cheese card, there is a total of 2 pieces of cheese. Both rats make booty.

### Phase 7: Remove traces.

Players who get cheese will be rewarded with a fellow rat from the rat pile. The cheese stays on top of the house and will be used the following rounds.

Before initiating another round, please consider the following:

- all cards used will be placed face up as a discard pile, next to the draw pile.
- used **room cards** return to the owner.
- all unused cards remain in your hands. They can be collected and used in the following rounds.
- the king (starting player button) gets passed on to the next player (clockwise).
- a new round can be started (raining cheese!).

### Course of the game

Each round, every player collects rats to enlarge its gang of gouda gangsters. Whoever manages to collect 5 rats will win the game. If several players happen to get the fifth rat at the same time, those players play **one more round** with only **1 piece** of cheese. Cheese cards are now **invalid**. Whenever the draw pile is used up. Shuffle the discard pile and use it as your new draw pile.

### Game Variations

#### Prolong the game:

Simply use 1 less piece of cheese (e.g. 4 pieces with 6 players).

#### Last-Rat-Standing

In this version, every player receives 3 rats at the start of the game. They stand for the players' lives. If a player does not get a piece of gouda, he loses one of his lives.

This goes on until one of the players loses his full team. If this happens, that player is eliminated and 1 piece of cheese has to return to the box. This is necessary to maintain a cheese-shortage. Eventually only one player is left over. He is the winner of the game and can call himself new king of gouda gangsters! Enjoy your meal!