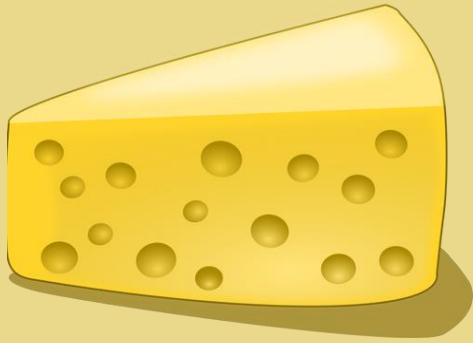


Big Cheese - Patrons (Players)

You and your friends are headed to the bar. Like all hardworking rodents you need to unwind with some cheese after a hard day's work. However, upon arriving you realize none of you brought your wallets. Undeterred you set out to spin the best tale and win some cheese from the bartender.



Materials

2D6, 3 tokens per player, plate of assorted cheeses, 3-5 Players, 1 Game Master (GM)

Character Creation

Each player rolls 2D6 to determine your rodent.

Type

1. House Mouse (Quick and Curious)
2. Lab Rat (Smart but Sickly)
3. Sewer Rat (Dirty and Dangerous)
4. Field Mouse (Quiet and Quaint)
5. Flying Mouse (Cool but Crazy)
6. Rat King (Insane and Insane)

Colour

1. White
2. Grey
3. Black
4. Brown
5. Two-Toned
6. Neon Green

Story Creation

As a group, roll 2D6 to determine your starting story.

Type

1. Theft
2. Adventure
3. Revenge
4. Comedy
5. Mystery
6. Players Choice

Location

1. City Sewers
2. Human House
3. Mouse Mafia Hideout
4. Pet Store
5. Science Lab
6. Players Choice

Actions

The player who has eaten the most cheese today begins the story. Other players can chime in at any point to add details to the story. They may NOT take over the story however. A new rodent can only take over the story if the bartender (GM) asks a question.

End

When a player has received 3 tokens from the bartender, the game begins to end. The player who received the tokens must wrap the story up. If the bartender finds the ending satisfactory, then that player wins, and receives whatever is left on the cheese plate. The winner decides if they want to share.

Big Cheese - Bartender (GM)

Your job as the bartender is to make sure the story doesn't get stale. If a player isn't interacting with the story, ask questions to get them interested.

Bar Creation

Roll 2D6 to determine what type of bartender you are. If you have something else in mind, feel free to create your own.

Bartender

1. House Mouse (Quick and Curious)
2. Lab Rat (Smart but Sickly)
3. Sewer Rat (Dirty and Dangerous)
4. Field Mouse (Quiet and Quaint)
5. Flying Mouse (Cool but Crazy)
6. Rat King (Insane and Insane)

Establishment

1. Sketchy
2. High Class
3. Sports Bar
4. Hole in a Wall
5. Club
6. GM's Choice

Tokens

Whenever you become invested in the storyteller's story, give them a token. When you have given a single player 3 tokens, they must wrap the story up. If they do, they win. If not, take a token back and ask the group how it really ended. When the story is wrapped up nicely the game ends.

Switching Storytellers

If the current storyteller has used a filler word like "uh" more than three times in the story, ask a question to switch the storyteller. You can ask questions like:

- ❖ How did you get past the guards?
- ❖ Where were you guys while this was happening?

- ❖ How did you think that was a good idea?
- ❖ Why would you do something so stupid?!

Or anything else that's appropriate at the time. Remember every time you ask a question a new person needs to start telling the story.

You can also ask a question if one player is hogging the limelight. Remember you want everyone to participate!

Notes

- ❖ If the players think you should give someone a token, then do it. Their opinion matters to.
- ❖ Cheese only intoxicates mice, and most likely your players aren't really rodents. Wine can solve that though and it goes great with cheese.
- ❖ The winning player gets what's left on the cheese plate, but there's nothing stopping you and the players from nibbling while you play.
- ❖ If a player is lactose intolerant than laugh at them. Or give them something else that's yummy. It's up to you.
- ❖ This game is dumb, so just have fun.

