

NO CHEESE
NO COIN



INSTRUCTIONS

(can't say we didn't
tell you how to play.)



before we begin ...

Welcome to No Cheese, No Coin. This is the official instruction manual on how to play the game. For more information about the product and to provide feedback, questions, comments, and concerns please contact at NoCheeseNocoin@gmail.com . A video demonstration of the game is available at www.srafferty.com under the No Cheese, No Coin card game information tab.

contents

- one (1) deck of 108 playing cards
- one (1) instruction manual

not included: timer
(you're gonna need this.)

players

No Cheese, No Coin is intended for 3-6 players. For every additional group of six (6) players, you will need one additional deck. If more players participate, then you will need to increase the timer by five (5) minutes for every group of six (6) people.



1-6 players	1 deck, 10 minutes
7-11 players	2 decks, 10 minutes
12-18 players	3 decks, 15-20 minutes (15 mins for 12 players & 20 mins for 18 players)

objective

The main objective of No Cheese, No Coin is to collect as many coin cards as possible within the time limit.



This is a coin card.

The player with the most coin cards wins.
All additional cheese effect cards in the deck are used to help the user or sabotage other players.

that's it.
that's how you win.

standard rule of play

(pay close attention. we're not responsible for any broken friendships if you can't figure out the game.)

1.

Shuffle the deck before starting a round. All players start with no cards in hand and can only draw cards from the deck. The turn order is always clockwise.

2.

At the appropriate turn, the player draws one card from the deck. When a player draws, it ends their turn and goes to the next player. Players gain cards from drawing. Each player can play any and as many of their cheese effect cards during their turn before drawing.

ending a game



when the
timer expires



if the deck finishes
before the timer

Continue playing until all players cannot play any of their cards. If no one can play a card after the deck ends and before time's up, then the game ends.

in the event of a **tie**

If any of the players tie, they will then enter a
SUDDEN DEATH ROUND.



(just wanted to emphasize that we are not responsible
for any broken friendships that may occur at this point.)

RULES OF SUDDEN DEATH

Players keep any remaining cheese cards in their hands to start but all their coin cards along with the rest of the deck is reshuffled. Turn order stays clockwise but the time is now set at three minutes.

Continue playing until time expires.

The player with the most coin cards wins.

If there are multiple ties, then continue doing sudden death until there is a definitive winner.

special active rules

(rules that are in effect during the game.)

risk/reward



If a player is not paying attention, you can steal cards from their hand or steal from the deck itself at any time. However, if another player catches you stealing then you must discard your entire hand to the discard pile.

stacking cards



You can stack cards and stack effects. Example: if you have two reverses, both effects will take place. All rules double when stacking.

stalling



You can stall up to 30 seconds before playing or drawing a card. If another player catches you stalling longer, then you must discard your entire hand.

special active rules

(rules that are in effect during the game.)

cancel a cancel



While you can cancel an effect card, another player can cancel a cancel card played. This can go on until there are no more players that can cancel effects.

currency exchange



If you have five different kinds of cheese cards, you can send them to the discard pile during your turn and take a coin card from everyone's hand.

Additionally, if you have three coin cards you can send it to the discard pile to take any cheese card from the deck. Reshuffle the deck.

(this can be stopped by a cancel or super cancel card.)

cheese card effects

(warning: it's about to get really cheesy.)

MUENSTER REVERSE (7 cards)

This card reverses the order of play.

MILD CHEDDAR STEAL (3 cards)

The player who activates this card can take one card from another player's hand at random.

SHARP CHEDDAR THREE-STEAL (3 cards)

The player who activates this card can take three cards from any player's hand at random (can be the same player or different players to steal from).

ALL-AMERICAN CHEESE SHUFFLE (5 cards)

The player who activates this card gets to shuffle the main deck. They can shuffle the entire deck, certain parts of the deck, or flip cards facing up.

SWISS VISION (4 cards)

The player who activates this card can see the next five cards in the deck, or whatever remains if there are fewer than five cards. Do not alter the deck when looking.

cheese card effects

(warning: it's still really cheesy.)

FETA RUSH (2 cards)

When activated, the game pauses and the remaining timer is cut by three minutes.

RICOTTA GAIN (2 cards)

When activated, the game pauses and the remaining timer is increased by three minutes.

PEPPER JACK CANCEL (7 cards)

This card can be played at any time regardless of player order and can negate any card effect unless a specific card states otherwise.

ASIAGO SUPER CANCEL (1 card)

This card can be played at any time regardless of player order and can negate any card effect unless a specific card states otherwise.

GOUDA SWAP (4 cards)

The player who activates this card during their turn can swap their entire hand with any player in the game.

"SAY BRIE CHEESE" FACE UP (2 Cards)

When activated, the player can choose any other player to reveal their entire hand to the group.

cheese card effects

(warning: it's still really cheesy.)

EXPLOSIVE NACHO CHEESE DESTRUCTION (1 card)

This card can only be used once per game. When activated, all cards return to the deck and the deck is reshuffled as if it is a new game. When used, remove this card from play. Time continues during the process and can only be canceled with a super cancel.

MOZZARELLA ROTATION (1 card)

This card can only be used once per game. When activated, all players must swap hands clockwise to the next player within the turn order. When used, remove this card from play. Time continues during the process and can only be canceled with a super cancel.

STINKY CHEESE TRASH PILE (3 cards)

When this card is activated, the player can decide to take another's player's card at random and throw it in the discard pile.

GORGONZOLA TAKING OUT THE TRASH (3 cards)

When activated, the player chooses to take any one card from the discard pile.

BLUE CHEESE SELF-SABOTAGE (1 card)

This card is immediately activated when it is drawn. The player who drew this card must immediately move their entire hand to the discard pile. The card can be canceled if the player has a cancel or super cancel in their hand.

NOW
LET'S
GET
CHEESY.