



The wedding is over, the guests have left, it's time for the party to begin! Here are the mice who come from all over the place for their feast. The table is far too high but they have invented a clever system to collect what is lying around. They take a plate on the floor and use it to push the ones on the table and make them fall on the other side, easy.

So make delicious food with the leftovers for your mouse friends!

1- Aim of the game

To be the first too reach 5 points

2- Game Components



1 table (the box)

chairs : put them along the table, fold the sides and put the lead back in the spaces

56 round tokens where you can see meal leftovers and sometimes actions.

There is 8 different ingredients (x7)



21 recipe cards » (rectangle): made of 2, 3 or 4 ingredients which will give 1, 2 or 3 points.

1 bag to put the tokens in

3- Set up

The table

Four tokens of each ingredient are placed randomly on the table (top of the box), make sure that identical ingredients do not touch each other and that they all fit on the table without overlapping. Each player receives 1 ingredient token at the beginning of the game, the others are placed aside faces down and make up the reseve.

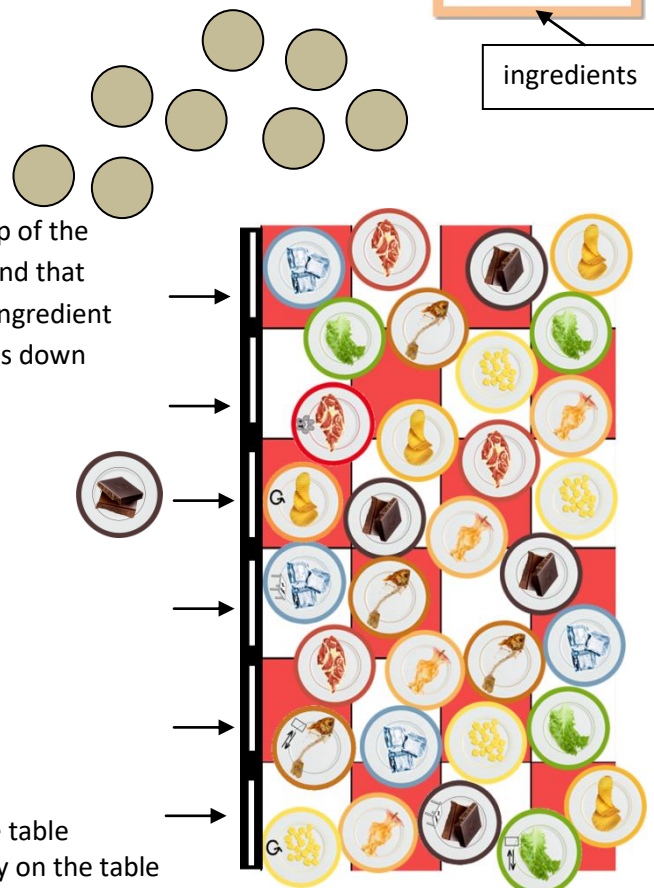
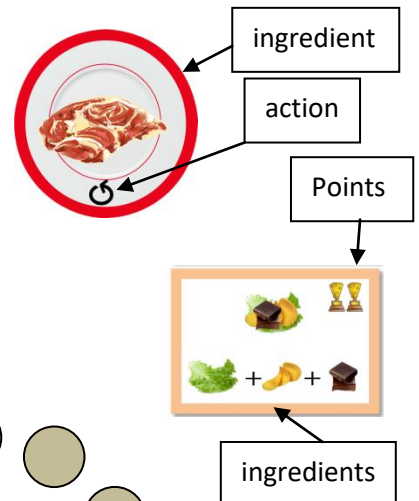
The orders

Three "recipe" cards are placed on the side of the table, representing the orders you will try to make.

4- How it works

Push





The last player to have nibbled is designated the first player. He takes a token in his possession to push the other tokens onto the table. He pushes it through the slot of 1 of the 6 chairs until it is completely on the table.



Collect

- If no tokens fall after the push, the player takes 2 tokens from the reserve (he does not carry out any actions on these 2 tokens) and, if he cannot make a recipe, it is the turn of the next player
- If 1 or more tokens fall down after the push, the player retrieves them and performs an action if one or more of the retrieved tokens contain action symbols

Make an action

-  : you are lucky, you see a plate in a corner of the room, you pick it up (draw 1 token from the reserve)
-  : a waiter picks up a plate and puts it on the table (an extra token is put on the table)
-  : No one around, you rush back to try to pick up what you want (play again)
-  : A mouse has changed its mind and changed its order, remove 1 of the 3 orders visible on the table and put a new one back.

Note: if there are several actions in the recovered tokens, the player chooses only one.

Make an order

When a player in his turn has managed to collect all the ingredients to make an order, he takes the corresponding card which will earn him points. The ingredients used are returned to the deck and a new recipe card is placed back on the table so that there are always 3 visible.

End of turn and end of the game

When a player has pushed, collected or picked his token(s), eventually taken 1 action and completed an order, it is the turn of the player to his left to play.

When a player manages to get 5 points he wins the game.